

<b>Acceptance testing with fitnessse</b>	
<b>What I liked about it</b>	<b>to make it perfect</b>
time taken to elaborate on examples	information/examples on integrating the tool with automated builds
simple concept "given-when-then"; instructive demo	Make it clear if and so yes which tools are needed to code the test situations. Is it only .Net or also in other tools
test tools more info about it	
hands on step by step	real world example; scope is very close to unit test
good general overview	more examples/walkthrough about traceability
interactive, new test framework	show that it doesn't limit itself to one tool en that client does not drive code via fitnessse
clear good structure; good presenters	
demo during session; good examples	examples how integration looks like in automatic build process; how does fitnessse work in (really) big projects
<b>Solution focused approach to Agile Coaching</b>	
<b>What I liked about it</b>	<b>to make it perfect</b>
practicing the techniques to make them stick	replacing person X and Y in the sheets by actual names, would have helped me to visualize the interactions better
broader than just "agile" or IT	"game" or step led exercise to experience/discover for yourself key concepts; interactive pair sessions too short and open to lean in short time frame
interactive, applicable to all situations	explain when Not to use this technique (can you always use it?)
great responses to questions; really liked the circular questions to really understand what solutions look like	more real life examples from Pierluigi - when has this worked and not worked well for him
well structured, good steady pace	summary at end, 5 minutes to go thru tools; show examples of ?s on slides, to clarify what ?s would be; less talking by presenter up front; have 3 rounds of pairing instead
Pierluigi	
% theory vs. practice; the exercises; speakers knowledge	bit more time for exercises
good talker	?
very interesting, easy to use tools/suggestions	more interactivity ; less lecturing (although it was very interesting)
good talker, good examples	less time for sessions would be better
good presentation	more time
exercises; way of presenting; slides	more 'real life' examples; do an exercise earlier in the presentation; maybe slides exercise slides exercise; 3 shorter iterations
practical step by step explanation of all techniques	more time for practical exercises, now time for feedback suffered; no impartial 3rd party to give feedback
interesting and believe it world; different techniques; great presenter	more examples; perhaps 2 presenters doing role-playing; right/wrong situations

	interesting theory; very good to do the workshop and experience it for yourself	Tell on forehand that the slides will be online soon; now I spend more time - and attention - on copying the slides in detail, it would have been better to put my full attention on listening and just write down what was not on the slides
	the workshop training moment shared the potential and difficulty of the techniques: especially the focus on options is refreshing	may have suggested reading one additional material, only scratched the surface. The exercise with the observer would have mad it even better!
	good balance in theory and practices; the techniques can be used immediately	too little time to give feedback
	the way it was presented	the practice part too quick; more time needed to define the problem, do exercises, feedback
	structured and organized subject	more examples using video clips
	interesting topic; good examples, well structured; good balance presentation/exercises	show explanation of techniques again while doing exercises; we started with what was again the 'cyclic question'
	new ideas for coaching to come to a solution	more practical examples; perhaps an example role-play, or a session like we were practicing
	exercises; little text on slides; good presentation	ask more questions during presenting; spend a bit more time on feedback about the lessons learned at the exercises
	refresh of coaching to solutions; thinking in solutions; combine coaching and agile; practice	keep up the good work; practice is essential to 'feel' coaching and being coached
	the presentation of the various techniques and the way it was presented, the practices	An example presentation; The techniques demoed live
	Very good speaker; good response on questions; great set of techniques	for me, there is still a gap between thinking about a solution and the steps backward, and applying them in practice
	Good speaker; interesting topic; enough exercises	Can not think of anything
	Specific techniques; practice sessions; slides - glad there are handouts	Longer to feedback a practice
	Interaction; handouts; styling	coffee
	Great introduction to people that don't know about SF	I would have liked a bit more time for practice (but I am already using SF)
	Nice material to think about (and use)	maybe an example of a 'real world' case
	all	
	Demonstration/ explanation of how to assist people in reaching their goals; liberate the mind from focusing on impediments	Be clearer about the concepts discussed. There is plenty of scope for misunderstanding. E.g. as agile practitioners we often try to emphasize the realization of business value rather than technical solutions. So how does change fit into your approach?
	refreshing; good interaction	a bit more time for exercises; more perspective / relation to other approaches
	a new, I hope effective, way to find solutions; thank you	more practice
	<b>A tour through the Agile Office</b>	
	<b>What I liked about it</b>	<b>to make it perfect</b>
	nice and practical	work more from pictures, more pictures, go through various scrum elements (standup, pair programming, etc) and show impact on office; add some more fun case studies

	Important and often forgotten thing 'the office'	maybe some more examples about interaction <-> office setup
	Discussion within the group and seeing/having new solutions	Take more time between slides to give audience time to think and interrupt; maybe make subject broader/different; most interesting stuff was about communication, not about office setup
	Fluent speaker, interesting to hear from someone with experience; photos were interesting	As a freelancer (one man show) this is not always applicable
	Good talker; pro whiteboards	introduction about agile office
	Some ideas, structures, and suggested practices	More information about how to start -> this is very confusing or overloaded for those new to Scrum/agile; Focus more on differences and similarities between teams, companies, offices (how do your Indian colleagues work
	Validated importance of office; survey: facts, not just one project	work on your English
	Confirmation of what my own company considers a successful agile office	Introduction presenter/his company; I did not really learn something new is there something that could make things ever more effective
	I liked real life photos and the survey were an interesting addition	more interactive - could we have tried to arrange ourselves as an 'Agile office' and learned that way what works and not; perhaps as small group discussion about office problems and solutions
	Nice topic, new idea; nice pictures; got some new ideas to improve the office	Improve your presentation skills; try to get more interaction (there are better techniques to get to that)
	exploring idea about how teams can be organized and present some pictures as an example	the presentation may be improved to be more clear on the projector; using pointer to point out details in presentation; plan the presentation for less time
		this is personal: fro me no new ideas, our office is organized agile like plan (generally)
	the photos as a discussion; the comments of the participants	more explaining the photos (some seem not that clear); the process of change (how to get there) to an agile office
	pictures in combination with presentation	many examples are good for all sort of teams; what is essential for Agile?
	<b>User story striptease</b>	
	<b>What I liked about it</b>	<b>to make it perfect</b>
	this session invites interactivity; slides are very visual	keep better track of allotted time
	informative; good presenter style	use a case study to try 'hands on' the techniques; more interactive
	nice new insights, lots of nuances not on the slides	a short overview at the start would help create perspective during the talk; questions of the public needed to get to the essence
	good focus on the start of thee project	in the end the session was a bit hurried due to time
	white board great idea; useful technique	the font size of the slides should be increased; an overview would give a better insight
	nice ideas for going to use stories from just an initial 'idea' for 1 product	more concrete examples, to explain the abstract; watch your time
		make it less boring; focus on audience and adjust the way of presenting (purpose group); funnier slides (pimp them up) and use bigger fonts ->last slide was fun though; less slides max 7 (time boxing
	the striptease introduction; even it is boring, great speaker with passion	

	enthusiasm of speaker; high detail explanation	time management: too long and many sheets; it is a bit boring make it more interactive; use more real life examples on the stage; explain why the notes are ? By the audience
	focus on critical outputs; the 'how-to' approach	but how do get the framework right?; intro: it is how-to, but what are we trying to achieve
	fast walkthrough of later slides; speaker enthusiasm	drop the 'striptease' reference (childish, offending); more precise technology
	comment written notes are a nice idea; time short (half a minute)	show an abstract example (now) and add a real example with the abstract
	presentation was a real teaser	example as a template (perfect) - > maybe work with a fictive example...
	volere and strip	workshop /example
	funny concepts; good theory	less abstract; concrete business examples, maybe funny striptease company
	energetic presentation style	more clear terminology (business case is about outcome, not output); again another methodology; a bit confusing
	focus on output	use bigger fonts on the sheets; also, I found that the presentation was too much in the abstract for me, examples would have helped me here
	interaction with the audience	not very applicable for systems with one customer
	crucial often forgotten role highlighted; good presenter	longer session time or more focused overview + follow-up sessions for details; I like the idea of collaboration between presenters
	more formal way for user story stripping	quality, how to make sure
	gives some good tips on how to get tour user stories; way of presenting	make it less abstract, more real life examples; less busy slides
	time taken, insights brought by stripping use cases	more time so that the end wasn't rushed
	strip, breakup work	less user samples
	Good discussion, questions answered well; interesting new way of identifying stories and stripping them 'what can I do in 1 day'	more fresh air in room; handouts (but only if the presentation is not available on web)
	view on simple case first; use of whiteboard	better time management (hassle at end); state each step with a concrete example maybe use a running example; shorten the presentation ( reduces number of words needed to make your point)
	split up stories in several cases based on inputs; human	use more concrete examples; less diagram images
	simple step scheme can help to concert; marvelous intro talk	one logical example for whole session; less discussion with room to keep better control on time; make workshop as dynamical as introductory talk
	interactivity/discussion with audience; good practical session on agile analysis; whiteboard experiment; feedback from audience at end of session	less text and slightly bigger font on slides; use a running example that it is a little bit more concrete; bit more time for the limitations/issues (important part of the presentation)
	good info about order, simple first	better partition of info, there was only 1 hour available so first the 6 points to make it possible to do last part
	content; interaction	fresh air in the room; less hasty; simple graphics
	insights from another point of view	integrate a 'real world' example in the slides; so the different steps get more connected
		very good to give an abstract scheme, but put a practical example on every abstract scheme

you did not do a full striptease; interaction with public; portable whiteboard; striptease intro	sometimes it was a bit difficult for me to see in one time 'this is how I have to do it in practice and that will for sure give me those benefits'; I find it hard to tell you how you can make it perfect...
interactive; links to other sessions/people; content	rushing at the end avoid it; less steps, 7 instead of 9, easier to remember; provide a checklist for product owners as a cheat sheet following the 7 steps
insights from an experienced product owner; discussions	case study by way of example; start faster; I did not find the whiteboard more-taking useful
solution to cause effect map; story mapping	as a developer, I was overwhelmed by the information requested for product owners, I would like a more high end, less detailed insight by the product owner ??
<b>the birthday Greetings Kata</b>	
<b>What I liked about it</b>	<b>to make it perfect</b>
gain new perspectives on refactoring	sometimes it was hard to follow in English due to an Italian accent
good sample code, good instructor, feels like the real world	explicit goals per pomodori, practice your English
it looked simple but do not know how to start refactoring this; the fast setup	make it shorter, because I did not understand much for a Java beginner
this is my daily work in a workshop; realize again I need more discipline with small steps	prepare project and environment on sticks (eclipse); perhaps consider fishbowl setup to reduce number of pc's required
good tutoring	provide solution afterwards; make clear assignments and number them
practical exercise, clear content	tell about the need to have a laptop for the participant and prepare the required software 'eclipse'
hands-on experience with refactoring; new tricks for refactoring	communicate clearly the need to bring a laptop; pair present
code with Vera; work as a participant and 'master' shows his vision	practice English presentation
refactoring	shorter pomodori
good structure; let us try first, so that we have the chance to know the code, and then show your kata, and then let us try again	do not be nervous to speak, it was great
<b>the yellow brick road - agile adoption through peer coaching</b>	
<b>What I liked about it</b>	<b>to make it perfect</b>
fun; good storyteller; well presented; lots of exercises	more time for discussion/feedback after each round; longer session?
learned to think from another perspective	too little time to do exercises right; a bit hasty overall
lots of interaction; switching roles is great, practical experience	make sure everybody can join -> extra team of 3
lollypops; the friends help to suggest alternative approach	yes, the coach observer, but what do I look for
interesting lessons; the game is a good way to experience the power	take plenty of games with you, so if the group is very big, everybody can play
interactive session; experienced learning; beautiful graphics	longer; fewer people
equal coach-observer role; presentation	practice too long
the game; good presentation; interaction	more practicing with coaching; not sure if the game adds something to concept of coaching
very nice dress and cute lady; very practical	bit too long; more healthy candy
the game part of it	more time for the exercises (now a little bit too fast)

	interactive	more time for the rounds (4 minutes is too short); better tips on how to use the characters 'it is not about their ability, how can you use their skill'
	beautiful material/slides; brilliant presentation skills	no need to change anything
	fun to do	spend a little more time on the instructions
	creative; playful	better explanations for assignments: what kind of problem, the goal of the coaching session when talking about solutions
	funny story telling, cooperation was interesting	
	unfamiliar with agile methodology, found it very interesting	smaller groups
	funny, interesting	bit more explanations of board; lands of friends can be more clear
	practical exercises lead to insight; short iterations, so we learn quickly	
	agreed 'out of the box' concept	too few materials for all attendees
	way of using the game to look at the problem from different angles	hands-on took too long
	the way a coach can ask questions from the perspective of a 'Toto', etc (other characters)	just some more time to evaluate in the 3 person gray??
	interactive	possible small movies to show 'typical' pitfalls in between interactive sessions so that people can recognize things they themselves experience
	get to play each role; 3 rounds	prepare easy understandable problems
	very interesting	need more time for practices; some characteristics of roles are difficult for non-native speakers
	nice idea about using the fairytale characters in coaching talks	more time, perhaps less, but longer practice rounds; coaching towards a solutions, more focused
	some extra techniques to stimulate team members; works beautifully with the technique from Pierluigi heard earlier today	just a little more time for group feedback; extra observers are a good thing, not just a fix to a problem, observing and providing feedback taught a lot
	focus on the 'observer' role is great; providing multi-color pencils: super sweets; pretty game; solving/looking at a problem from different angles/roles is very interesting	use more fishbowl concept: 1 coach & Dorothy, all other = coaches or max 2 groups
		more time is needed to complete the game; more tables were needed; only being an observer is quite difficult after a while
	interactive, fun, fast energetic; I like fairytales	the rounds were a bit too short, in the last round we had 7 characters to choose from but had time to use only one, a clock on the wall (like in the 10am session) to countdown would have helped
	working together with people of equal experience	the rules of each part of the game were not always clear; we had good conversations, but what it was we needed to practice (coaching skills) was not clear enough
	great entertaining presentation, well done	it was a little bit long wielded; instructions not clear to everyone
	real demo/hands-on; good approach to explain coaching	I would skip the human bubble sort, the group was too large; why the sweets, except for my daughters :)
<b>Feature flow, enhancing for a Scrum team</b>		
	<b>What I liked about it</b>	<b>to make it perfect</b>
	concrete, challenges, solutions; understandable, even without Scrum experience	higher pace, smile!

not sticking to the agile process sometimes works	more interaction with the audience
hands-on approach; someone with experience	bear and nude women
interesting Scrum example	
nice to see a case study with a real implementation	a static presentation, maybe some video or moving sheets?
excellent flow- link between problems -> solutions - next problem was good	some discussion about how you decided to try things and way the audience could do to analyze and fix their problems
example and way of thinking about the problems/solutions	the sheets were somewhat static and almost alike; higher speed of presenting
other view to spring versus WIP	speed up, 30 min max
pragmatic approach, testers define speed because they were the bottleneck; quiet presentation (at ease) change your process yourself	do not know if I could bring it as far, how do you change it?
nice learning process	make it lot more interactive; introduce check points
very recognizable, clear examples of problems and possible solutions, emphasizing that each problem needs a unique solution (no one size fits all fix)	move room for questions by pausing between slides and also allow for questions/feedback at the end
best practices give insight	more dynamics in presentation
good ideas, options for problems I encounter with some of my Scrum teams	presenter could not remember all he wanted to say about some slides (preparation); sometimes difficult to follow the rationale, explanation came in bits and pieces, not a coherent whole; some obvious parts could be glanced over (probably a more personal feeling)
<b>Focus, value, flow</b>	
<b>What I liked about it</b>	<b>to make it perfect</b>
clear; learned what are the 3 pillars; can do something with it	somewhat more interactive; more space for discussion; it is a 'colleague' now (but a good one)
seen some nice tools and handy tricks to implement in our projects	it was a monologue, make it interactive, use examples from the attendees instead of an experience
good mix between quantity info and deepness	more practical examples
insight in the work of a product owner; it is about what is missing in the scrum book	add a list of tips for developers to recognize 'bad' (not asked why enough) user stories
clear vision of the role of Product owner	more interaction with the audience
lots of information ideas; slicing value	example of slicing -> first time through so did not pick it all up
learned some useful tools	bit slower paced, more explanation -> less content in consequence
good presenter	more interaction with the audience
much interaction insights	somewhat overloaded -> time pressure -> speaking too quietly
	to keep everyone attentive, make a more interactive session
nice story	some exercises, interactive stuff
concrete information in the presentation	more interaction in session is needed
clear vision on product owner, how to manage work	
practical tools that I can use; very inspirational	practice session; little game to make it stick better
practical; to the point	more examples, workshop

	content; speed; presenter; real life examples	stale air in the room
	nice time boxing; quality stuff	interaction, make it a 2 way; small exercise for communication
	found many new tools to help our product owner	make more room for questions
	good theoretical views, good stuff	less high level, smaller collection of theory
	very comprehensive	little interaction; less packed -> focus on retention
	nice stories; good abstraction on slides	try to put in more interaction; talk just a tiny bit slower
	slides, talk, everything	call it read? Flow ->focus -> value, because that is the order in which you present it
	useful techniques and tips, clearly explained	
	very visual session; material can be consulted on blog; Serge knows how to keep the focus of the audience	