PERSONAL REFLECTIONS – 3

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Habilidades técnicas para gestión

There are many skills that can be useful for software process management, some examples of these are:

Requirement analysis. This skill is directly related with estimation of the time and resources needed for a software project because properly understanding the needs of the user and/or the wishes of your client allows you to make estimates based on what the project's objective is.

Use of version control systems. Whether it is git or any other VCS, having a deep understanding of how it works and the capabilities/limitations it has is fundamental for tracking the progress made individually and by the team.

Test analysis. Being able to analyze and make interpretations based on verification and validation tests' results is fundamental for the control of a software project because it allows for the team to understand the issues the product might have and focus their efforts on fixing it.

Habilidades blandas para gestión

Soft skills are fundamental for a projects' management, and in many cases, I would consider them to be even more important than technical skills or knowledge. The following are three soft skills that I consider to be essential for any kind of manager or supervisor to have:

Communication. When managing a project, it is necessary to efficiently communicate with all the people involved. This includes the client, developers, support personnel and potential users. Effective communication is essential to coordinate the work of the team or teams and make sure the project is completed on time and under budget.

Leadership. A good leader must be capable of motivating and leading their team. They should be able to make quick and effective decisions when problems arise and to stablish and maintain a good working rhythm. They should inspire confidence for their team, co-workers, and clients.

Negotiation. When managing a software project is fundamental to be able to negotiate with clients, developers, and any other interested parties. Negotiation skills are necessary to reach agreements that take into consideration everyone's needs and leave all interested parties content.

Sprint

In our team we planned the sprints the following way. First, we identified the sprint objectives, in other words, the next step towards building the project and/or the activities we had to deliver, then, we defined the specific tasks we would need to do to complete the sprint objectives and finally assigned who was in charge of each one. I would've liked to change some things about the process we used to plan the sprints. First, I would give more structure to the meetings we had, because even though we did all the previously mentioned steps it was done basically by spit balling for 1 to 1 ½ hours with no real order or structure. I would have also liked to be able to separate tasks in a way that they could be done independently from each other, this is because there were many occasions when someone couldn't keep working because someone else hadn't finished their tasks yet. And finally, I would have liked to make quick meetings to make sure everyone is on the same page (similar to daily scrum but not necessarily every day and also not limited to just the daily scrum guide questions), this is because since our main form of communication was via messaging it wasn't uncommon for misunderstandings to occur when a teammate either didn't read a text that was sent or didn't quite understand what someone meant, we tried to do something similar to this in the beginning of the project, but the meetings would drag on for way too long and not everyone participated.

Tema libre

In this conference Roula Lombardi talks about the agile methodology and the advantages it entails for software as well as non-software companies. She makes the point of agile methodologies being very useful in allowing companies to stay in the cutting edge of whichever ambit they tackle. I thought this was very interesting because it means applying agile methodologies would allow for quicker change in extremely slow and bureaucratic institutions. For example, recently it's become evident how outdated the school system is, and the clear need for change it has, the problem with this is the fact that this process is extremely time consuming, and it must be approved by so many people and institutions that at the end, it often becomes just an slightly different version of what it was before. I believe that by adopting a more agile methodology, institutions and teachers would be able to fix this glaring issue more quickly, and even revert the changes that didn't work out like intended without too much hassle.

Roula Lombardi. 2020. How an Agile Software Process Is Changing the World for Non-Tech Companies. In TED x Stonehill College. Retrieved November 28, 2022, from https://www.ted.com/talks/roula_lombardi_how_an_agile_software_process _is_changing_the_world_for_non_tech_companies