Coding Dojo: an environment for learning and sharing Agile practices

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Abstract

Resumo...

1 Introduction

> In software we do our practicing on the job, and that's why we make mistakes on the job. We need to find ways of splitting the practice from the profession. We need practice sessions.

–Dave Thomas

The idea of a *Code Kata* was initially proposed by Dave Thomas as an exercise where programmers could write throwaway code to practice their craft outside of a working environment [4]. Laurent Bossavit later proposed the idea of a *Coding Dojo*: a session where a group of programmers would gather to solve the *Code Kata* togheter [2]. Although the session is organized around a programming challenge, the main goal of a *Coding Dojo* is to learn from others and improve design and coding skills through deliberate practice. This creates a learning environment where Agile technical practices, such as those proposed by Extreme Programming (XP) [1], can be shared.

This report describes the authors' experience of founding and running a *Coding Dojo* in São Paulo, Brazil. Section 2 will present the tailored process to conduct the sessions, improved over time by retrospectives. Section 3 will present lessons learned from the weekly meetings being held since the first session in July, 2007. Section 4 will discuss the aspects of a *Coding Dojo* that foster learning and tacit knowledge sharing, concluding in Section 5.

2 Coding Dojo São Paulo

The 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.

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O que é?[3] Por quê? Origem[4]

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?

The goal is not to finish Information radiators Communication Inspiration for the meeting

3.0.2 What Went Less Well?

Moderating brazilians (hard not to speak on red) TDD/BDD and algorithms Balancing randoris and prepared katas Programming environment

3.0.3 What Puzzles Us?

How to reach a wider audience? How to share our efforts
with the community? How to keep attendees engaged?

4 Dojo and Learning

Dreifus Model Deliberate Practice
http://graphics8.nytimes.com/images/blogs/freakonomics/pdf/DeliberatePractice(PsychologicalReview).pdf
Collabotation and Self-Organization Creating and sharing
knowledge No single Master

5 Conclusion

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