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ABSTRACT
Planning poker is a technique for estimating the time required for tasks within a programming project, which tries to eliminate certain biases of the participants in order to achieve greater accuracy of the estimates. [1] This study aims to examine the participants perception of two different methods for time estimation, and compare them to each other.

Author Keywords
Guides; instructions; author's kit; conference publications; keywords should be separated by a semi-colon.
Optional section to be included in your final version, but strongly encouraged.

ACM Classification Keywords
H.5.m. Information Interfaces and Presentation (e.g. HCI): Miscellaneous

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INTRODUCTION
Within agile development it has become more and more important to have accurate time estimates. There has been some studies on the accuracy of estimates, where planning poker has been found to possibly increase the accuracy of estimates. [2] But accuracy is not the only measurement by which an estimation technique can be valued. Other factors, such as group "togetherness" can affect "something".[3], That's why we want to examine what other factors that affect participants experience of Planning Poker.

PURPOSE
This study will examine Planning Poker as a method to estimate time required for tasks within a programming project. It is to be investigated especcialy how the test participants experience the method, but also how the estimates compare to other methods.

QUESTIONS
We want to examine:

- Precision of estimates
- experienced work for participants
- participants appreciation of the method
- time spent estimating[**?**]

Of particular interest is examining if and how the accuracy of estimates affect participants appreciation of the method.

LIMITATIONS
The study will only involve two different methods of time estimation. The study only involves one group of programmers.

BACKGROUND AND RELATED WORKS
There are

Variations/types/... of planning poker Example1, example2, these people said this about that.

Important things, observed improvements, stuff like that

References [1] Grenning, James. "Planning poker or how to avoid analysis paralysis while release planning." Hawthorn Woods: Renaissance Software Consulting 3 (2002). [2] Molokken-Ostvold, Kjetil, and Nils Christian Haugen. "Combining estimates with planning poker–an empirical study." In Software Engineering Conference, 2007. ASWEC 2007. 18th Australian, pp. 349-358. IEEE, 2007. [3] Wellington, Carol A., Thomas Briggs, and C. Dudley Girard. "Examining team cohesion as an effect of software engineering methodology." In ACM SIGSOFT Software Engineering Notes, vol. 30, no. 4, pp. 1-5. ACM, 2005.:w

CONCLUSION
Our conclusion

ACKNOWLEDGMENTS
Thanks to all of IP

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1. Grenning, J. Planning poker or how to avoid analysis paralysis while release planning. *Hawthorn Woods: Renaissance Software Consulting 3* (2002).
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