

Working in Teams

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- 1.** IT-related student projects rely on various skills - in technologies, project management, your selected subject area, etc. What is the best way to ensure that your team's skills are sufficient to complete the intended task?
 - (A)** Your team should collaborate with other teams to help each other.
 - (B)** Your team should carefully follow the scope of your project to match your capabilities.
 - (C)** You should constantly learn new skills.

 - 2.** Most projects maintain a backlog - it is a prioritized TODO-list of work items that have to be scheduled and delivered. What is the main criterion to order the items in the backlog?
 - (A)** The value of the items being delivered.
 - (B)** The relative size and complexity of the items being delivered.
 - (C)** The risk associated with the items.

 - 3.** Given the task that your team has selected (and disregarding some practicalities) - what could be considered an OPTIMAL SIZE of a team - if you could select it freely?
 - (A)** Project teams of size 1-2 are most efficient.
 - (B)** Project teams of size 3-8 are most efficient.
 - (C)** Larger teams can do more work; team size is ideally defined by the urgency of the project and the resources available.

 - 4.** Most large software projects are done as a sequence of short (2-3 week) iterations or "sprints". Which of the following is delivered at the end of a typical project iteration?
 - (A)** An updated functional design document and a user manual.
 - (B)** An architectural design of the solution.
 - (C)** An increment of product software.

 - 5.** Assume that a team has some introvert members and others do not always understand what they are doing for the project. Any remedies?
 - (A)** Team members should get together and agree who is responsible for what.
 - (B)** Team members should send out their statuses regularly and others should read that.
 - (C)** Team should look for a coach and do some team-building exercises.

- 6.** What non-IT task is most appropriate to apply iterative project management? (Iterative management - planning your tasks from a backlog/TODO-list and submitting work in short cycles/iterations).
- ☐ **A** Build residential housing using some novel energy-saving technologies.
 - ☐ **B** Introduce a new garbage-collection service provider in some municipality.
 - ☐ **C** Organize a new political party in Belarus.
 - ☐ **D** Create series of assessments to prepare Grade 12 students for their graduation exam in mathematics.
- 7.** Assume that your team is currently working on a 2-week iteration. Under what circumstances should you cancel the iteration?
- ☐ **A** When you find that the TODO-list contains more urgent tasks.
 - ☐ **B** When the developers cannot continue, because the required information is missing.
 - ☐ **C** When a major stakeholder or a customer representative suggests doing so.
- 8.** What seems to be the most reasonable way to take common decisions and ensure that people in your team work for the same goal?
- ☐ **A** A team needs a manager who is responsible for interacting with the customer(s), taking decisions and encouraging others.
 - ☐ **B** A team should meet regularly to discuss their activities, so that everyone can participate and activities are decided by consensus.
 - ☐ **C** A team should organize work in subteams, where every subteam has a responsible person who can delegate to others.