

SWT II 2020/21 Final Shared Retrospective

I like...

- using the intro exercise?
- making PO experiences (but not right now in a professional setting)
- actively learning Scrum as part of the “software engineering” career path
- that I learned about meeting organization
- developing more than SMing :)
- that someone else was a great SM :D
- that the developed software is Open-Source and available on GitHub
- LEGO in the slides

I wish...

- that the developed product was more useful
- that the developed product was awesome and this were communicated at the start (before the semester)
- there was less of a barrier to getting into Rails
- larger, more interested target users
- there were better methods for encouraging students to communicate more actively among each other
- there was a lecture on the basics of design (crash course, design 101)
 - “Design for Engineers”
- SMing wasn't just a necessary evil

I wonder...

- how to have more time at the end to develop features :)
- how to start the project earlier?
- how can we make it easier for student POs?
 - More involvement with ChiefPO
 - More intro coaching during exercise
 - Earlier focus on practical PO tools (without giving the “right” answer)
- how to integrate students from other backgrounds into the SWTII course, e.g. designers from different unis?
 - learn other communication strategies
- how to integrate cloud / mobile topics
- how PEM will be integrated
- how we can motivate more Bachelors students to join SWTII (next year)
 - SWTII not ideal for remote? Especially great for remote? :thinking_face:
- how we can communicate the focus on sustainable development in SWTII
 - Bachelor's project takes time, TI is hard :(
 - external perception
- how we can ensure the developed software is maintained in the future
- how to create teams in the future
 - random is fairer
 - meet new people vs. reuse existing comm. structures