

XP Days Benelux 2008 feedback forms

How did you find out about the conference?

- Colleagues
- Was here last year
- Account manager at work
- XP Days mailing list, I come every year
- Colleague
- A colleague sent me a link to a website
- Recommended by my Agile coach. Got more details from website
- Belgian Agile Community
- Been here before (I'm a Bram)
- My colleagues at work
- From last year's conference
- Got information from Agile trainer
- I initiated it, with others ☺
- Poster @ work
- LinkedIn through connection of colleague
- Pascal
- A friend
- Pascal and Vera
- Been there every year since 2004
- From Nicole
- Googling
- XP community
- CITCON Amsterdam
- Memory
- XP.NL mailing list
- I come every year
- From my project manager/coach
- My coach/project manager. Also heard about it from CITCON
- My boss
- A colleague
- Been here last year
- CITCON
- Suggestions from organisers
- Friend
- Xavier submitted the talk
- Colleague
- Through a colleague
- Newsletter XP.NL
- Colleague
- From an Agile Meeting playing an early version of the Business Value Game
- Friends
- Through a workshop on Agile at work
- I have been at XP Days Benelux before

- My employer
- XP-France mailing list
- It's every year
- I know Pascal, Yves,...
- SCRUM coach
- Call for workshop submission
- Internet
- Tip by colleague
- I heard about it at "Open Space conference" in July 2008
- It's a fixed point on my agenda for more than 4 years now!
- From a colleague
- Last year
- I'm on the mailing list
- Via a colleague
- XP-France mailing list
- Google on Agile conferences
- Koen
- Mail
- I'm a "Bram": been here before, will be back next year
- Agile in Belgium User Group
- Web + competence cluster Agile Task42
- Internet
- Blogs
- Been here last year
- Been here
- XP.BE
- Internet
- Friends, colleagues, reputation
- Work
- A coach told us about it. I already knew XP Days France
- Userlist, word of mouth
- Agile in Belgium User group
- Via mail and previous edition in Mechelen
- Through the grapevine
- I know the organisers and I like them ♥
- Previous conference, Agile Open, Agile.be
- From a colleague
- Pascal V.C. and Vera P., Agile User group event
- Speaker
- Colleague of mine
- Have attended last year, speaker this year
- Attended the last three editions
- Recommended by Portia
- Colleagues
- Internet. I think I saw it on the site of Agile Holland
- Work
- Mail

- Internet, emails from friends
- Been here already
- Was at xp.be
- Christ Vriens
- Mail from organisers
- Via colleagues that sent me the website
- Email, forum
- Through a colleague
- Vera Peeters + mailing (participated also last year)
- Website & mail
- Heard about it from people in my organisation
- Colleagues
- Internet
- My manager
- Email. Was there last year as well
- Line management

What did you like?

- Interaction in general. Games Night. Agile Fairytales
- The atmosphere, sessions
- Hands-on sessions. Examples from the field
- Location: hotel+venue in one place. Lots of room. Friendly atmosphere. The way the program is built up.
- The practical sessions (Scrum Board Game), Mirror Mirror Mirror,...
- Relaxed atmosphere, interactive sessions
- Open, honest and friendly atmosphere
- Overall quality of the sessions
- The atmosphere, the people
- The interaction and involvement. Not boring at all. Learned new things.
- Second day because I could participate more in game than discussions
- Self-organisation, participating sessions
- The high level of the sessions. The atmosphere
- Hands-on. Live examples
- The amount & diversity of the programs. The professional & usable content. But still everything in a friendly and open environment
- Great atmosphere, good location
- Very interactive. Very good, open, relaxed atmosphere. The food was very, very good! Good location. Good organisation!
- Interactive aspect. Lots of enthusiastic people. Lots of Agile coaches.
- Was able to help out a little with setting up the conference area. To link Agile with Aikido an got an enthusiastic audience
- Most all of it. Especially: small schedule cards, “kanban” board (except it’s **not** Kanban!!!) (card != Kanban)
- Open atmosphere, interaction
- Different backgrounds & experience levels of participants
- Learning, meeting people, thinking and having a beer
- Breadth of subjects. Atmosphere. Social aspect. Quality of talks/presentations
- Business Value game. Informal context
- The conference centre, the food. Meeting a lot of people. Talking to them outside the sessions
- The games, the people, the new tools introduced
- I especially likes the “hands on” sessions. The green ones.
- The food
- The format: workshops, involve continuously the participants
- Diversity
- All of it, session labels were good
- Meeting other people
- Informal atmosphere in between. Lunch. Board with cards to select a workshop. Personas.
- I liked the 30 sec speaker intros. I liked the idea of grabbing a “session” although it didn’t work. Not sure if there were too many cards for some sessions.
- The small size

- Atmosphere (small scale, informal). Cost. Food & beers. People. And of course the presentations.
- I really enjoyed the Business Value Game
- The open dialogs and shared practices.
- Sharing information, best practices
- High interactivity. Many different types of topics.
- Great rooms and furniture. Great food & service. Some sessions were absolutely great!!! Great conversations.
- Different kinds of sessions, lecture, workshop etc. Small scale. Format was very inviting/facilitated “networking”. Half minute intros!
- Content. Belgian Beer.
- Being encouraged to ask question being “group-intelligible” while learning new things
- Everything: good place to work, great sessions, lot of interactions with people, lots of feedback
- To do a session ☺ Half minute presentations. Networking
- The informal setup was great
- Sharing experience
- Quality of the sessions. “Session planner Kanban”. I felt you took into account the persona I identified most with (Bram). Food! ☺
- Variety
- People I met (good contacts). The Japanese exercises. Coaching self-organising teams.
- Atmosphere & attitude of people. Nice, diverse, interactive sessions. Location!
- I most definitely like the “red” sessions and some of the “orange” ones. My favourite ones: Mirror Mirror & Overcoming Resistance to Change
- Good sessions. Good interaction.
- Half minute presentation in the opening plenary. The ability to choose different workshops.
- Thursday sessions much better than last year
- Meeting like-minded people from varying backgrounds
- About everything: passionate people, top interaction, good topics, good format, nice place
- A very balanced conference, both in program & attendees
- High participation level in sessions
- Meeting (old) people
- Interactive. Thinking about real problems. Gaming Night. Location
- “Discovery”-nature versus people looking for “spoon-fed” information
- All good sessions, good location and drink & food
- Different, amusing types of presentation. Some highlights: Dimensional Planning, Mirror Mirror, Seeking to Perceive..., Eliminate Waste: lean/adaptive
- Networking, discussing with others
- Open sphere – open mind
- Networking
- Waste presentation by Patrick
- Self-organising Teams session. General atmosphere.

- Organisation/structure/style. Atmosphere. Interaction with people who have similar interests. Content of sessions. Quality of informal conversations
- Quality of sessions, animation, the place. Friendliness of participants
- Interactive sessions
- Friendly. Good atmosphere. Lots of stuff
- Community. Food. Games
- Participation & high level of the sessions
- De inzichten van mensen die Agile toepassen in een reële omgeving [The insights of people who apply Agile in real situations]
- Meeting (new) people
- Persona game, games night, all other games
- Subjects addressed, interactivity, atmosphere, facilities
- The hands-on sessions + games at night
- Stimulating networking, content of the conference, generally the speakers
- Networking
- Informal atmosphere. Workshops. Lots of discussions and good ideas. Great lunches. Aikido
- Informal atmosphere, location, variation of sessions
- My Language is Bigger than Yours: well thought out and fun. Games Night: fun way to meet new people
- Scrum Board Games. Business Value Game. It brings you knowledge
- Open and honest conversations, with a good balance of information broadcast, discussion + hands-on
- Interactive and atmosphere
- High quality sessions. Interactivity. Meeting a lot of nice people
- Open atmosphere
- Programme, atmosphere
- Atmosphere, people, collaboration, location, catering
- The small program/notes pack: great! The venue: nice, spacey, and accessible. Food was delicious.
- Opportunity to present
- Quality of certain courses
- Relaxed atmosphere, great people, perfect organization
- I liked the informal environment, very participative and alive
- Comfort Zone of Scrum. Business Value Game. Met a lot of people and had some interesting discussions.
- The workshops: Scrum Board Game and Business Value. Outside of the seminars exchanging experiences with others.
- The setting: excellent conference rooms, enthusiastic XP Day team, quality of the speakers
- Experiential sessions
- Sharing experiences. Hearing new “theories”.
- Networking
- Distributed Scrum at Dutch Railways
- Variety of subjects
- Diversity of sessions, good mix
- Interactive sessions, games, discussions

How would you make the conference perfect?

- I couldn't, but perhaps you can indicate a target audience per session
- Add Open Space
- More practical. More hands on
- Free wireless access. Open Space
- Party evening
- Is good the way it is
- Better descriptions, (more complete) description of the sessions available e.g. as per description on the website. These would be great stuck on the wall. Copies of the other presentations that I could not visit, or even better, a video of the sessions available on the website
- Synchronise the sessions on day 2 (as was on day 1)
- Free internet WIFI
- Perfect is the most dangerous enemy of good
- No overlapping sessions time wise. On Friday some sessions started while others were still active.
- Have a bit more time for networking, pair programming. Include an introductory session (tutorial)
- Maybe invite "famous" speakers
- By inviting more people from my company
- It's pretty close to perfection already
- The same amount of presentation over 3 days, providing the ability to follow more talks
- Make "Drink" after closing sessions a bit longer
- Energize the crowd by providing a 10-15 minute boost & cool down at the start and end of each day using the Aikido practices
- Bit more time for discussions or Open Space. Didn't like the persona game: I don't want to be coerced to spend time on this. It's my responsibility/choice to talk to others.
- Add some very basic introduction for real newbies
- Before planning the times of the sessions, let people say which sessions they want to attend, to avoid multiple very interesting sessions being planned at the same time.
- No overlapping timing of sessions
- ???
- Other location. I think the Koningshof is a bit outdated. Food however is great.
- Provide wireless internet access
- Location, location, location. Next time put it in a bigger city, please.
- The location might be sunnier
- Start a little bit later
- It is already ☺
- OK like this
- More interaction during sessions
- Slightly different dates
- Intro session for those who know little or nothing about (XP, Agile, SCRUM,...)

- ?
- More coding practices. “Bring laptop” sessions
- Schedule: 9:30 to 12:30 not 10:00 to 12:30. More sessions about team dynamics. More special time for team building with participants
- On Friday the afternoon sessions might be better aligned
- Smaller conference place. T-shirts
- Book stand (could be mini) where you can’t only look at nice books, but actually buy some. Pre-evaluate sessions if they can be properly covered/explained in what timeframe (some were time-starved – Haskell for instance).
- A smaller place to keep people/??? ???
- (more) Open Space sessions
- No overlapping presentations
- Impossible
- A “more perfect” space with a central meeting point (and not 3 or 4), one bar (and not 2)... and still plenty of rooms to have informal sessions.
- Handouts (either on paper or electronically available [before the conference])
- List of people present! (Used to be done! But not this year)
- A little more time between sessions for visiting the stands and talk to people
- By continuous evaluation ☺ Can it be more perfect?
- Ability to go to all the sessions?
- Some beginners seemed lost. Maybe “Agile Intro” session.
- Have all sessions deliver a result/report
- Adding signs “XP Days” in the building
- It is already perfect. Maybe I wouldn’t confuse people with a persona game, but it’s probably that I am tired ☺
- A higher level of experience. Once you know the theory you want to hear the day to day challenges and solutions from participants. But I met few.
- Me doing a presentation
- Sessions finish on time. Synchronised breaks on Friday
- Better aligned programme (similar-sized sessions over time slots)
- Introduce a separate “track” for non/partly/overcoupling Agile topics. See also: result of Seeking to Perceive and Eliminate Waste. This would make the “Agile/XP” community a little bit less self focused and encourage outsiders to join discussions and make small steps in adoption.
- No idea
- More sessions
- Only 100% fun, collective, participative and creative sessions. A place to propose ideas for open discussion (like a distilled Open Space)
- More interactive sessions. Presentations to have handouts. In larger rooms: have microphone + speakers. Some were hard to hear/understand
- Second day afternoon sessions: overlapping sessions make it difficult to choose a new session that already started 15 to 30 minutes ago.
- Don’t know
- ?
- Sommige sessies staan nog niet volledig op punt. Kwestie van user feedback verwerken denk ik [Some sessions weren’t quite ready/done. Should take user feedback into account, I think]

- Shorter sessions
- Have the Aikido in the morning (gives people energy for the day)
- Nothing, it's a 10/10 for me
- More hands-on
- Align sessions of 2nd day afternoon. Non-aligned sessions makes it difficult to switch
- Keep it as it is for organization. Demand some interaction form in a session (no presentation + discussion only)
- A bit more in depth sessions
- It was perfect 😊
- A session (interactive) on how to sell/contract agile
- More time? A common issue was sessions overrunning or cutting short to end on time
- More talks & interesting talks not at the same time
- It was perfect for me; big compliment!!
- Keynote! Guru's on site
- More in-depth sessions
- More quality sessions, even if it means having less of them
- More convenient location
- Drop the team thing
- A smaller venue with more space (not that far apart to sit together and chat). Not that many long sessions to start Friday with.
- Nothing is perfect, but some things that can help: try to do more practical than pure theoretical sessions. Most were like that, but some not.
- Put in more non-believers
- More do-workshops
- Organise a retro 😊 More in-depth coverage. More expert speakers
- Location with wood outside
- Breaks at the same time so I can go from 1 session to the other
- Activities that have nothing to do with Agile e.g. PMI/PMBOK session
- Open Space slot reservation
- Some sessions required more time. Clearer description of the sessions
- Schedule: let everything start at the same time. See Friday afternoon schedule.
- Get sessions to start at the same time.

Which (new) things are you going to apply?

- Pairing
- Business Value Game
- Extended burn down chart
- Complex Systems Theory, ??? adaptive
- I hope Scrum and Scrum Board
- Using Rally's program to keep track of backlog & stuff. Look into Haskell
- Requirements decomposition. Distributed development (offshore)
- Mingle
- Take a look at my measurements and people motivation
- Business Value (do it better instead of guessing)
- Scrum board
- Coaching teams. Manipulating/influencing people
- Scrum Board ideas. Business Value Game
- TDD
- Almost everything, I learned a lot!
- The Business Value Game
- Scrum, XP
- Dimensional Planning. Coaching aspects. Resistance to Change
- Continuous Integration expanded to deliver value, which is more than just code
- Some of the things Ben Fuchs explained
- TDD (even for legacy)
- Do another try @ distributed Scrum
- TDD, Mocking, Overcome resistance model
- Mocking, Mingle
- Business Value
- What I learned in "Is your team within the comfort zone of Scrum?" and "Coaching self-organising teams"
- Mockito for mock objects. Breaking dependencies using refactoring tools.
- Test-driven design with mock objects. Testing legacy code. Thinking more in terms of business value
- Not sure yet
- RSpec probably
- Coaching self-organising teams
- Focus more on psychology
- Dimensional Planning
- None yet...
- Find a way to quantify business value
- Scrum board
- Creating metrics that make a difference
- Experimenting with Scrum tools (Mingle?). Coach other teams in organisation
- I learned about some interesting techniques about communication within and beyond the team
- Understanding better my type (Mirror). Seeing both sides of the story. The Business Value Game

- Approaches for dealing with resistance. Investigate on CRC + mocking. Take continuous integration to next level.
- Cucumber [???
- Chocolates or rubber ducks...? Don't know now really
- Thinking about business value. Modelling/thinking in terms of systems diagrams. Select useful metrics for my projects
- Ideas for improving teamwork (Ben Fuchs session): let the soup cook!
- A suggestion given about letting everybody at the board to write part of the analysis
- Weak [?] product owner
- Theory of Constraints in my coaching work. Mockito (maybe)
- Doing them already
- Mockito. Eliminating waste: project type => methodology
- I will look into RSpec etc.
- I don't know yet. There are several things I want to try/apply.
- Business value, better retrospectives, dimensional planning, Mingle 2.1, coaching the team
- Metrics: only measure if there is someone interested. TDD. Self-organising teams
- Testing stories
- "Core Group" theory
- Systems Thinking. Starfish retrospective
- Tracking earned business value. For the rest, it is more inspirational than real things to apply directly
- Don't know yet
- Uberdimensional planning. Influencing
- Try feature/story testing with domain specific language
- More attention to soft skills. Conflicts are useful
- Need a night of sleep/weekend to decide. Will discuss the experiences at our CC-Agile Task24
- Let the team decide
- Introducing Agile in my company
- Learn about coaching
- Self-organising teams session
- Techniques for listening/perception (Emmanuel & Bernard). RSpec story-driven development (Rob & Willem). Simproject (Laurent)
- Dimensional planning, programming with Haskell, use creativity to build training stuff that is participative and fun... and professional, exhibit distinctions between estimation/???/commitment, mirror how I see others to learn about myself, build evaporating clouds, patterns
- Decomposition
- Testing data mining [?] – reporting
- Resistance. Simproject
- Listen more, dictate less
- Testen toepassen op legacy code [Apply testing to legacy code]
- Resisting Change
- Patterns to introduce Agile
- Ways to overcome resistance/influence people

- Better storyboard
- Think about how to tackle destructive improvement; difference iterative/incremental
- Lego game
- Introducing more agility in our company
- Business Value Game, some stuff from Agile Metrics
- Test Driven Design
- Business Value
- Dimensional pull concepts for programme planning + justification of intermediate/tactical development steps
- None (no new things). Keep on doing current things
- Primarily soft skills to make change happen
- Psychological stuff
- Critical Chain
- Concepts, ideas to introduce agile in new organizations (hopefully).
Eliminating waste
- The models Ben Fuchs taught us
- ?
- Still reflecting on it
- I will apply how to handle resistance techniques. Being aware of other's needs in order to achieve common goals.
- Comfort zone of Scrum. Business Value Game
- Think more about business value. Not only put user stories on board but divide in tasks
- Stuff on teams + resistance
- Circle of Influence (Covey)
- Lean output accounting. Return on Investment. Smaller user stories
- Solution Selling
- Distributed Scrum
- Games. Technical techniques
- TDD. Use of Story points
- TDD. Model to determine how a team can work Scrum

What would you like to investigate further?

- Complex Systems Theory
- Agile in our organization
- Use of functional programming may be beneficial
- TDD. Automated testing
- Mingle. Release planning. Eliminating waste
- Take a look at my measurements and people motivation
- Continuous integration (end to end)
- Coaching
- A new language: Scala
- RSpec
- First I'll have to read up & afterwards decide
- Agile for Medical Systems
- TDD
- Dimensional planning. Mingle
- Coaching people, teams
- Sidky (to measure Agile readiness)
- Scrum
- Story test driven development
- Functional programming, planning
- Hudson
- What I learned in "Is your team within the comfort zone of Scrum" and "Coaching self-organizing teams"
- Testing the right thing. Quantity of tests is not an indicator of a good test
- Mocking object technologies (Mockito and so on)
- Functional programming. More testing tools
- Invariants. Fit. Hudson
- Coaching self-organizing teams
- New agile movements
- Dimensional planning
- Critical Chain
- Manipulating people!
- TDD
- XP practices to prove to management that they really work
- How to mix agile with CMMi
- MBTI. Covey (re-read him). Business Value
- Instead of forced collaboration (forming teams with Jan's e.a.), something more optional – or – perhaps better, a different way of "conference team building". "Mirror Mirror" had the same concept, but less forced
- Using more games/simulations to improve & run project & teams
- Reasons of resistance
- Information concerning a type of analysis more directed to business and connected to Volere
- Theory of complexity
- Nothing specific

- SPA. Functional programming. Eliminating Waste. Mockito. Summarize important things toward team members
- RSpec. Fit
- The agility of architectures
- Self-organising teams
- Testing stories
- Soft topics. How to teach Agile
- Systems Thinking
- Teambuilding techniques. Story decomposition
- Fit, but for .Net
- Core Group, 5 ??? books
- Estimation “psychology”
- Conflict management
- Workshop possibilities for Task24
- Mingle
- Project management
- All aspects of improvement
- How to speak about Agile to a CEO/CIO... Conflict cloud for consensus
- Unit testing. Decomposition
- Technical practices. Overcoming resistance
- Multi-dimensional planning
- Social + communicative skills
- Apply testing to legacy code
- Mingle. Metrics. Invariant Game. Dimensional planning
- Ways to overcome resistance/influence people
- Types of person (what type of person am I?)
- Think about how to tackle destructive improvement. Difference iterative/incremental
- Agile SOA
- Agile contracts. Dimensional planning. TDD
- Agile Metrics
- Test frameworks & mocking
- Tools
- Refactoring legacy code using TDD
- Nothing
- Lean Software Development. Possibilities to get people to *be* agile, instead of just making the moves
- Psychological stuff
- Lean
- Dimensional planning. Adopting Scrum pitfalls
- Jurgen Appelo’s complexity theory
- Networking contacts
- Complex systems
- Aikido principles applied to working conflicts
- How to solve Scrum pitfalls
- Business value + how to keep the team on track
- Business value

- Team dynamics -> resistance
- Dimensional planning
- Hudson. DITA for architectural documentation. Mingle. Cynefin
- Solution Selling
- Distributed Scrum

What would you like to see in a next conference?

- The big picture: how does Agile fit in the real world? What other techniques are required, complementing Agile (e.g. CMMi)
- Open Space
- I would like to do a session
- The Business Value Game (I missed it this time)
- Similar issues. I don't have the feeling I was missing something
- Approaches to UX/UI design in an Agile project
- Even more interactive sessions
- Answers to real life situations
- More of the same. Games spread over 2 days instead of 1
- More work-sessions like think tanks etc.
- Open Space
- Pair coaching. Self-organizing teams
- Aikido exercises at conference opening to energize the audience
- Add some very basic introduction for real newbies
- Study case: someone wants to introduce agile in his company. Public works out an action plan for him. Give advice on how to interact with management.
- More on Agile testing.
- Database-related subjects (fixtures)
- A renowned plenary speaker
- Ben Fuchs giving another long session
- More hands-on techniques?
- Coding dojos
- More functional programming. More mathematical things
- Don't know yet
- Distributed agile (not teams)
- Open spaces
- A success story with Agile & CMMi
- Some real life experience about "failure" stories. Why did it go wrong? Can it be rectified if done otherwise?
- A session about appreciative inquiry
- More of this
- An "official" open space. More coding/software hands on
- (More) Open Space sessions
- Celebrations, fun, innovative stuff that inspires me
- Better pens! They stop functioning very regularly. There was no time for the group game (personalities) so don't repeat.
- Don't know yet
- More of the same!
- More Agile enterprise automation
- Soft topics. How to teach Agile.
- The same kind of things (Aikido included)
- More expert discussions. More open space with a forum
- More original concepts (like dimensional planning)
- Open space, dedicated time without competition

- More different presenters
- View from Prince 2 practitioner
- CMMi
- Advances in the post-Agile era. Alternatives to iterative processes
- More on ToC/Lean applied. One Open Space
- More python; less java
- A mix of everything. Talks about technical aspect
- Me ;-)
- Can we learn from non-agilists?
- Nog meer voorbeelden uit de praktijk misschien zelf met echte code, indien mogelijk [More examples from practice, maybe with real code, if possible]
- More technical
- More about requirements
- Ways to overcome resistance/influence people
- A one on one between a manager that uses Scrum in his company and one that doesn't
- Company-wide improvement (incl. Sales, customer,...) in big enterprises. Agile contracts
- More variation on finger food
- Open discussion on how people do agile in their company
- Surprise me
- ?
- Session on how to sell Scrum. Session for sales people
- Hot shot at keynote
- Toyota System, Lean, Kanban. At least the same amount of sessions on soft skills.
- More advanced themes
- Keynotes
- More criticism on Agile methodologies to see weaknesses and areas for improvement. Just to make it better of course ☺
- More quality sessions!
- Not sure
- More women ☺
- A discussion about: Scrum by itself is enough to be considered agile or is it just the first step?
- More non-believers
- More hands-on. More psychology (motivate team)
- More Open Space
- Activities that have nothing to do with Agile e.g. PMI/PMBOK session
- ?
- More games, discussions, experiences
- A slot for lightning talks: gather everybody who's interested; have someone explain the rules; limit of 1 minute per talk; less preparation = more fun

What days did you come? Why did you make that choice?

Both

- Both interesting
- Both days offered interesting workshops
- Both days had interesting sessions
- One is not enough
- It's a kind of holiday
- Interested in topics on both days
- Learn things, meet people, think about what/how I do my work
- The XP Days are a way to indulge myself into a positive atmosphere to feed on for the rest of the year. For me it's a way to push myself further
- Gave a session. Interesting conference and people
- Because of distance (Poperinge, Belgium). Both days have appealing sessions
- Interesting sessions on both days. More opportunities for networking
- More fun the better
- Many interesting sessions
- Well, I'm sponsored for both days, why refuse?
- The program seemed interesting both days. It also seems important to mingle/meet people at diner/drink time
- There is a lot I like. To discuss with colleagues and a lot of things I still want to learn
- Friday is my day off anyway. Long travel
- Subjects were well spread
- The coverage of subjects
- 2 sessions and interested in many sessions
- No need to choose 😊
- I had a session on Friday. I wanted to attend as many sessions as possible
- The conference was free (as presenter). The program was very good. Continuously multiple good sessions in parallel
- I wanted to attend the whole event (mostly to have time meeting & talking to people)... and because I could ;-)
- It's always worth it
- Sounded like fun and it was!
- I don't want to miss out these two days of the year where I can resource myself
- There were interesting workshops on both days
- Conference addict
- Having the time it would have been a waste not to
- Both days very interesting
- I would have spent more time travelling than attending. I wanted to take part in the whole event
- Interesting sessions on both days
- Presenting + interesting
- One day leaves too little choice
- Don't want to miss a thing
- You can't get enough education

- More intense and deep learning. Far away from home
- To get a taste of all things available
- To learn more and share more
- To get the whole experience
- More sessions, more chances to meet people
- 1ste dag specifiek om het test parcours te volgen. 2^{de} dag om mijn algemene kennis te verbreden [First day to follow the test track. Second day to enlarge my general knowledge]
- Consume as much Agile as I can ☺
- Both days interesting
- Attractive content
- To see the whole
- Had it been three days I would have attended all three: I want to learn as much as possible
- Sponsor
- Both had interesting topics
- Didn't want to miss a thing
- I like the interactions during dinner & in the bar with others
- There were interesting sessions on both days
- The agenda was great and it's great to be submersed in this environment for longer time => sticks
- Both were interesting
- Networking
- I presented on both days ;-)

Thursday

- Not enough time
- I had another conference on Friday I wanted to go
- I liked the program more and I had other appointments on Friday
- Time constraints
- Because of corporate agenda
- Other training on Friday
- Better sessions

Friday

- I registered too late to attend both days
- Couldn't go both days and Friday seemed better
- Planning
- Not available on Thursday
- Schedule
- Thursday was sold out
- Other obligations on Thursday. Interested in session on medical software
- Too busy