

IN5140

Smart processes and agile methods in Software Engineering

Group session

Agenda

First hour:

- Recap of deliverable 1
- Presentations

Second hour:

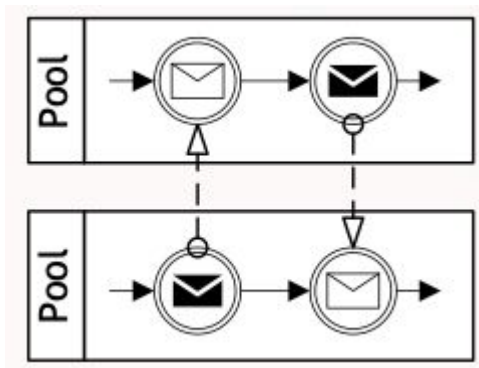
- Quiz from this week lecture
- Retrospective

Feedback Deliverable 1

- Now published on Devilry
- If you have any comments/questions regarding your feedback, please ask us or contact your examiner (Yngve/Antonio)

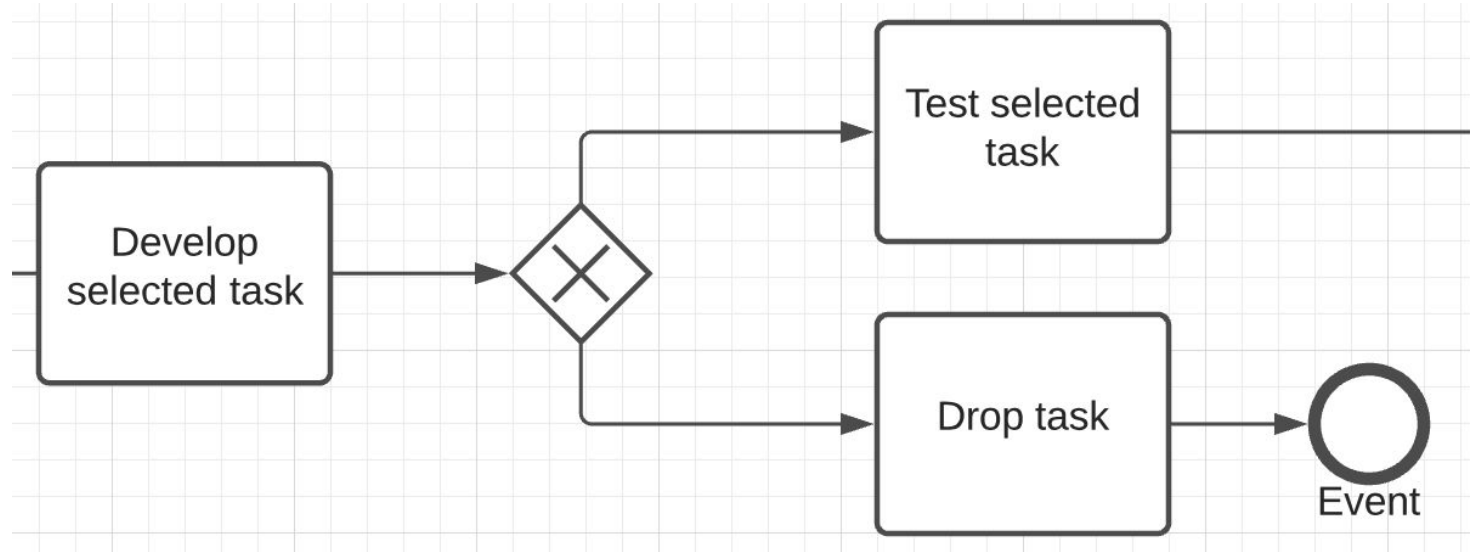
Deliverable 1 - Common mistakes

- **All** pools should have a start-event **and** end-event **with descriptions**
 - Important to visualize what initiates the process
 - Not necessary in swimlanes (but can be included)
 - Remember to name your pools!
- Dotted lines between **pools**, sequence flow between **swimlanes**.



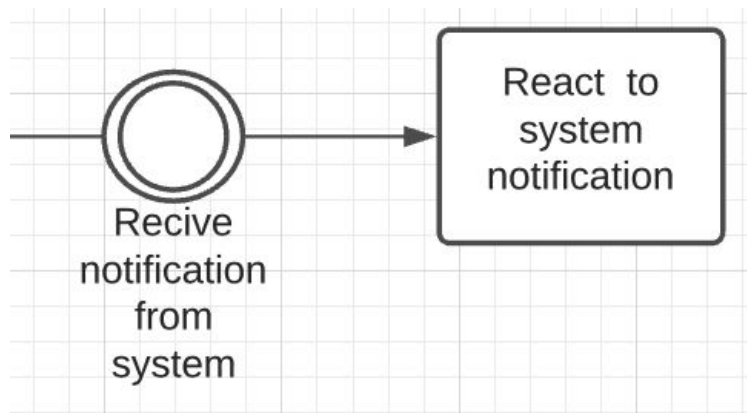
Deliverable 1 - Common mistakes

- **All** gateways and events must have a description



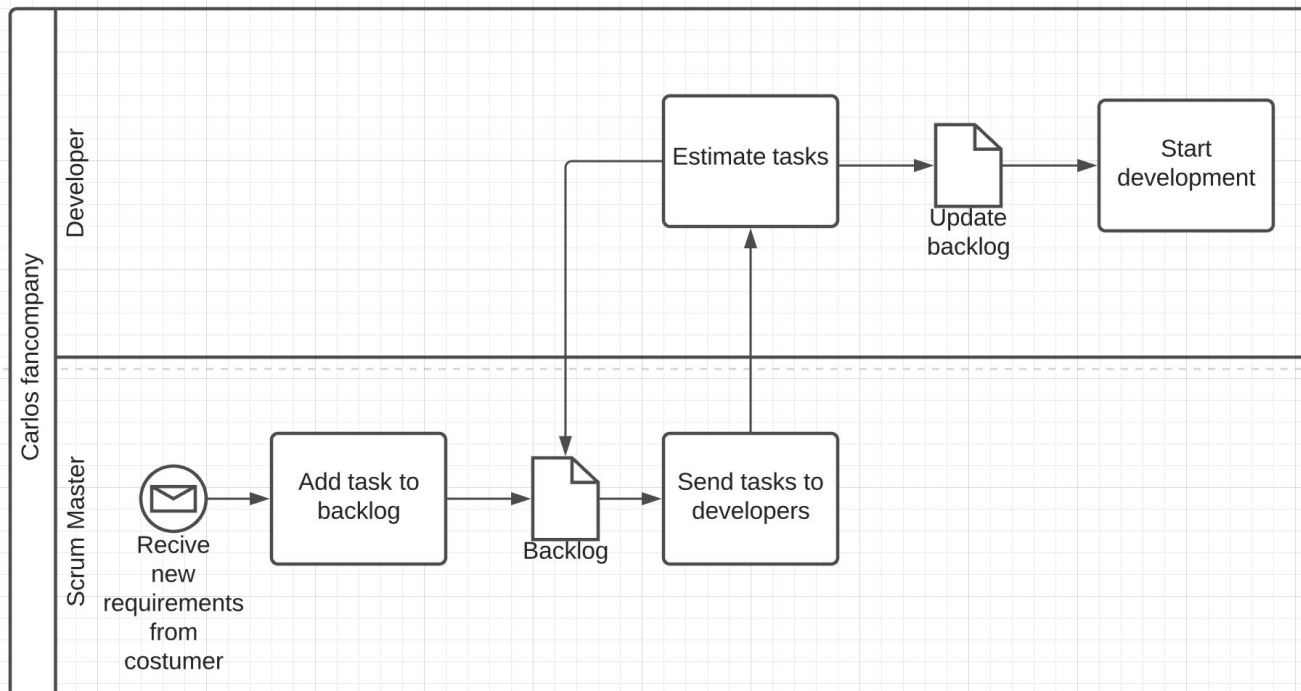
Deliverable 1 - Common mistakes

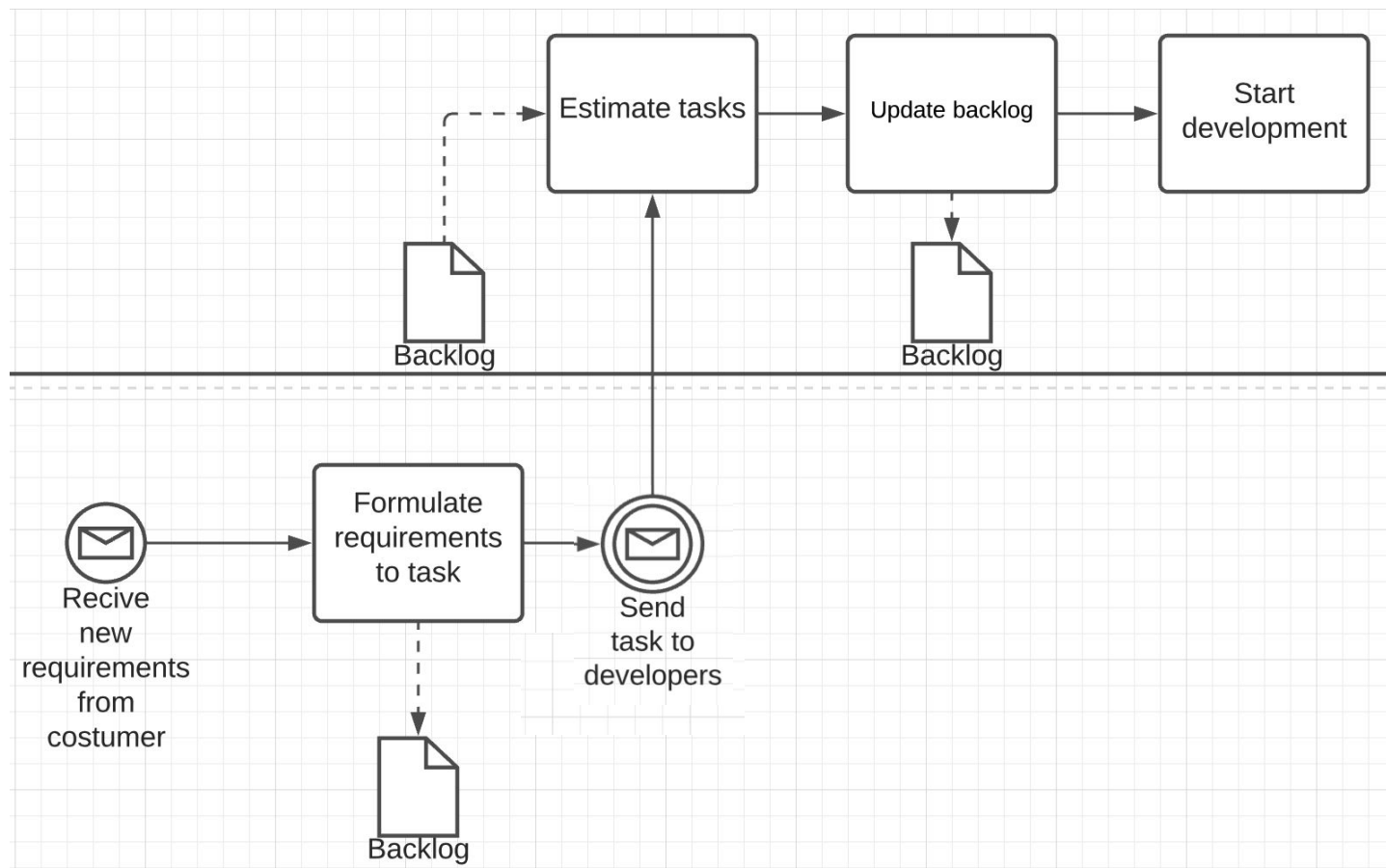
- Connect to data types using Data Association (dotted lines)
- In practise data and systems is used in most activities, you do not have to model all of them everytime
- Data should not “push” new flow directly
 - Alternative solutions to this:

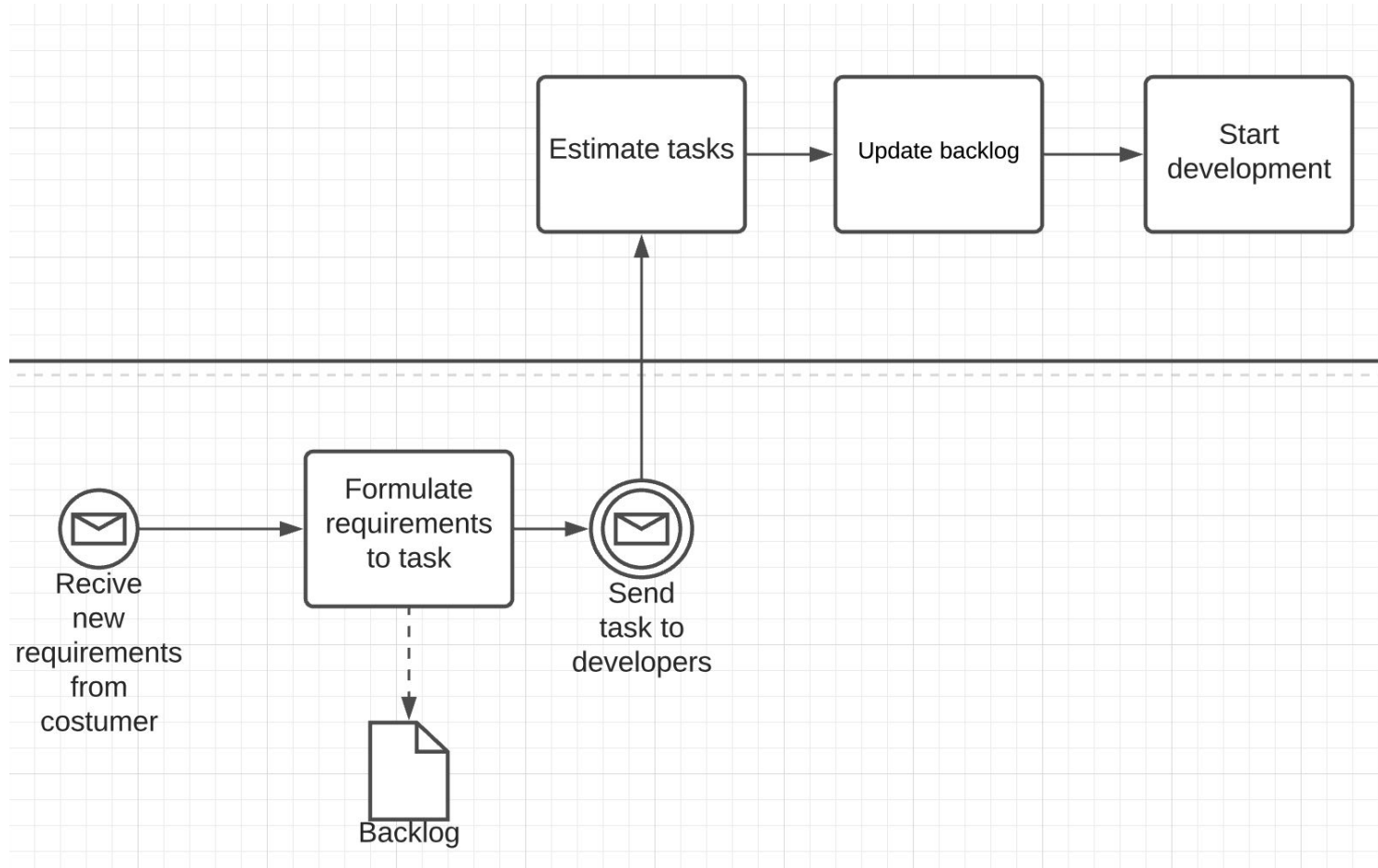


Deliverable 1 - Common mistakes

- Data mistakes





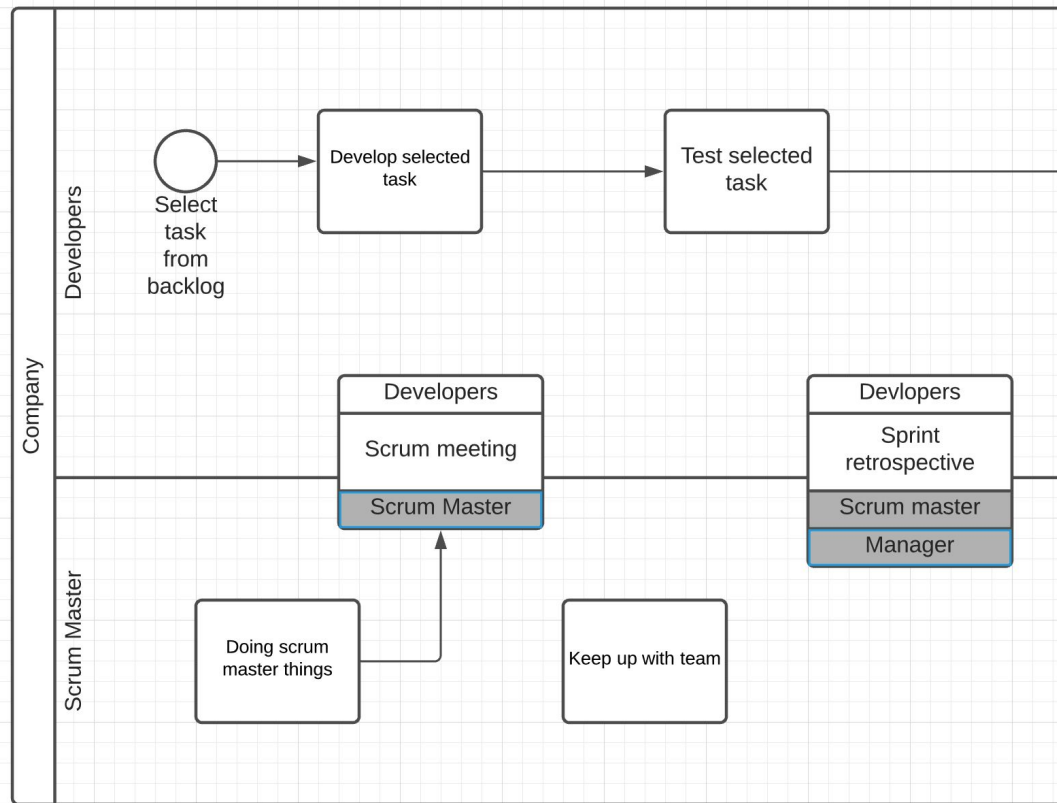


Deliverable 1 - Common mistakes

- The goal of a BPMN diagram is to visualize a process (simplified)
 - Different stakeholders with different knowledge and experience
- It is therefore important to have a **readable** and **understandable** diagram.
Keep it simple!
- Keep in mind “Are we adding **valuable** details or **unnecessary** clutter?”
- Examples of “over-complicating”
 - Unnecessary sub-processes (sub-processes within subprocesses)
 - Focus on your process and the problems! Adding detail is great, but make sure that the main process/problem is not lost (especially important for the exam)
 - The “flow” should make sense through the whole diagram.

Deliverable 1 - Common mistakes

Example of flow mistakes and unnecessary activities



Presentations

- Sign up for time slots [here](#)
- The entire team has to attend all presentations day you are in
- We recommend that all team members speak during the presentation
- Each time slot is 7 minutes that includes
 - Presentation: 3-5 minutes (depending on team size)
 - Feedback/questions: 2 minutes
- Language: English
- No grade, but mandatory exercise

Presentations

May include:

- Case description
 - Not necessary to go too much into detail on the project cases 1-3
- Identified problem(s)
- BPMN diagram of existing process
- Illustration of what is causing the problem
 - Eg. Fishbone diagram
- Metrics to measure improvement
- Possible solutions/ideas
- Plan for introducing and measuring solutions/ideas

Feel free to structure the presentation differently!

Presentations

The presentation is an opportunity to get feedback and evaluate what you have come up with so far !

- What you are presenting is not the final solution to your project
- Get feedback on your structure, ideas, etc. It does not have to be perfect.

15 min break 

Quiz! Mentimeter

The code 1308 7818



The Sailboat Retrospective



Group Session Retrospective!

We want your feedback!

... and what better way to do it, than a Group Session Retrospective!

Drop in