

Reflection week 41 HALO

Smith states that reflection is "assessment of what is in relation to what might or should be and includes feedback designed to reduce the gap" (R. Smith, *Formative Evaluation and the Scholarship of Teaching and Learning*, New Directions for Teaching and Learning, vol. 88, 2001, pp. 51-62) which can be boiled down to describing ...

... the current situation or "what is" (A),

As we have completed our scope we didn't really work towards and stress over features as we have previous weeks. Now we instead looked for 3-rd party feedback and polished the website, which resulted in a more "ta det som det kommer"-work manner.

This is good in our opinion. As we first need to probe what might be valueble to the customer before committing to work. While we research that we might as well resolve technical debt and polish the site.

... what you want the situation to be or "what might or should be" (B), and

- This is good of now. In the future we will use the feedback to develop a new direction.
-

... a plan for getting from where you are to where you want to be or "feedback designed to reduce the gap" (A -> B).

- Continue as described.
-

Customer Value and Scope

- the chosen scope of the application under development including the priority of features and for whom you are creating value
 - We've gathered 3-rd party feedback to ensure the websites next priorities lines up with the customers expectations.

- the success criteria for the team in terms of what you want to achieve within the project (this can include the application, but also your learning outcomes, your teamwork, or your effort)
 - Our criteria for success has always been to learn agile development alongside new development tools such as react, js, css, html and so forth. We continue to learn these tools each week and share our experiences in the weekly sprint review meetings, which also trains us to be agile. This is of course valuable for any party dealing with this project.
- your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation and how this influenced the way you worked and created value
 - No news.
- the three KPIs you use for monitoring your progress and how you use them to improve your process
 - “They’re not very good”. Malte has gained some indirect value from them cause he always needs to check trello each day. But the KPI:s are bad overall and provide no real value. Code Churn is good until you realise it doesn’t take into account commits that are not on main and also doesn’t take into account merges. Furthermore it ignores modified rows and only considers added/deleted rows.
 - Velocity does nothing burndown doesn’t already provide and burndown suffers from the fact that most things move to done when they are done testing at the end of the week, so before the last day it looks like nothings done and by that time the value is lost. For burndown to work we would need longer sprints or shorter and quicker testable US and tasks.

Social Contract and Effort

- your [social contract](#), i.e., the rules that define how you work together as a team, how it influenced your work, and how it evolved during the project (this means, of course, you should create one in the first week and continuously update it when the need arrives)
 - We haven’t used it much.
- There is a [survey \(Links to an external site.\)](#) you can use for evaluating how the team is perceiving the process and if it is used by several teams it will also help you to assess if your team is following a general pattern or not.
- the time you have spent on the course and how it relates to what you delivered (so keep track of your hours so you can describe the current situation)

- This is logged in a separate document:

https://docs.google.com/spreadsheets/d/1LIYWVSZLXYlp11BYLM1FJkS0dsheKW6W2G60RPg_knQ/edit?usp=sharing