

Session	What did you like?	How would you make it perfect?
Agile Analysis with Power Workshops	Case study	What is Agile? What isn't? Make a clear distinction
Agile Analysis with Power Workshops	Very good slides. Real life example	
Agile Analysis with Power Workshops	Nice presentation with good ideas	Not really agile
Agile Analysis with Power Workshops	Good example	Too much teacher, not enough interactive
Agile Analysis with Power Workshops	Visual PO management. Efficiency	Explain context
Agile Analysis with Power Workshops	Lots of pictures and examples	Make it a bit more interactive. Zoom in on specific techniques used
Agile Analysis with Power Workshops	The story, the presentation, the examples	Add half hour to the presentation for discussion
Agile Analysis with Power Workshops	Visual presentation by example	More contrasts [??] on slides
Agile Analysis with Power Workshops	I want them too now	I don't know how yet (but I didn't finish the session)
Agile Analysis with Power Workshops	Agile? Why? Looked like waterfall with iteration	
Agile Analysis with Power Workshops	Example applied	
Agile Analysis with Power Workshops	Presentation	Some hands-on
Agile Analysis with Power Workshops	Good method for certain meetings	Apply method on workshop
Agile Analysis with Power Workshops	That agile can be used for more than software	Simplify the presentation
Agile Analysis with Power Workshops	Well prepared. Real-life example	
Agile Analysis with Power Workshops	The presentation	Some more concrete items
Agile Analysis with Power Workshops	This is a waterfall story, nothing Agile about it	
Aikido	Use the flow	How to bring this principle in BU and Company? Examples

Aikido	Fun	Not really added value towards Agile/Scrum. Too long
Aikido		Concentrate more on the last part: the group dynamics part
Aikido	Physical exercise	Shorter
Aikido	Some variation, movement	
Aikido	Great. Fun.	
Aikido	Physical, Natural	More time
Aikido	Fun	
Aikido		More of the same
Aikido	Exercises, group thing	Bit more time
Dirty Jobs	Dojo	Spend more time on dojo, try to involve more people into it
Dirty Jobs	Reading/changing code	Longer dojo
Dirty Jobs	Dojo-ish format	Longer dojo
Dirty Jobs	The problem	More time
Dirty Jobs	Practical examples of how to "prepare" the code for testing	More actual techniques, maybe add a bit of "theory"?
Dirty Jobs		Make it longer
Dirty Jobs	The subject	More time. Don't convey messages, just let the participants learn
Dirty Jobs	Get a short overview of most commonly used mechanisms to introduce unit testing in existing code	
Executable Story Specifications with Rspec	Tech overview	Some hands-on
Executable Story Specifications with Rspec	Combi demo + presentation	A bit more real life examples
Executable Story Specifications with Rspec	The flow, the coding style dojo	Hands-on applications
Executable Story Specifications with Rspec	Code examples	More variations in examples
Executable Story Specifications with Rspec	Give some info about automated testing	In depth case example
Executable Story Specifications with Rspec	Clarity: good examples. Honest on recommendation	10/10

Executable Story Specifications with Rspec	Hand-on examples	More on how to do this with a customer
Executable Story Specifications with Rspec	Great presentation, good stuff	Hands-on
Herding CATs	Good, amusing presenter	More switching of discussion partner
Herding CATs	Interactive	
Herding CATs	A lot of exercises leading to reflection	
Herding CATs	Psycho!!	A couple of concrete examples
Herding CATs	Learned a lot	Little too slow
Herding CATs	Involvement of group	Concentrate more on motivational skills
Herding CATs	Thinking about my personal resistance	More on teams
Herding CATs	Very confronting but really learned some new stuff. I liked the charts, especially the one on challenges versus skills	A smaller group might be nicer? You could handle some specific problems (the 4 columns exercise) which would make it more understandable for use.
Herding CATs	Very nice and clear presentation	Little bit more time for practical exercises
Herding CATs	Overall	
Herding CATs	Different. Interesting	
Herding CATs	Being faced with your own resistance to change	Some real life stories showing the difficulties that a team faces
Herding CATs	The discussion with other people	Faster. Fewer participants
Herding CATs	The general insight	More focus on agility
Herding CATs	Interesting presentation	A bit more time
Herding CATs	Good presenter	More content, speed up
Hey Scrum Master! Let the Team Decide!		Retrospective issue is too limited, not a good example
Hey Scrum Master! Let the Team Decide!	Nice concept (brainstorming), lots of nice discussions	
Hey Scrum Master! Let the Team Decide!	User interaction	Stay on focus. Retrospective wasn't the best example
Hey Scrum Master! Let the Team Decide!	Interactive session. I learned a lot	
Hey Scrum Master! Let the Team Decide!	From it was an eye opener on what the real job of a scrum master is. In part it is [???] the team [???] "the right" discussions	More elaborate explanation about the guidelines
Hey Scrum Master! Let the Team Decide!	Good info/discussion	

Hey Scrum Master! Let the Team Decide!	Discussion	Too much video
Hey Scrum Master! Let the Team Decide!	Music groups	Less video. More exchanges. More creativity for participants
Hey Scrum Master! Let the Team Decide!	Simple and to the point	More time needed
My Language is Bigger than Yours!	Insightful [???] functional programming	Use higher order functions, less on monads
My Language is Bigger than Yours!	Game with hexagons	[???] on mainloop better explained
My Language is Bigger than Yours!	The game	A better example (easier to do in limited time). Add a "sequence" operator to the game
My Language is Bigger than Yours!	Complex for newbiew to functional programming	A bit better preparation
My Language is Bigger than Yours!	The introduction to functional languages	By giving some more explanation of the concepts
Power Workshops	Impressive flipcharts	Hard to follow. Is this Agile?
The Best Way to Introduce Agile?	Summary	Too many timeboxes. Stop watch must be silent [?] (beep, beep, beep)
The Best Way to Introduce Agile?	Good balance between information and interaction	Stick less to Mike Cohn. There is more when adapting agility
The Best Way to Introduce Agile?	Great audience participation	Make it longer
The Best Way to Introduce Agile?	Nice setup, first explanation, then patterns, then group discussion	More time would have been useful. Maybe it could be an addition to "invent" some extra patterns?
The Best Way to Introduce Agile?	Get to know the patterns	More discussion
The Best Way to Introduce Agile?	Nice discussion: practical, experienced users	
The Best Way to Introduce Agile?	Good quality	More discussion about the problems
The Best Way to Introduce Agile?	Share experiences/opinions based on presentation	More time to share experiences
The Business Value Game	Interactive	Allocate more time to explain the "rules"
The Business Value Game	Quick decision => keep it simple. Visual helps decision	
The Business Value Game	Very well organised	Make it longer: now it's a bit chaotic (lots of rules to understand). Give everyone a chocolate at the end
The Business Value Game	Business Value != Earnings. Experiential learning	Isn't it?
The Business Value Game	Great game to create awareness of "Business Value"	Look for ways to simplify rules and scoring/accounting a bit?
The Business Value Game	Stakeholders/flow	Less [???] through simplicity. More time for debrief
The Business Value Game	Simplify a complex process to a payable game shows mastery. I like mastery :-)	Take Customer satisfaction more into account for the score

The Business Value Game	The way the game runs	More detail in first iteration
The Business Value Game		More time
The Business Value Game	Fun!	A bit more time for intro of game rules
The Business Value Game	The whole game	N/A
The Business Value Game	Game, well-prepared, good material	Don't know (yet)