

## Mini XP Day Benelux 2009 feedback forms

### How did you find out about the conference?

- Colleague
- XP Days mailing list
- Colleague
- Community
- E-mail
- E-mail (XP list + Agile in Belgium list)
- Invited
- Mail from colleagues
- Colleagues
- XP Days
- I am a speaker
- At Agile Open Belgium
- I am a speaker
- I'm a long-standing customer
- Organised it
- Started it ☺. Organised it.
- Speaker
- I'm a "Bram"
- Mail from one of the organisers
- At last XP Days (or first organisers meeting)
- Email forwarding
- E-mail
- Inside company
- Via team lead at work
- Xpday.net
- Announcement at work
- At work
- Via Rob Westgeest
- Through employer
- My colleagues
- E-mail from organisers
- From a colleague
- From a colleague: Jan Verstrepen
- XP-NL mailing list

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### What did you like?

- The people
- The Business Value Game
- The Business Value Game
- Networking
- Open atmosphere
- Especially liked the format, atmosphere
- Balance between technical and management matters
- Use of personas
- Simplicity, fun, well spirited, quiet place, subjects
- **Quality** sessions
- The Business Planning Game
- The Business Value Game
- The diversity of the sessions
- Business Value Game -> Fun
- Many difference angles
- See what others are doing
- Variation in sessions
- A lot of good ideas
- Choice of topics
- The Business Value Game
- Dinner
- Ambiance and trainers
- Short sessions
- To find other people with a vision on the future resembling mine
- Broad topics domain
- Good organisation
- A lot of knowledge and experience combined in one room
- Lunch
- Power workshops session
- Everything! Great organisation, good sessions, good talks with people
- Great lunch
- Great audience
- My Language is Bigger Than Yours! Session
- Atmosphere
- Sessions, the chats with old friends and colleagues and newcomers
- I liked each session I attended
- The Aikido session is nothing for me when it comes to pairing up
- Variety of the speakers
- I could now attend the sessions I missed in 2008
- Great lunch
- Organisation
- Diversity of subjects
- Low barrier for participation: small groups, speakers invite you to participate
- Pauses between all sessions: networking is important

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- Dojo-style sessions like “Dirty Jobs”
- Sessions with role-playing games
- Open discussions
- Aikido
- One day + selection of best topics
- Sessions about teams and working in teams
- Interaction with other participants
- Exchange information
- Power workshops session
- Input from participants
- Not too much theory
- Implicit knowledge of the audience
- Everybody seems to know Scrum/Agile already
- Interactivity
- Hey Scrummaster! Session
- Open atmosphere
- Herding CATs session
- Air, light
- Nice location: Mechelen
- No stress, a day out of the office
- Sharing experiences
- Herding CATs session

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### How would you make the conference perfect?

- Choose a different conference location than Mechelen
- Conference location: Gent ;-)
- Law of the two feet
- More central location (fewer traffic jams)
- Giving handouts of presentations to participants
- Promote open space more (no open spaces organised)
- Wireless internet connection
- More convenient venue, e.g. centre of Brussels
- No presentations...
- I would like to learn more on motivational skills
- Take smaller rooms when there are fewer participants. Now rooms 16-17 seemed very empty.
- Start with a 5 minute presentation of the presentation so that listeners can feel the chemistry and decide which presentation they will choose
- Walking dinner so you can keep on networking
- Coffee table outside when the weather is nice ;-)
- Better coffee
- A bit bigger
- Open space actively supported
- More time for the sessions
- More time for sessions?
- Slightly later start (got up early and still stuck in traffic)
- Better adapt the sessions to the shorter timeframe or do fewer but longer sessions, this helps to go further than the basics in a topic
- For me it's already great. Fit in more Aikido somehow would make it perfect
- ?
- Conference was really good!
- On the web [session descriptions] give more information about the prerequisites
- By making (more) the link to concrete implementation of the many good ideas
- Some sessions need more time
- Don't know, some of it was limited by the compact format
- Some sessions too short
- Location better reachable by car (traffic jam)
- ?
- A bit more discussion/explanation about [???] basics
- Making things perfect takes away opportunities for creativity
- More time for lunch
- Big visible program posters
- No cutting of [???] initial session
- More practical experience reports
- One excellent speaker!
- Bit more advanced experience reports
- Why did we have to make those ID cards of another person?

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### Which things are you going to apply?

- Business Value Game
- Introducing business value
- Specification by example
- (Re) Activate retrospectives
- Books I'll read
- Self-evaluation
- Look at flow within teams
- Unit testing (Fitness)
- Look at RSpec / Cucumber for automated testing
- FIT (RSpec)
- RSpec -> Fitness
- Let the team decide
- Items from the Agile Analysis
- Items/insights from herding CATs
- Functional testing
- Reading some books
- Power Workshops
- FIT framework (maybe Cucumber)
- Ask more questions instead of providing my answer
- (More) Visual facilitation
- Cucumber
- Story testing and Agile Analysis
- Business Value Game
- Haskell
- Joke's template for meeting preparation
- Fixed price on [???] Stories
- Workshops for requirements elicitation
- Business Analysis
- More empowerment to the team
- Accepting people like they are
- Influencing teams (CAT)
- Introducing Agile -> practical tips
- Aikido
- Want to play the Business Value Game with customers
- Tools to change people
- Tips to influence teams
- Scrum master exchange for retrospective
- Switch scrum masters to do retrospectives
- Introduce specification workshops
- Power Workshops if possible
- Explore Business Value more explicitly
- Alternate ways of holding retrospectives (and other practices)

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### What would you like to see at the next conference?

- Scrum in practice!
- In a big company, even if some projects proved to be effective with Scrum, the shift in mind didn't occur at management level. The global organisation goes against Scrum principles (boundaries between departments, bad KPIs, "cost reduction" leading to bottlenecks and low efficiency.
- How to assign Business Value to a User Story
- More Open Space
- An Open Space track
- Something about Agile Coaching (the coaching aspect...)
- More diversity of people and themes
- Techniques such as pair programming
- How to introduce TDD
- Advanced sessions
- Something about the importance of vision and goals
- A session about most common impediments and best practices to handle them
- Test-driven Excel (VBA) development
- TDD with quickCheck
- More technical sessions
- Don't know yet
- Intra-team communication. How to make teams work with us in an agile way.
- Solution selling
- More of the same
- Mini XP: keep it mini (max # subscribe)
- More about Agile and testing
- More analysis
- More on testing and refactoring
- More sessions and more people
- More practical things
  - What if things fail?
  - How to match with other ways of working (hardware design, mechanical design...)
- More choice for advanced users