

Session	What did you like?	How would you make it perfect?
10 things that can derail Agile	Fish bowl discussion at the end	The participants started to take over the session, they spoke too much. The session leader spent too much time on questions, discussions
10 things that can derail Agile	Ideas & motivations for problems that I encounter @ work	
10 things that can derail Agile	10 questions with answers of presenters and reaction on that by audience	
10 things that can derail Agile	Good description	More time for more discussion
10 things that can derail Agile	Real life experience	
Agile Analysis workshops	Very enthusiastic presenter. Good presentation for drop-in!	
Agile Analysis workshops	Great ??? Without preparation	
Agile Analysis workshops	Down to earth. Practical. Clear	
Agile Metrics	Experienced speaker	More concrete examples
Agile Metrics	Back to the basics	Add practice
Agile Metrics	Asks questions. Interaction. Different points of view. Practical	Stop on time. Silent beamer
Agile Metrics	Differen types. Reasoning behind "why"	
Agile Metrics	Discussion	Handouts. I would be interested to see this in a fishbowl format
Agile Metrics	Good subject. Good points.	Stick to the subject (don't get side-tracked by questions)
Agile Metrics	Lively debate	More time to cover content on Agile vs Waterfall metrics
Agile Metrics	Understand different points of view of different users	More speed in the presentation
Agile Metrics	Open session	More adaptability based on the audience feedbacks
Agile Metrics	Interesting. Good speaker	

Agile Metrics	Good, practical info!	Longer session, bigger room
Agile Metrics	The real life metric which you really used	
Agile Metrics	To hear a systematic overview of what I already know (the Hobbit in me likes that ☺)	What are metrics that do work? In Xp/Scrum I mean. Experiences? How to use these to steer your team/company?
Agile Metrics	Don't measure too much	
Agile Metrics	Many different kinds of measurements	More detail on how to use these metrics and where
Agile Metrics	Overview of metrics	Stick to the subject
Agile SOA		Not clear from the start if it was more technical or more business
Agile SOA	Interaction	Presenter should indicate what he has done to solve the impediments
Agile SOA	☹	
Agile SOA	The presenter also dislikes SOA	Explain difference SOAs more
Agile SOA	Learned about SOA	Explain why there is a problem with Agile. Too much discussion on what SOA is
Agile SOA		Make clear it's for SOA experts. Less discussion in between
Agile SOA	Experts in one room	No idea, it was a bit over my head
Agile SOA	Experience	More link to Agile
All	Perfect	All motivated people
All one hour sessions		One hour is too short. 1.5 hours seems better
All powerpoint sessions		Limit powerpoint, make more interactive
Both sides of the story	10/10: The energy. The results of the exercises	It is perfect
Both sides of the story	Very good balance between concept(s) and practical implementation. Good sheets	
Both sides of the story	Learn about solving problems by stepping in other's shoes	
Both sides of the story	Types of control	
Business Value Game	Everything	Remove the ??? Effect in the game (very hard). Streamline props handling
Business Value Game	Excellent thought out game	Find better ways of explaining/simplifying it
Business Value Game	Format. Game == fantastic	2 more iterations. 1 die throw for all teams

Business Value Game	Fun, energy, feel what is client role	Rules simpler for first iteration
Business Value Game	Interactivity	
Business Value Game	It was good fun (and educational too)	Would benefit from some pre-filled props to clarify the accounting + rules
Business Value Game	It is just an excellent game with good results	Maybe more time. It is close to perfect
Business Value Game	Game	Perfect presentation
Business Value Game	Stimulating. Fast pace and fun	
Business Value Game	Lots of fun, interesting and sweets!	I would make it less complex
Business Value Game	It's fun! It shows the role and importance of Business Value to a BV (or BVBA)	Try to make it simpler! Make it simpler. Simplify it ☺
Business Value Game	It was very well organised. BV = f(happy)	See how to do this for my own team
Business Value Game	The game	More on business value theory
Business Value Game	Everything	More explanation time, setting the stage
Coaching self-organizing teams	Psychology expert	Go a bit faster
Coaching self-organizing teams	Only been at first part, unfortunately missed the part on coaching	
Coaching self-organizing teams	Discussions	
Coaching self-organizing teams	The humor	More in depth. Longer?
Coaching self-organizing teams	Perfect session by someone who knows	At the end a brief overview of what was presented
Coaching self-organizing teams	Some insight into psychology	
Coaching self-organizing teams	Great presentation	
Coaching self-organizing teams	Good intro.	Too basic. Too slow. Especially part 1
Coaching self-organizing teams	9/10: The format. The explanations	The "team" part seems to got lost sometimes
Coaching self-organizing teams	Out of the Agile box. Soft skills. Exercises. Interaction	Acoustics better

Coaching self-organizing teams	Psychology	
Coaching self-organizing teams	Expert on subject. Way of presenting	More concrete examples (not only theory)
Coaching self-organizing teams	Learning about referent power and core-groups	
Coaching self-organizing teams	The very good presenter	Was already perfect
Coaching self-organizing teams	Very good speaker. Best session of conference	A little more space
Coaching self-organizing teams	Good speaker, enthusiastic	More speed. A bit more focus on the theory i.s.o. practices
Coaching self-organizing teams	Another high quality talk, very interesting	Don't know
Coaching self-organizing teams	Exercises	
Coaching self-organizing teams	Very interesting. Very good speaker	
Coaching self-organizing teams	Slow pace to give time to let things sink in	
Coaching self-organizing teams	Good speaker, solid session	
Coaching self-organizing teams	Whole subject and the clear and calm way it was presented	Give us the silver bullet
Coaching self-organizing teams	Psychology instead of technology	
Coaching self-organizing teams	High level knowledge, short overview of the techniques	Download slides?
Conference	I always leave with better awareness	
Critical Chain	Activity. Lego-ing	Connection with theory
Critical Chain	It was fun!	Set more achievable/realistic goals for participants. Accept they'll come up with solutions you didn't think about

Critical Chain	Critical Chain and ToC in general	Don't like lego ☹
Critical Chain	Nice game	A bit more theory <=> game interaction
Dimensional Planning	What not...?	
Dimensional Planning	Explicit dimensioning	Have it be a real dual presentation. Have presenter listen to questions before interrupting with answer
Dimensional Planning	☺ ?	
Dimensional Planning	Continuation of last year. New improvements	Bring Walter back in !!
Dimensional Planning	Very good theory	Add practice. Martien was not so well prepared
Dimensional Planning	8/10: The enthusiasm. The ideas. Iterative != Incremental	More time or less ideas
Dimensional Planning	Humor. Practical. Critical about certain Scrum aspects	Better balance between speakers. Off-topic discussions: stop them after a while
Dimensional Planning	Term "dirt roads" in boardroom	
Dimensional Planning	Simple communication tool / decision tool. Return on experiences	Present assumptions to evaporate resistance
Dimensional Planning	Application of DP for programme planning	More detail of why it should be used at the functional level
Dimensional Planning	Good explanation of some topics	A good explanation of the essentials
Dimensional Planning	Energy of presenters. Interesting subject	Better explain fixed-price aspect, or just leave it out (because it's not just about fixed price)
Dirty Jobs	Good codebase	More time to let everybody feel how it should/could be done
Dirty Jobs	Fun, pairing, java	Over time
Dirty Jobs		More time
Dirty Jobs	Example of legacy code testing	
Dirty Jobs	Refactoring & TDD	Less complex example
Dirty Jobs	Pairing with a C# developer. Applying TDD to legacy code without testing everything	More consistent terminology. Smaller step from story 1 to story 2. Design handout/diagram
Dirty Jobs	Excellent topic	Little more coaching
Dirty Jobs	Live programming	I would need a little more knowledge of the language used + dev environment
Dirty Jobs	The hands-on exercises	No idea
Dirty Jobs	Lets you think and find right balance	More theory on approaches

Dirty Jobs	Practical	More time
Dirty Jobs	Good codebase to work on!	Alternative environment to work i. Using the free Microsoft Visual Studio IDE. Maybe JetBrains will sponsor ReSharper?
Dirty Jobs	Pragmatic way of dealing with legacy code	Better examples of the key points
Dirty Jobs	Anonymous subclasses info. Interesting problem	Programming in Ruby/Python
Distributed Scrum @ Dutch Railways	Working together abroad and cross time/culture	Less "How good are our tests running" + more focus on the team (divide and conquer)
Distributed Scrum @ Dutch Railways	Real-life experience	More interaction
Distributed Scrum @ Dutch Railways	Experience. Clear, concise	Everything was perfect during that project?
Distributed Scrum @ Dutch Railways	Interesting case study	More focus towards distributed Scrum, less about Agility in general
Eliminating waste	Movie on moonwalking. ??? 2 waste determination	More real-life examples
Eliminating waste	Fulfills needs of seeking to perceive	
Eliminating waste	Intro movies + practices. Good story. Interesting	Like to know more. Now it only teased me
Eliminating waste	Very good. Well explained	More examples
Eliminating waste	Nice overview of agile vs non-agile	Provide a solution to waste
End-to-End continuous integration	"Beyond bullets" presentation	
End-to-End continuous integration	Fluent speakers. Examples	
End-to-End continuous integration	Real world experience	
End-to-End continuous integration	Good presenters, good humor, pragmatic approaches	
End-to-End continuous integration	Very good live example. Complete	Couldn't find the person to chat after
Ericsson example of Enterprise Agility	Excellent points on scaling up	Less questions. More control. Best stuff was covered least

Ericsson example of Enterprise Agility	The speakers. They were really involved in the process	More in-depth information. Also the bad stuff: what went wrong, not only the successes
Ericsson example of Enterprise Agility	Experience report	Tell us about the results/consequences in 1-2 years from now
Executable story specification	Demo's	Fully working demo
Executable story specification	Red, Green... and Yellow!	
Executable story specification	Live working examples	Real live examples
How Scrum saved the internet	Good intro to the project. A good example of where Agile is needed	Need to shift focus from what was done to the actual practices implemented
How Scrum saved the internet	Unix/sysadmin vs Agile SW dev. Didn't have that on NLUUG	Overview of what RIPE does technically and at what scale. Would have attracted more attention that way
How Scrum saved the internet	Experience	Too much about product, not enough about how they implemented Scrum
How Scrum saved the internet	Clear explanation, interesting case	Not so much technical info
How Scrum saved the internet		Much too technical. Too little Scrum
How Scrum saved the internet	The story. Agile applied to a company	More time for explanation practices used
How Scrum saved the internet		It could have been more elaborate (specifics on how Scrum was applied)
Invariant Game	Interesting approach	Less mathematical & more real cases oriented
Invariant Game	Presenter knows a lot	Make it more connected to software development and Agile
Invariant Game	Math skills	Written notes to take home
Invariant Game	None... It wasn't like what I'd expected	A warning that it's an "abstract" thing would be very appreciated
Invariant Game	Makes you think very hard	Read world example/usage
Is your team within the comfort zone of Scrum?	Nice model	

Is your team within the comfort zone of Scrum?	A broader way of seeing Scrum for other projects	More concrete examples. Which features to modify in Scrum
Is your team within the comfort zone of Scrum?	The model. The game. The presenter	
Is your team within the comfort zone of Scrum?	Opened new perspective	Better reasoning
Is your team within the comfort zone of Scrum?	Exercise. Insights in team models	
Is your team within the comfort zone of Scrum?	The games makes their explanation visible	
Is your team within the comfort zone of Scrum?	The game	
Lunches	Good food. Lots of choice	
Mingle for Agile planning	Great material. Great presentation	Free licenses?
Mingle for Agile planning	I like tools	Real demo
Mingle for Agile planning	Nice demo of the tool	
Mingle for Agile planning	Presenter has deep knowledge of Agile and Agile tools	Make it more demo-like. Less slides
Mingle for Agile planning	A lot of information in a short period of time	
Mirror Mirror on the wall	The whole atmosphere. A bit more self-knowledge gained	Nothing, but it is a one-time thing. You don't go here twice
Mirror Mirror on the wall	😊😊	
Mirror Mirror on the wall	Great fairytale about personalities!	Skip the introducing
Mirror Mirror on the wall	Fun, learn about myslef, collective project	More chairs, more time
Mirror Mirror on the wall	Entertaining	Sometimes difficult to know where we go

Mirror Mirror on the wall	Fun	Focus more on team strength diversity
Mirror Mirror on the wall	Fairytales. Game. Presenters	It was a lot for the available time
Mirror Mirror on the wall	The presentation of the different characters... "a nice-to-know"	Offer real solutions, not just making people think about what they think the solution should be
Mirror Mirror on the wall	Speed networking. Strength of a story	Visualize rules. Deadlines
Mirror Mirror on the wall	Fun format (story telling)	Make it a little longer
Mirror Mirror on the wall	Portia! ☺ She can really get you going. Liked the concept, though not new to me	Because of time limits not everyone seemed to understand all aspects
Mirror Mirror on the wall	Interaction with other participants	If Snow White's story was really played by the presenters ☺
My language is bigger than yours	Boardgame to learn language is very good idea! You need focus on structure and not syntax!	More time. Coding Dojo was only just "started"
My language is bigger than yours	Functional programming approach	
My language is bigger than yours	9,5/10: The game. The dojo	One hour more in order to see everything
My language is bigger than yours	Programming with a board game. Fun, complex, collective	Rules more precise, more time for dojo
My language is bigger than yours	The game was very good to learn Lambda calculation mechanism	A working demo of the landing rocket
My language is bigger than yours	Very pedagogic	Need a discussion part at the end
My language is bigger than yours	Good game. Interesting programming sessions	Should be a full day session
My language is bigger than yours	Toy to explain functional programming language	More time
My language is bigger than yours	Was fun to play. Interesting	Have more time for these exercises
Now you're an Agilist...	Discussion of the the laws. The laws themselves	

Now you're an Agilist...	Slides. Complexity theory. Statements to provoke discussion	Stronger statements
Now you're an Agilist...	Looking further than your current project and process	Make statements/questions such that they spark more discussion
Now you're an Agilist...	Provocative, inspiring subject. Quality of presentation slides	Less gearing toward polemic discussion/antagonisation
Now you're an Agilist...	☺	
Now you're an Agilist...	8/10: Food for thought	Lack of concreteness (sometimes)
Now you're an Agilist...	Conflict between control to exit from chaos and empower	More interaction. More participation
Now you're an Agilist...	Subject new to me	Nothing
Now you're an Agilist...	Very insightful	Maybe a double-length session to cover more topics...
Now you're an Agilist...	Nice model	How to use it practically
Now you're an Agilist...	Very good concept, high quality, good presenter	Don't know
One year of introducing Agile		There were too many slides or too many questions
One year of introducing Agile	Real life stories, interaction	
One year of introducing Agile	☺	
One year of introducing Agile	Experience. Questions (content)	Presentation (fluent English)
One year of introducing Agile	Good speakers, open and honest. Also the bad stuff was told. Good discussions with audience	Better time-boxing
One year of introducing Agile	Nice story	Too many slides. Watch the time
One year of introducing Agile	Very honest report	Less slides, make it more compact. Watch the timing
One year of introducing Agile	It mapped to our company!! We have soul-mates.	Gain more experience in group presentation. Good but can be better. Keep out company info
Overcoming resistance to change	Nice overview and insights in forms and reasons of resistance	Let teams at least work out 1 complete set earlier: we focused too much on forms of resistance

Overcoming resistance to change	😊😊	
Overcoming resistance to change	10/10: The exercises. The experience	It is perfect
Overcoming resistance to change	Different points of view. Useful insights	Stop on time
Overcoming resistance to change	"WHY". Categories. Counter-counter things	
Overcoming resistance to change	The technique	Apply it
Overcoming resistance to change	10/10	
Overcoming resistance to change	Very practical and helpful	The integration of the exercises with the story could be better
Overcoming resistance to change	Speakers	Too long bullet lists
Overcoming resistance to change	The list of action points	Not so much real information in it, make it shorter!
Overcoming resistance to change	Nice ideas and technique	A little bit more of speed in the explanations
Overcoming resistance to change	Facilitation	Content not elaborated enough
Overcoming resistance to change	Getting some tips on overcoming	More real-life examples
Overcoming resistance to change	Interesting. Very actual!	
Paircoaching Lego Game	Waterfall vs Agile	Don't like lego 😞
Paircoaching Lego Game	The perfection on the little details	Maybe add some audio
Paircoaching Lego Game	The game is a good way to make the different project styles visible	Use less obvious examples for the first exercise
Paircoaching Lego Game	Lots of reflection on what you do and how you do it	Find an easier material to work with, so it distracts less
Poker for Pros	Important topic	Less theory. You can read the books. But more high expertise discussion

Poker for Pros	Viewpoints in fishbowl	Emphasize it's not for beginners! You need experience for discussions!
Requirements Decomposition	Real life experiences and some ideas to try out	
Requirements Decomposition		Less focus on why but on how: the nitty gritty detail level. Because that's hard
Requirements Decomposition	The composite pattern	More fishbowl
Requirements Decomposition	Nice story. Experienced presenters	Better match the proposal
Requirements Decomposition	Confirms that what I'm doing is good	Put less time in presentation and more in fishbowl
Requirements Decomposition	The whole content. It really is a usable concept.	Make it a workshop?
Responsibility-driven Design with mocking	Practical session about code. Use of Mockito which I did not know	Real coding from the attendants
Responsibility-driven Design with mocking	The basics of the idea	See how this applies to a large codebase
Responsibility-driven Design with mocking	Live coding. Clear explanation	Better handling of time constraints. More live coding
Responsibility-driven Design with mocking	Frameworks + examples	
Responsibility-driven Design with mocking	All	Bit more theory & examples comparing state-based bs behaviour based testing
Responsibility-driven Design with mocking	First real intro to mocking	
Responsibility-driven Design with mocking	It is a new approach for me	Leveling the audience
Responsibility-driven Design with mocking	Live development. Concrete example	
Responsibility-driven Design with mocking	Mockito	A small peek into the Mockito's functions/features
Scrum board Game	Very practical	Do not use glue!

Scrum board Game	Highly interactive and real fun	Some more attention to the process around the board
Scrum board Game	Playing the game	Too much pressure due to amount of user stories
Scrum board Game	Spaghetti	
Scrum board Game	Everything	I liked it the way it was
Scrum master, let the team decide!	Movie. Very interactive	
Scrum master, let the team decide!	Concrete, ??? Process to brainstorm. Funny videos	Less focus on Scrum
Scrum master, let the team decide!	Interactivity. Discuss action, not ideas	Use a case experienced during session, so that strategies are more grounded into thhe actual case and not what everyone imagines (differently) it is
Scrum master, let the team decide!	☺☺	
Scrum master, let the team decide!	Nice video's (music) karaoke. I learned a lot of good ideas	Make it available online... it's perfect
Scrum master, let the team decide!	Movies, format, ideas	Preparation: 10' late start
Scrum master, let the team decide!	Format	Was perfect
Scrum master, let the team decide!	Reveal different points of view, quality of the ideas, collective	More time to discuss and select a strategy
Scrum master, let the team decide!	Is applicable	Is already good
Scrum master, let the team decide!	Interactivity	
Scrum master, let the team decide!	Funny presentation. Open session	More guidance
Seeking to perceive more than to be perceived	Some interesting techniques are introduced. Very practical workshop	Might need some more in-depth info. Topic is very high level now
Seeking to perceive more than to be perceived	Format	They did not really make a point. Bernard's English

Seeking to perceive more than to be perceived	Great to observe group dynamics	Less focus on format because it can block group dynamics
Seeking to perceive more than to be perceived	Good interactive, ideas and discussions on communicating	Follow-up on the presented ideas
Seeking to perceive more than to be perceived	Nice concepts	Focus more on concepts explained rather than on the case
Seeking to perceive more than to be perceived	Good style of workshop, interesting	More information, less boring ???
Seeking to perceive more than to be perceived	The dynamics of the session, great	A bit more of explanation in the goal of the methods
Seeking to perceive more than to be perceived	Good communication techniques training	Language was a problem
Sim Project	Experiment, explore use conceptual tool	Go more quickly to the point. Better preparation/flow
Sim Project	Metrical (empirical) data	Description. Less Systems Thinking => already know
Sim Project	The description of the new modeling tool	A better explanation on what is the purpose of the practice and how to do it
Sim Project	Very on the fly => risky but rewarding	Do it myself once in a while
Testing your Tests	Hands-on workshop with time allocated for reflection	Better handling of time constraints. Less technical glitches
Testing your Tests	Hands-on	More emphasis on the way the tests are written
Testing your Tests		"Statistics" or a bit of theory: "What is a good test?"
Testing your Tests	Again proves usefulness of unit tests	Little bit more theory
Testing your Tests	Doing the tests	More theory?
Testing your Tests		Conclusion, how do we improve things?
The best way to introduce Agile?	Interaction	

The best way to introduce Agile?	??? Voting	Give some starting point to the groups. "Force" people to make sure all groups are represented. Make them self-organize. Handouts
The best way to introduce Agile?	Interactibe presentation. What I learned	More experience (case studies?)
The best way to introduce Agile?	Highly interactive session	Have some overview of conclusions
The best way to introduce Agile?	Learned a lot	Little bit more theory
The best way to introduce Agile?	The interactivity. Interaction between experience & less experienced	Make it longer
The best way to introduce Agile?	Interactive session and debate	The right answer!
The Invariant Game	Remember an old technique	More actual coding with modern languages
Top 9 pitfalls of Scrum	To learn about pitfalls and hear possible solutions	
Top 9 pitfalls of Scrum	☺ !	
Top 9 pitfalls of Scrum		Do a tryout to time your session
Top 9 pitfalls of Scrum	Practical examples	Discussions during presentation could be shorter (moderate)
Top 9 pitfalls of Scrum	Fishbowl	??? The time: we don't know what were the 9
Top 9 pitfalls of Scrum	Could recognize these pitfalls	Be more concrete on how to solve them
Top 9 pitfalls of Scrum		Highlight at least the 9 pitfalls. Afterwards go into details and discussions
Top 9 pitfalls of Scrum		More time
Top 9 pitfalls of Scrum	You have to be careful not to make mistakes which have been made in the past	Make it less sales speech
Top 9 pitfalls of Scrum	The contents	Longer fishbowl
Working with Resistance	10/10	
Working with Resistance	Big crowd, good questions, good participation	Regular, small "boost" sessions to practice, feel effect. Next to bigger session for more explanations
XP+Scrum for Medical	Easy presentation	More interaction

XP+Scrum for Medical	Presenter knows a lot about the subject. Clear and thorough	Don't make the presentation too serious, the subject already is 😊
XP+Scrum for Medical	New area where Agile is introduced. Interesting topic	
XP+Scrum for Medical	We're dealing with it 😊	
XP+Scrum for Medical	Good overview	More concrete ideas