

Coding Dojo: an environment for learning and sharing Agile practices

Danilo Sato
ThoughtWorks
danilo.sato@thoughtworks.com

Hugo Corbucci, Mariana Bravo
Department of Computer Science
University of São Paulo, Brazil
{corbucci, marivb}@ime.usp.br

Abstract

Resumo...

1 Introduction

A Coding Dojo is a weekly meeting where a group of programmers gets together to learn, practice, and share experiences. The session is organized around a programming challenge (Code Kata) where people are encouraged to participate and share their coding skills with the audience while solving the problem. In an inclusive and collaborative environment, the participants discuss and practice a wide range of topics, such as: TDD/BDD, Agile, refactoring, pair programming, OO, design, Algorithms, different programming languages, paradigms, and frameworks.

In this session, the presenters will share their experiences of creating and running a Coding Dojo in São Paulo, Brazil. They will present their tailored process to conduct the sessions, improved over time by retrospectives. They will also discuss the aspects of a Coding Dojo that foster learning and tacit knowledge sharing, presenting the lessons learned from the weekly meetings being held since the first session in July, 2007.

2 Coding Dojo

O que é?[1] Por quê? Origem[2]

2.1 Coding Dojo@SP: Numbers and Processes

session agenda, # of participants, # of meetings, Languages utilized, ...

3 Lessons Learned

3.0.1 What Went Well?

3.0.2 What Went Less Well?

3.0.3 What Puzzles Us?

4 Dojo and Learning

5 Conclusion

References

- [1] Coding dojo wiki. www.codingdojo.org, 2007.
- [2] D. Thomas. Code kata: How to become a better developer. codekata.pragprog.com, 2007.