Individual reflection: Week 42

What do I want to learn or understand better?

This week was very challenging for me. I faced a lot of problems in the development environment and tried to do the final development. The expo did not work due to some version problem, react native caused some problems, the application could not start in the web browser, I could not scan the IR code… On to pf that I have done some programming work, first time working with javascript, developing plop up messages. But I have learned a lot, mainly how good teamwork we have and all team members are very supportive.

I understand better why the method is called agile and why this method is good during the software development cycle.

How can I help someone else, or the entire team, to learn something new?

I reported different problems that I have faced and they could avoid the same mistake.  
In my opinion we were learning all the time and all this process in my view is based on the approach “give and take”. I contribute mostly with the input from the working life and the problems we are facing during this type of software development.

What is my contribution towards the team’s use of Scrum?  
I have contributed during discussions and documentation but also for the app development.

What is my contribution towards the team’s deliveries?  
I have been in discussion with the team since I could not test the application due to some limited browser ability so I could give my input on the problems that we could avoid. My reflection is the way of working as a team is much better today than when I was studying about 20 years ago. The team collaboration and how to tackle the different challenges is completely different. The way of communication and problem solving is based on very constructive feedback. However this model is a bit challenging when it comes to work balance in the team. Having a team with high performers in combination with low performers could not be a good match because the risk is that high performers get a huge workload.