

SPEAKER EXAMPLE PROPOSAL

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The Call for Proposals starts on **4 May 2018**. The submission deadline is **3 September 2018**.

The Call for Young Talents starts on **4 May 2018**. The submission deadline is **15 August 2018**.

Proposal Title (published on website)	Given/When/Then-ready sprint planning		
Presenter (published on website)			
Company			
Personal Specialism / Aims (published on website)	Coach and trainer Test automation SpecFlow		
Years of Experience	I have ..20.. years of experience in Agile, Test Automation, Software Architect		
Target level	<input checked="" type="checkbox"/> (X) Introductory <input type="checkbox"/> () Intermediate <input type="checkbox"/> () Advanced		
Format	<input checked="" type="checkbox"/> (X) Talk <input type="checkbox"/> () Workshop <input type="checkbox"/> () Practitioner Report <input type="checkbox"/> () Other		
Language	<i>Talks can be held in English or German. Please indicate, if you can hold the talk in both languages, and which language you'd prefer. Fill out this proposal in the language you'd prefer to present.</i> <input type="checkbox"/> () Deutsch <input checked="" type="checkbox"/> (X) English <input type="checkbox"/> () Either - preferred:		
Length	45 Min		
Abstract (published on website)	<p>If you have ever done or tried to do behavior driven development, you know that finding the right scenarios (ie. tests) and writing the Gherkin feature files with the Given/When/Then steps is not so easy. Many teams leave this task entirely for the developers. Others try to use the sprint planning meeting to discuss the exact phrasing. None of these are really perfect. Regarding my experience, for having good scenarios, you have to have a good sprint planning. In this session I am going to talk about what makes a sprint planning good and how you can facilitate your sprint planning meeting in a way that it helps finding the right examples. You will hear about Specification by Examples, the "Three Amigos", example mapping, really good acceptance criteria and also about team motivation, but more importantly you will hear about how to use them efficiently in practice.</p>		
Presenter Bio (published on website)	<p>Gáspár Nagy is the creator and main contributor of SpecFlow, the most widely used ATDD/BDD framework for .NET. Gáspár is an independent coach, trainer and test automation expert focusing on BDD and SpecFlow. He has more than 10 years of experience in enterprise software development as he worked as an architect and agile developer coach.</p>		

	He is an approved trainer in the Certified Scrum Developer program of Scrum Alliance and Microsoft Certified Professional for Visual Studio Team Foundation Server.
Keywords/Tags (published on website)	#SpecFlow #Test Automation #Sprint Planning
Contact information of presenter	
Content (NOT published on website, for reviewers only)	<p>The talk basically shows a potential win-win opportunity based on experience of coaching teams that use BDD.</p> <p>On one hand, the executable specification uses by BDD need to identify and phrase the key examples and the related Given/When/Then scenarios. Finding based on an “unstructured discussion” kind of sprint planning is hard, regardless if you try to do it on the meeting, or after alone or with the three amigos.</p> <p>On the other hand, it is very hard to keep team motivation and contribution in an unstructured discussion. A usual sprint planning meeting is a discussion of a few dominant members while the others are inactive or loose the track quickly.</p> <p>Structuring the sprint planning meeting in a way that it is focusing on the outcomes: acceptance criteria with key illustrative examples helps creating the detailed Given/When/Then scenarios but also can help the entire team to better collaborate.</p> <p>To achieve that, you have to understand the real meaning of acceptance criteria, the key examples and the three amigos. Also you have to learn how to control the discussion in a way that you can find these goals easily.</p> <p>In a very simplified way, this can be imagined by the follows (from the facilitator’s point of view)</p> <ol style="list-style-type: none"> 1. Let the PO describe the motivation/goal/problem to be solved of the story shortly (timebox) but do not let him go into the details 2. Verify if everyone understands the motivation. If not we discuss show examples of the need or the problem, until everyone understands it 3. Let the PO to go into the details, ask him to start with the most important rules. 4. Once a rule seem to be explained, try to capture it as a short sentence in a way that everyone can read it (ie on the projector). 5. Verify if the PO is happy with the rule, if not, refine it 6. Explore the details of the rule by finding examples (positive, negative) for the rule. Let the team find these examples (as much as possible), to ensure if they understood the rule and to get feedback from the team. 7. If the rule or the example showed up problems that you could not solve or answer, capture them as questions. 8. Move on with the details of the story with the next rule. All discussed rules should be always visible for the entire team!

	<p>As an outcome of this technique</p> <ul style="list-style-type: none"> - Long, unstructured discussions or story presentations can be avoided - Team is involved in the discussion - Team gets better understanding of the domain - Can achieve shared ownership of story details and examples - The examples can serve as automated scenarios <p>In the session I show this technique through examples.</p> <p>Timing:</p> <ul style="list-style-type: none"> - Quick introduction of the problem and the context (BDD needs scenarios, problems of usual sprint planning meeting) – 10 min - Explain what is an acceptance criteria through examples – 5 min - Go through the main flow of the proposed solution – 15 min - Discuss special alterations (e.g. questions cannot answered) – 5 min - Summary 5 min - Q&A 5 min
Learning outcomes	<ul style="list-style-type: none"> - understand why usual sprint planning meeting inefficient - learn how to focus & structure a discussion of a story - learn how to find key examples for abstract rules - understand how to connect these examples to executable specification (ie gherkin scenarios)
Max. # attendees	<p><i>Is there a maximum number of attendees you can handle in your session (for interactive sessions)?</i></p> <p>(X) no () yes, ____ attendees is the maximum</p>
Special requirements	no
Prior presentations of this session	New talk
Presentation experience	Trainer of “Developing with SpecFlow” course, presented realier in Agile Tour Vienna, NDC Oslo & London, Agile Testing Days, CukeUp!, etc.