

Software Engineering Group Project

COMP2043.GRP

Session 06:

Being Reflective

Acknowledgements

- Some of the materials we use may come directly from previous teachers of this module, and other sources ...
- Thank you to (amongst others):
 - Dr Julie Greensmith



Overview

- What is reflection?
- Why it is an important skill
- How it is used in SE



Perceptions of self-reflection

- In your teams
 - Make a mindmap of what you associate with the word reflection
 - From this, extract some themes
 - Use the themes to come up with a 1-sentence definition of reflection
 - Write this in your journals



Reflection definition

“A process of reviewing an experience of practice in order to describe, analyse, evaluate and so inform learning about a practice”

- Reid (1993, p.305)
 - Reid B (1993) 'But We're Doing it Already!' Exploring a Response to the Concept of Reflective Practice in Order to Improve its Facilitation, *Nurse Education Today*, 13: 305-309.
- How does this compare with your group's definition?
- How many of you think that you do this already?

Reflection is ...

- Self awareness
 - thinking of yourself, your experiences and your view of the world
- Self improvement
 - learning from experiences, and wanting to improve some area of your life
- Empowerment
 - putting you in control of making changes, and behaving in a different way



All of these things relate to you having the power to constantly review and assess yourself



Reflection essentials

- To think and write reflectively you have to:
 - Experience something
 - Think about what happened
 - Learn from the experience
- You think reflectively all the time, you probably just don't realise you're doing it



Drawing on your own experience

- Think about the first time you wrote a computer program
 - Experience: what did you do?
 - Think: how did you feel at the time?
 - Learn: how did learn from the experience?

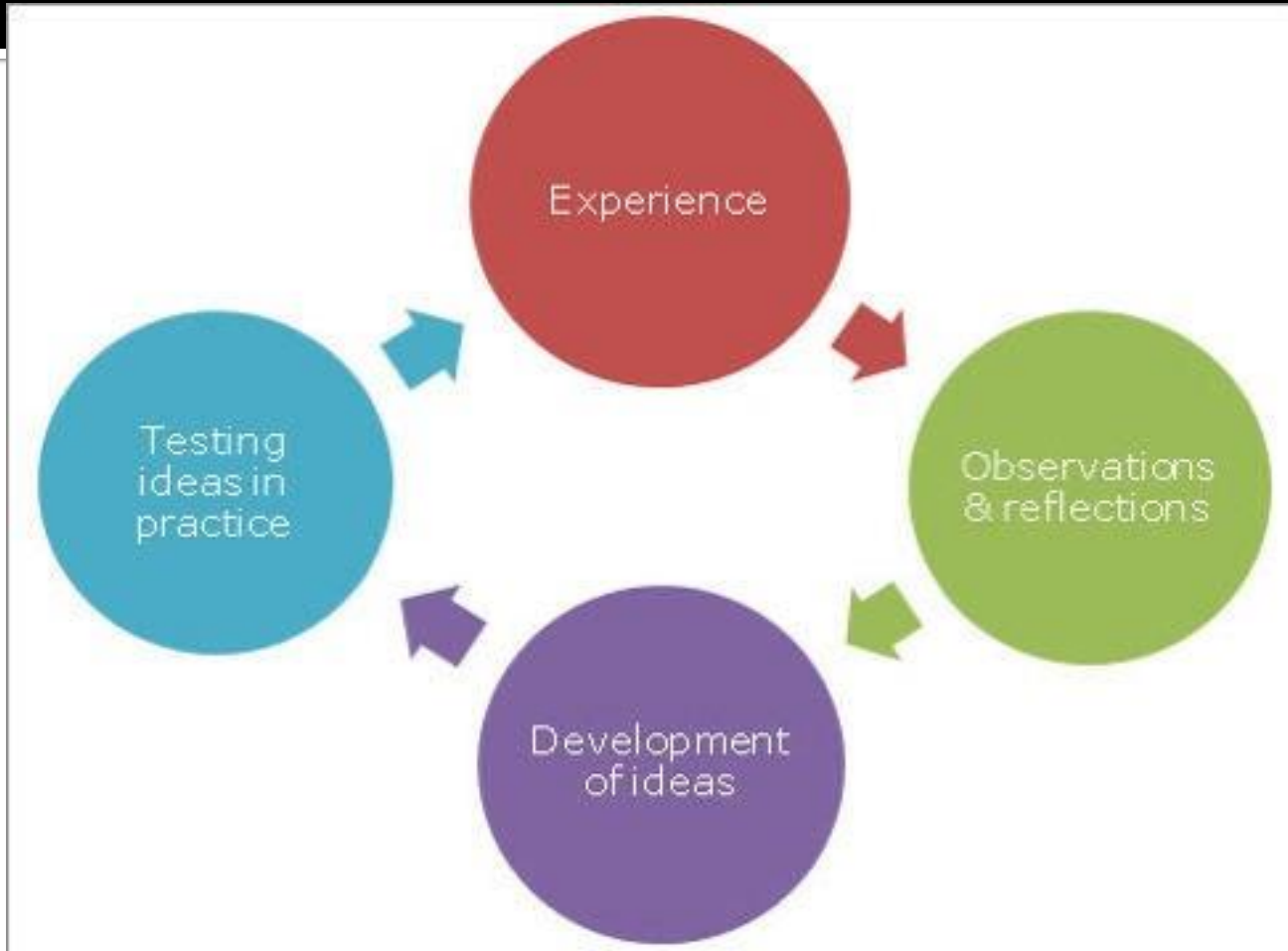


Spectrum ZX+

- Experience:
 - age calculator
- Think:
 - excited; feeling powerful; a bit frustrated
- Learn:
 - manipulate a computer; concentrate harder



Kolb's Experiential Learning Cycle



Kolb's four stages

- Experience
 - doing something, having an experience
- Observation
 - reviewing and reflecting on the experience
- Development
 - abstract conceptualisation, learning from it
- Testing
 - applying what you have discovered to a new situation

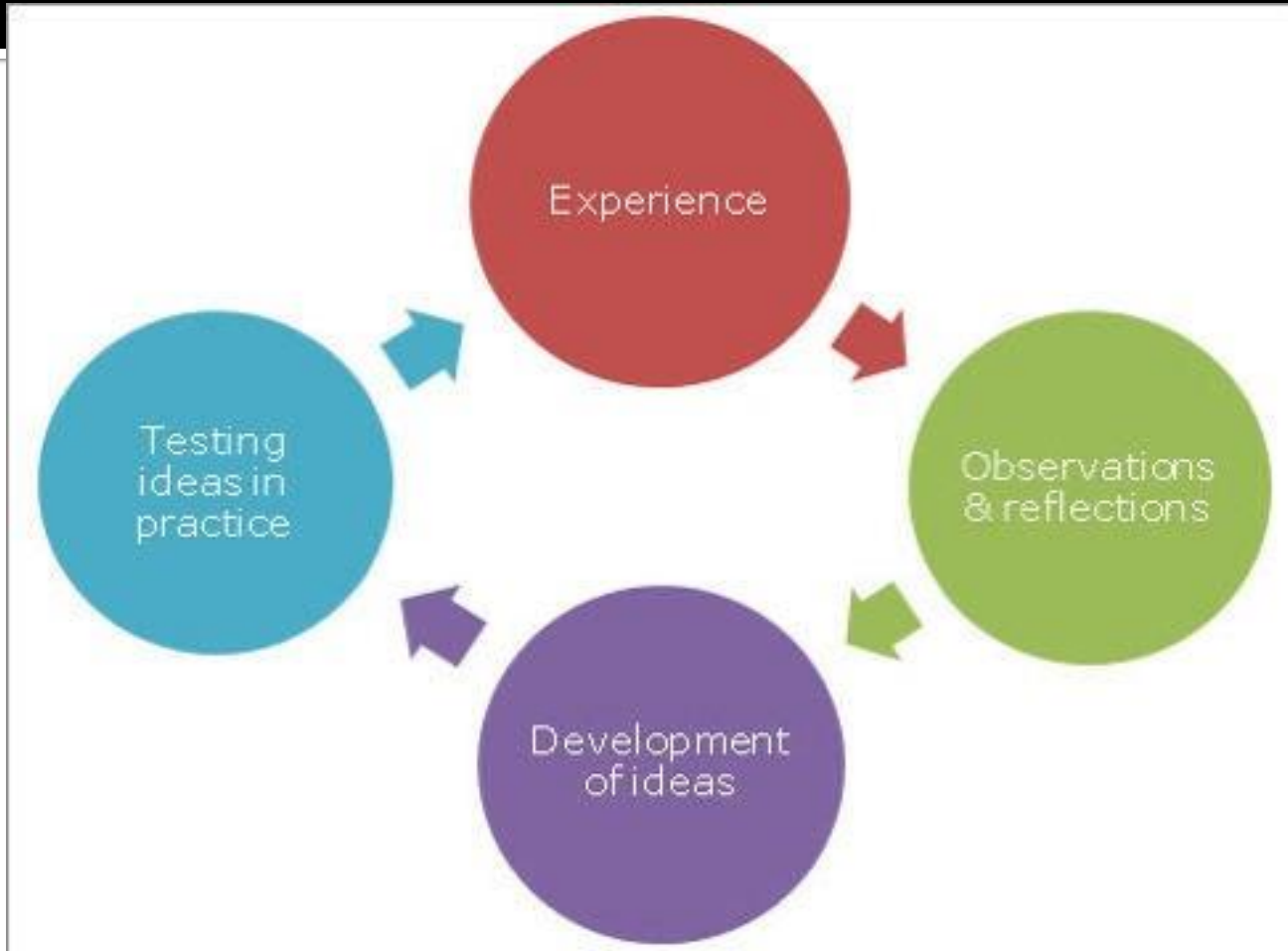


A Kolbian example

- **Experience**: You give a 5 minute presentation in class and receive low marks for presentation style.
- **Observations** and **reflections**: You overran the 5 minutes and kept forgetting what you wanted to say.
- **Development** of ideas: You spoke to your lecturer and a CS guru to get some advice on presentation techniques. You noted down some ideas on how to prepare differently next time.
- **Testing** ideas in practice: You prepared your presentation in advance. You had some notes to refer to. You practiced delivering your presentation within 5 minutes to your friends.



Write your own example



Schön's model

<u>Reflection in action</u>	<u>Reflection on action</u>
Experiencing	Thinking about something that has happened
Thinking on your feet	Thinking what you would do differently next time
Thinking about what to do next	Taking a step back
Acting straight away	Exploring different perspectives



Reflection in action

- Reflecting on what is happening NOW to improve your performance in real time
- You are in a lecture and keep being distracted by WeChat notifications
- You want to get the most from the lecture so need to find a way to help you focus
- You decide to start making some notes of the key points to actively engage



Reflection on action

- Performing a retrospective evaluation
 - You notice that sometimes after a lecture you can't remember what was covered
 - You find out about the lecture topic in advance and write down some questions you want answered
 - You make notes during the lecture to help you focus
 - After the lecture, you talk about it with others, to help you understand and form your own opinions

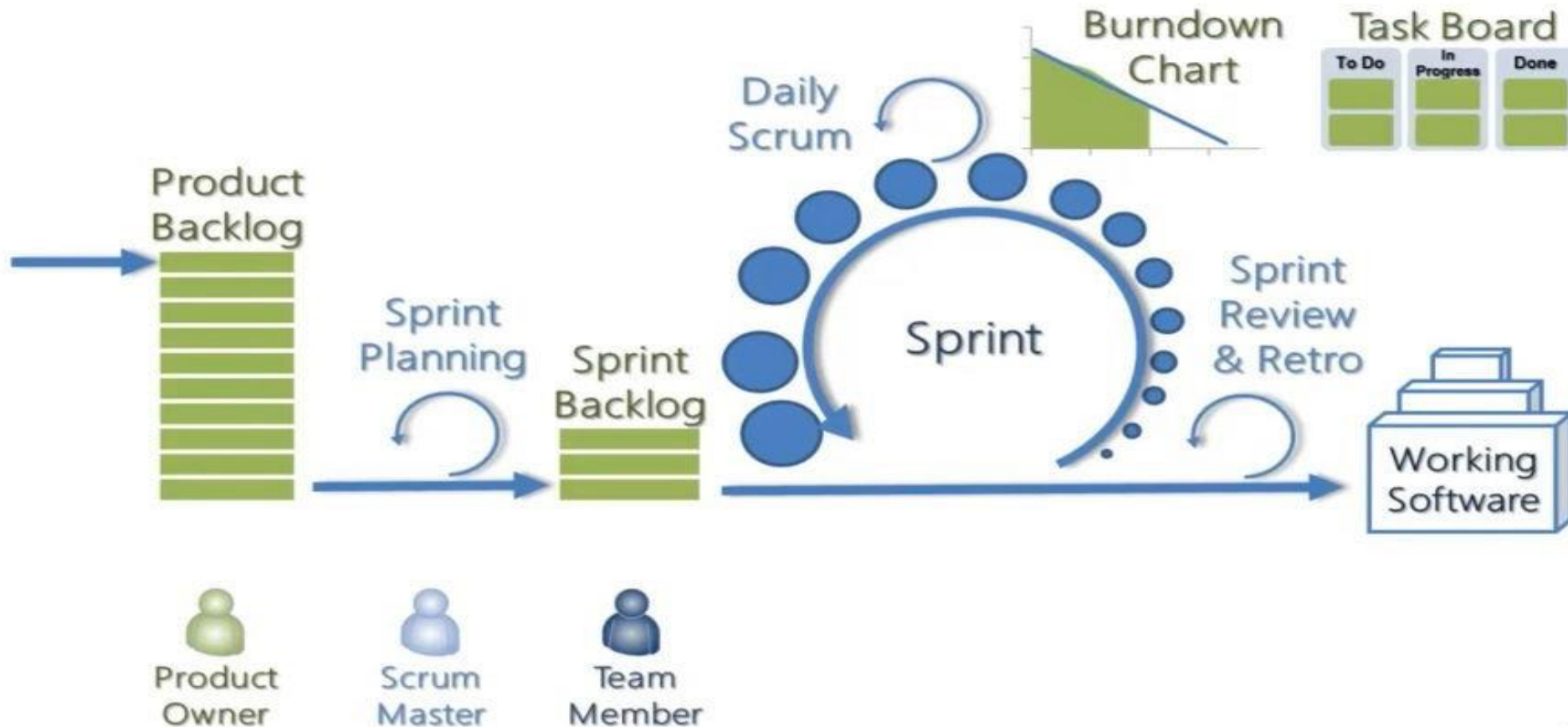


Reflection in SE

- Software development is an experiential learning process
 - No two projects are the same
- Success of a project relies on good performance from each member
- Retrospectives are performed as a part of an agile sprint



Agile sprint



Writing reflectively



Three 'what's: [1] what

- What? (description)
 - What happened?
 - Who was involved?
 - What did I do?



Three 'what's: [2] so what

- Write your interpretation
- What is most important/interesting/relevant/useful aspect of the event/idea/situation?
- How can it be explained?
- How is it similar or different to other situations I've experienced?



Three 'what's: [3] what next

- Give a description of the outcome and what you will change for the next time
- What have I learned?
- How can it be applied in the future?
- How will this help me improve my future performance?



What to include

- Don't just describe
 - Explore and explain what happened
- Be honest
 - It's ok to admit to making mistakes as well as successes
 - You should also show how you understand why things happen and what you are going to do to improve
- Be selective
 - You don't have to write about everything, just key events or ideas
- Look to the future
 - Reflect on what happened in the past and how it will have an impact on future ideas or activities



Why do this?



Why do this?

- To give you the skills to assess yourself
- To become an independent learner
- To be able to perform retrospectives
 - Including the personal reflection for GRP
- To be able to learn from experience as well as learning from lecture slides
- To make the most of the experiences both in university and beyond



Help each other

- I encourage you to share experiences with each other
- Through discussing in pairs or groups, you will probably gain deeper understanding
- You are also welcome to peer-review
 - Help each other!





Good luck & have fun!