



aWall - Digital Touch Walls for Agile Retrospective Team Meetings

INFORMATION SHEET FOR PARTICIPANTS

You are invited to take part in this research. Please read this information before deciding whether or not to take part. If you decide to participate, thank you. If you decide not to participate, thank you for considering this request.

Who am I?

My name is Simon Glew and I am an Honours student in Software Engineering at Victoria University of Wellington. This research project is work towards my final project report.

What is the aim of the project?

This project aims to produce a prototype for agile retrospectives within the aWall software prototype. aWall is an agile program using touch screens that is a collaborative effort between Craig Anslow and FHNW in Switzerland.

Agile Retrospectives is a meeting normally held at the end of a block of work that is used to reflect and improve on the work that has been completed and identifies positives and negative actions for improvement within the next block of work. Using aWall for retrospectives and agile improves team collaboration and access to data.

This research has been approved by the Victoria University of Wellington Human Ethics Committee ID(#0000026187)

How can you help?

You have been invited to participate because you are part of an ENGR301-302 team at Victoria University of Wellington. If you agree to take part you will be part of a group interview in Cotton at Victoria University of Wellington. You will attend and participate through an agile retrospective using the aWall prototype, this will include tasks such as voting on cards within the retrospective and discussing them. You will then be asked to fill out a questionnaire about your experiences. This process will take between 45 minutes to an hour. You will be reimbursed for your time with a \$10 supermarket voucher provided by ECS.

This whole process will be recorded and the information that you provide into the system will be kept until the destroy date, unless otherwise informed.

The time will be scheduled with the team and myself through email, at a time that will suit all parties involved.

You can withdraw at any time, without having to give a reason. You can withdraw before the 31st of August by contacting me. If you withdraw all written information that you provide will be destroyed.

What will happen to the information you give?

This research is confidential. This means that the researchers named below will be aware of your identity but the research data will be combined and your identity will not be revealed in any reports, presentations, or public documentation. However, you should be aware that in small projects your identity might be obvious to others in your community.

Only my supervisor and I will read and use the notes or transcript of the process. The summaries and any recordings will be kept securely and destroyed by 1st December 2018.

What will the project produce?

The information from my research will be used in Honours Report.

If you accept this invitation, what are your rights as a research participant?

You do not have to accept this invitation if you don't want to. If you do decide to participate, you have the right to:

- choose not to answer any question;
- withdraw from the process while it is taking part and have the written information that you have provided so far in the process be destroyed.
- ask any questions about the study at any time;
- be able to read any reports and transcripts that are you involved in of this research by emailing the researcher to request a copy.

If you have any questions or problems, who can you contact?

If you have any questions, either now or in the future, please feel free to contact either:

Student:

Name: Simon Glew

University email address:

glewsimo@ecs.vuw.ac.nz

Supervisor:

Name: Craig Anslow

Role: Supervisor

School: Engineering and Computer Science

Phone: (04) 463 6449

craig.anslow@ecs.vuw.ac.nz

Human Ethics Committee information

If you have any concerns about the ethical conduct of the research you may contact the Victoria University HEC Convenor: Dr Judith Loveridge. Email hec@vuw.ac.nz or telephone +64-4-463 6028.



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CONSENT TO PARTICIPATE

This consent form will be held for 1 year.

Researcher: Simon Glew, School of Engineering and Computer Science, Victoria University of Wellington.

- I have read the Information Sheet and the project has been explained to me. My questions have been answered to my satisfaction. I understand that I can ask further questions at any time.
- I agree to take part in an interactive demo of aWall and answer questions about it after the process.

I understand that:

- I acknowledge that I am agreeing to keep the information shared during the process confidential. I am aware that after the process, I must not communicate to anyone, including family members and close friends, any details provided by others during and about the process.
- The identifiable information I have provided will be destroyed by 1st December 2018.
- Any information I provide will be kept confidential to the researcher and the supervisor.
- I understand that the results will be used for an Honours Project Report.
- My name will not be used in reports, nor will any information that would identify me.
- I would like to receive a copy of the final report and transcripts that I Yes ☐ No ☐
have been involved in and have added my email address below.

Signature of participant: _____

Name of participant: _____

Date: _____

Contact details: _____



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Questionnaire

Please fill out the questions provided on this questionnaire. **DO NOT** put any personal information on this sheet such as your name or an easy way to distinguish your identity. If you do not want to fill out this questionnaire, please just let me know and all information that you have provided within this document will be destroyed.

If you have any questions about the questions below, just ask.

Rate your experience in participating in a retrospective using aWall (0-10)

0	1	2	3	4	5	6	7	8	9	10
Bad										Good

List any and all things positive about using and participating in an aWall retrospective

List any and all things negative about using and participating in an aWall retrospective

Preference between aWall prototype and standard cardwall and why?

aWall

Cardwall

Please rate between 0-10 for the next questions:

The usability of the aWall prototype compared to standard cardwalls

0 1 2 3 4 5 6 7 8 9 10

Hard to use

Easy to use

The participation ability of the aWall prototype compared to standard cardwalls

0 1 2 3 4 5 6 7 8 9 10

Hard to participate

Easy to participate

The understandability of the aWall prototype compared to standard cardwalls

0 1 2 3 4 5 6 7 8 9 10

Hard to understand

Easy to understand

Any additional comments:

Thank you for filling this questionnaire out and participating in my honours project research.