# Instructions

- Make groups of 3/4 persons from different teams/roles
- In each group pick 3 questions from the following list related to each people skills
- Take 5 minutes per question to:
  - Discuss the question with your table group
  - · Make a one- or two-sentence summary of your discussions
- · Reports your summary to the whole class

# Questions by role

#### I'm a QA Person

- How would you bring down the defects count in a product/project?
- What do you need from product/domain people to make better test cases?
- · What makes a good test case?
- What's your dream setting with product/domain people? Engineering people? (aka. What to do)
- What's your worst experience of QA? Why? (aka. What NOT to do)
- What can be improved to make your work more meaningful to you?

# I'm an Engineering Person

- What makes you understand a domain? gives examples.
- What do you expect from product/domain people before delivery? what's present? what's missing?
- What do you expect from product/domain people after delivery?
- What's the difference in your understandings of a domain before and after having delivered software?
- Do you have examples of insights/breakthrough on the domain you get after a while?
- Do you have examples of the differences between the "What/How" of a feature and finally getting the "Why"? what simplification could/have been made possible?
- how are gathered and structured the operational (aka. non-functional) requirements of the software?
- Do you have a clear understanding of the dependencies between the modules (in case of a monolith) or the applications composing your company's Information System? What's the form of the dependencies documentation?
- Do you have an experience/example of a system/module with mixed responsibility/concerns? one(s) with good separation of responsibility/concerns? what are the key factors leading to a good/bad separation?
- As a downstream interface consumer what's your best experience? worst? best practices?
- As an upstream interface publisher what's your best experience? worst? best practices?
- · What makes a software with good operability?
- What's your best/worst maintenance experience?
- What's facilitate software maintenance? as a code reviewer what's the main elements you are looking for in a source code?
- What documentation do you expect as a software engineer?
- from your experience, what's improving the stability of the system? what's degrading it?
- How do you deal with performance matter before/during/after the software delivery?

- How do you deal with security? best/worst experience concerning security?
- What documentation do you expect as an operation engineer?
- What makes a software with good operability?
- How is the technology choose for a new software? how the stack evolve over time? what could be improved?
- What are the key activities and roles during and after an outage/incident? how do you detect such events it in the first place?
- from your experience, what's improving the stability of the system? what's degrading it?
- How do you deal with performance matter before/during/after the software delivery?
- How do you deal with security? best/worst experience concerning security?
- How painful/easy is the deployment process? best practices from your experience?
- What are the key metrics (business and technical) you expect to see from a running software?

### I'm a product/domain Person

- What interactions do you expect/dream of with Engineering people? QA people?
- How do you prioritize between different features?
- What's the usual impediments you meet during product development?
- What feedbacks do you need the most from Engineering people?
- When does the product team involve the UX? the QA? Engineering?
- How customers/users requests make it into the product?

## I'm an UX person

- What's a "good" product for you? Why?
- Why do "users" love the product?
- What feedbacks do you need the most from the real users of the product?
- What are the key activities to deliver a good user experience?
- What interactions do you expect/dream of with Engineering people? product people?

## **General questions**

- What informations generally flow between teams? How does it flow?
- · What could be improved concerning the informations flow?
- What has your team done particularly well?
- What is the decision process of your team? what could be improved?
- What are the challenges or weaknesses that your team has experienced?
- What types of team metrics are tracked and during which phases?