Individual Reflection – Week 1

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What do I want to learn or understand better?

The main thing I would like to learn is the scrum model. At the end of the course, I want to be as comfortable with the system that I could use it naturally in future projects. I also want to be better to organize group projects. That includes assigning tasks for a larger group of members, preventing and dealing with eventual conflicts, effective decision making and knowing how to prioritize work in respect of cost and time. I am open to learn more technical skills but only if it adds value to the product. There are plans to partly work in pairs. That is a new approach for me. I have wanted to do it for earlier projects. I think that it can be very effective and sometimes less heavy. I am looking forward to be better at that and to understand its advantages.

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

I have to be responsive for any questions and always try to respond with my best answer. If I cannot help directly, I can at least give some of my time to try to figure it out. I think that learning and teaching each other is key for a deeper knowledge. It is also important to discuss problems and difficulties we encounter to help each other early on. This makes for a more effective and enjoyable environment.

What is my contribution towards the team's application of Scrum?

As the project haven't started, no application of scrum have yet been made. I mainly see myself as equal to everyone else for the team's future application of Scrum. We may want to take turns on some roles as scrum master or product manager. I am then open for those opportunities. Not because I feel that some of those roles is where I belong. I just want to learn those skills.

What is my contribution towards the team's deliveries?

This week we have formed our team, briefly discussed our plans for the project and everyone have negotiated our social contract.

As an aspiring interaction designer, I may want to take more responsibility of the application's front-end and design the coming weeks. Although I can anticipate myself working on a lower abstraction level as well. I usually have opinions about UI/UX-design, product values, general structure and conventions. I may want to contribute extra with some of this for the team's coming work.