CSC 3380 Project Post Mortem Team Findings

Team: Code Heads

Team Findings

What went right with you project?

- The group quickly decided on an idea.
- The two components we sought to implement got in successfully
- The project idea was a unique way of combine music and social experience. The prototype showed potential and I was proud of it. If our group was even more serious about the project, the final version of the app could be successful.
- Everything was done on time
- We were able to work together effectively

- Every member was able to complete what they were tasked with.
- the team seemed to work together pretty well
- Throughout the project everyone had some sort of role, no matter how little, so it was always possible to work on some part of the project.
- Everyone contributed
- We were able to learn from one another to improve our work

- Implement features worked properly.
- we learned a lot about the development process
- The project was completed on time and satisfied most of the requirements. This project was not too stressful.
- The diagrams were correct and everyone participated
- We were able to accomplish what we hoped to accomplish on the app

What went wrong with you project?

- Communication could be slow between team members.
- sometimes it felt that resposibilities were skewed i.e. some members did more than others
- We decided to do an Android app for our project, but almost everyone in the group had no Android development experience, so it was very difficult for our group to learn and collaborate using this new platform
- Some files were too big to submit
- People were missing meetings

- The amount of work divided up ended being somewhat uneven towards the end project.
- at some points, it felt like I didn't have any real direction
- At the end, it was only realistic for our group to implement 2 of our components, which made us divide the work among 6 members, and the way we divided it was kind of sloppy
- not everyone understood some processes of the project
- People waited very last minute to do things

- Teammates would miss scheduled meetings. the final product was underwhelming, seeing as how we were overambitious in the original design
- There was poor organization with the project sometimes. Sometimes the portfolio or ea files we sent were missing some things or varied in formatting a lot. A lot of this had to do with poor lack of communication at times.
- Some members were unresponsive at times
- Sometimes the way we were going to accomplish tasks were unclear

Project Accomplishment Assessment

0	1	2	3	4
		1	3	1

- 0: Not Accomplished
- 1: Missing a lot of what we had hoped to accomplish
- 2: We have most of what we had hoped to accomplish
- 3: Everything is in!
- 4: We've met the project goal and then some. We rock!!

Project Quality Assessment

0	1	2	3	4
		2	2	1

- 0: Nothing is right
- 1: We have some things right
- 2: Most things are right
- 3: Everything appears to be right
- 4: Everything that we've done is solid

Revibe Permission

I would like to give Revibe the opportunity to see what you've accomplished. Do you give me permission to share your project presentation with Revibe?

Yes	No	Unanswered
4	1	1

Since not all team members are interested in sharing your work, I will not be providing a link to your final project presentation to Revibe.

Background

A Post Mortem is a review done at the end of a project to sum up good and bad experiences. The goal is to learn from the experience: “Those who cannot remember the past are condemned to repeat it” – George Santayana, The Life of Reason, Volume 1, 1905.

Post Mortem in the Large

Apple

- project survey
- collecting objective project information
- conducting a debriefing meeting
- a “project history day”
- publishing the results

Microsoft

- Post mortem reports
- Takes 3 – 6 months to complete
- 10 – 100 pages

Post Mortem in the small

A single project team meeting is conducted, getting as many participants together as possible. There are a number of good approaches to conducting a post mortem:

KJ Method

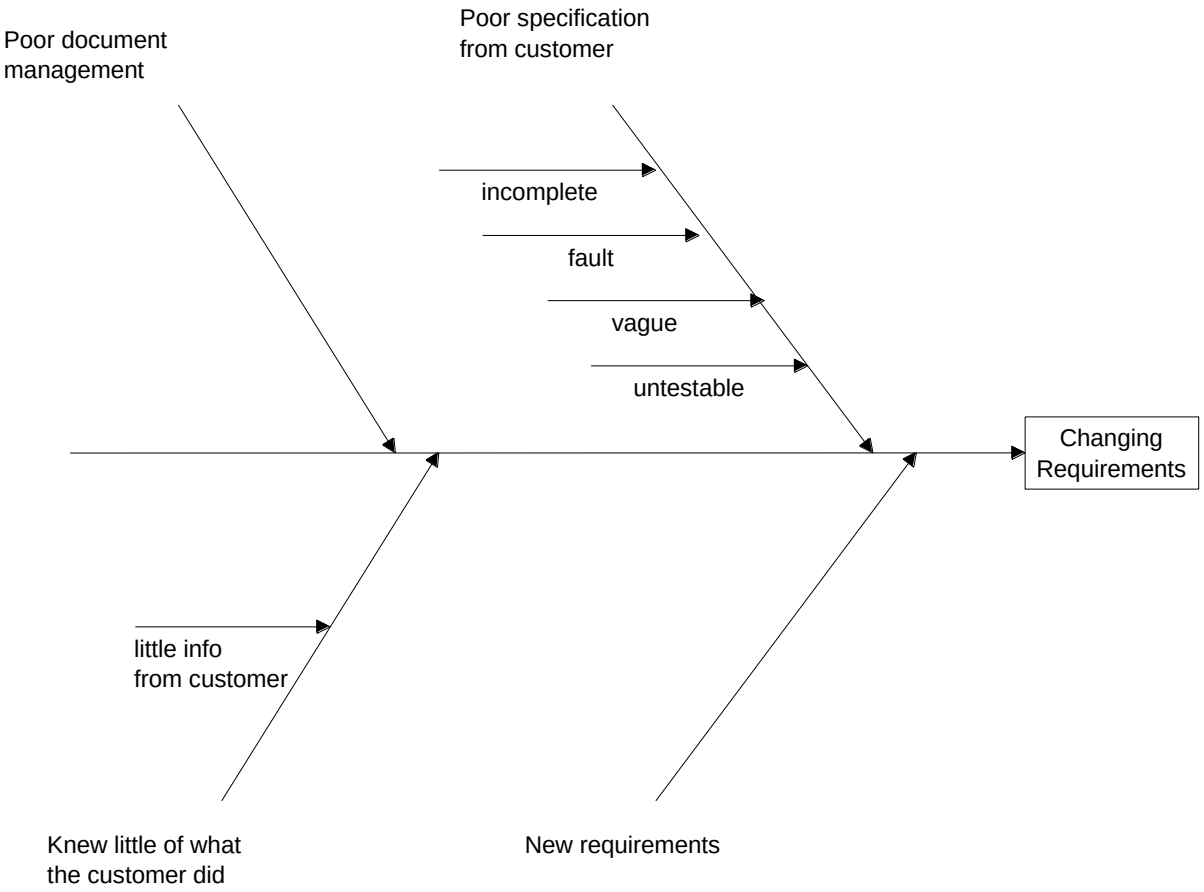
- Named after Japanese ethnologist, Jiro Kawakita
- Give each participant 3 – 5 sticky notes
- Have each participant to write down one “issue” on each sticky note
- Participants take turns sticking their issues on a white board while explaining why this issue is important
- Issues are then grouped together and each group is given a name

The Ishakawa Diagram

(my personal favorite)

- Also called Root Cause Analysis or fishbone diagram
- Used to analyze the cause of certain issues
- Process
    - Draw a horizontal arrow on the white board for each important issue
    - Draw diagonal arrows for the cause of each issue
    - Continue drawing refining arrows until root cause is identified

- Three successive “Why”s usually reveal root causes of an issue



Dingsoyr, Torgeir and Hanssen, Geir Kjetil. *Extending Agile Methods: Postmortem Reviews as Extended Feedback*. SINTEF Telecom and Informatics White Paper.

The CSC 3380 Post Mortem Process

Because we have run out of time, the post mortem process is a project survey and an abbreviated root cause analysis. You are welcome to discuss this among your team, but you are not required to do so. This is not a group submission. Each student must complete the Post Mortem Moodle quiz.

Abbreviated Root Cause Analysis

Important: “Who” is not a part of a root cause analysis. Finger-pointing is destructive and counterproductive.

- Step 1
  - What went right with your project?
  - You will need to enter your top 3 project wins in Moodle.
- Step 2
  - What went wrong with your project?
  - You will need to enter your top 3 project issues in Moodle.

Project Self-Assessment

After each milestone, you have provided self-assessments on team accomplishments for the milestone. For the post mortem, you will be asked to provide a self-assessment on team accomplishments for the full project lifecycle (i.e., your overall project assessment).

Working well in a team is a very important skill for a computer scientist. I've seen people who thought they were great team members by taking on the lions share of the work, but in reality they weren't allowing other team member to be a part of the process. I've seen people monopolize design meetings by being passionate and enthusiastic about their ideas, but overlook better options because they don't take the time to listen to what others have offer. You don't want to be that team member.

As part of the project self-assessment, you will rate your team members on their teaming skills. You will also have the opportunity to identify things that they do well and areas in which they can improve. This is not the time to be overly generous or to be caustic. For example, phrases like "You rock!" or "You were worthless" does not provide any useful information. The goal here is to provide constructive feedback to help a team member improve how they work on a team. I will provide a compilation of self-assessment to each student, without attributing the source of the comments.