Individual Reflection – Henrik Johansson

Course Week 1 (week 12)

- What do I want to learn or understand better?

I would like to grow my knowledge when it comes to how Scrum and similar techniques actually are implemented in "the real world", which I feel will happen to some degree by just taking part in the course. Additionally I would like to improve my ability of working in groups/teams with other people. I feel like I quite often restrict myself quite a lot, for example wanting to express something, but then not doing it for whatever reason. To improve this there is really only one solution in my mind, which is to just do it and try to build on it week by week. Of course I also want to improve my general technical knowledge when it comes to the actual development of the product that we are creating.

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

It is currently very difficult to say. Since the project has just begun and we as a group haven't decided on what we are going to create yet. I do however have some experience with some of the potential programs that we might use depending on where we head with our project. Additionally I have worked with Scrum before, and I know for a fact that I'm not alone with that experience, but I'm sure we all remember different parts so that we all can provide something useful.

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

Since we haven't begun with the project, and thus with Scrum, yet it is hard to say. I have worked with Scrum before, but I'm not alone to have done that so I'm sure we have the knowledge within the group to be able to achieve a certain quality of work.

- What is my contribution towards the team's deliveries?

So far, having just submitted the social contract my contribution has been to be a part of our discussion of what we consider important enough to bring up and how we handle it.

Course Week 2 (week 13)

- What do I want to learn or understand better?

This coming week we will begin with our communication with the company/our stakeholders and thus I would like to learn more about how it is to work with an actual company. As for reflection on what I wanted to learn last week, increasing my knowledge of Scrum is something that I feel like I have achieved somewhat with the exercise that took place in Minetest last Monday. But, of course this is something that I will continue with through the whole course. With respect to my wish to improve my technical knowledge within the programs we will use there hasn't been any progress yet, since the development hasn't begun.

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

Being one of the ones who have worked with GIT before, and who has used the development environment I hope that I can be of help if there are any questions regarding these fields.

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

During the exercise this last week when we actually used some of the structure from Scrum I felt like I hopefully contributed with some structure when we were planning our sprints and during the execution. It is however, very easy to somewhat forget about the Scrum part of the exercise when the exercise is within a game and the time limit is as tight as it was.

- What is my contribution towards the team's deliveries?

Not really having any previous experience or knowledge with business model canvas' I tried to be a part of the making of our. I also spent some time on our repo, preparing it for our deliverables and individual reflections. Although I did not take part in writing the description I read it, which I believe most of us did, to make sure that we as a group felt like the description aligned with what we want to make.

Course Week 4 (week 15)

- What do I want to learn or understand better?

As I mentioned last week, I would like to keep learning more about the process of working together with a company, which is something I feel like I have gained more insight into, but that will continue throughout the whole project. More specifically in relation to the development of the product I would like to improve my knowledge more within the new environment that we use as well within the, new to me, programming language. I plan on achieving this by working with the programs/languages, but also by taking part of documentation and guides that we share openly within the group to help each other improve.

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

At the moment it feels like the group as a whole is somewhat on the same level when it comes to most parts of the project. Of course, I would be open to contribute my thoughts and try to help whoever in the group should the need arise, but for the time being it is difficult to pinpoint a specific area or tool where I would know more than the rest of the members of the group.

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

This week I took on the role of Product owner, which meant that I had a bit more responsibility over the user stories, which is something I felt went quite well. We are still in the early weeks of the project and thus, the roles and their areas of responsibility are still evolving, but for being the first *real* week it went well in my opinion. Next week I will take on the role of Scrum master and I will try my utmost to make sure that the week goes smoothly.

- What is my contribution towards the team's deliveries?

This week we started and finished our first sprint, and as such I have contributed to our sprint by working on one of the user stories that we determined to be of highest priority, together with another group member. Additionally, I have also been a part of writing the team reflection and tried to contribute with my thoughts on the subjects that were discussed.