

What I liked	To make it perfect
<p>The title & initial statement, the idea of the game -> Agile what matters/must be agile</p> <p>The 3 key questions (values? Challenges? Agile help?)</p>	<p>Nicolas should improve the English</p> <p>Link the “model theory” with the game, skip the last part of the theory and tools and stuff (in fact this part is doing commercials)</p> <p>Better debrief the game</p> <p>I feel like I have been fooled, game was a trap</p>
<p>Interactive sessions</p>	<p>Loosen up, less theory</p> <p>More real life examples</p>
<p>Division in models</p>	<p>More cohesion</p>
<p>The different models</p> <p>Interactive</p>	<p>Real cases how agile helped per model</p>
<p>Good frame to reflect</p>	<p>Sometimes: “open doors”</p>
<p>Something to think about, not to be applied directly</p>	<p>Less hands on, more experience report</p>
<p>To identify the different types of business in a simple mode is usable</p> <p>'world is complex' slides</p>	<p>Make a choice between talking about agile and talking about the model. I think you should choose the model as your subject.</p> <p>Make agile more concrete. What do you mean by agile?</p>
<p>Interesting models</p>	<p>Not quite what I was expecting</p>
<p>Clear explanation, good amount of presentation</p>	<p>Encourage more interaction</p> <p>Stimulate attendees</p>
<p>Different look at product development</p>	
<p>Introduced 3 (4) separate models with different goals</p>	<p>The move around to posters makes it more complex to have an in-depth discussion -> stay with the poster</p>
<p>A lot of discussions, presenters motivating to draw conclusions</p> <p>Nice model, distinguishing 4 types of dev.</p> <p>Very nice conclusion</p>	<p>Is this way of presenting the best to inform about a novelty?</p>
<p>Concept of different software engineering contexts and different agile solutions</p>	<p>Not only open space -> too much obvious answers</p> <p>Also add suggestions per type of software engineering</p>
<p>Interesting to learn about the 4 models</p>	<p>It is not very related to my questions and experience</p>

