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Retrospectives

Project Comments

- Demoing:
  - introduce the user interface
    - what is the user looking at?
  - explain the “mental model”
    - relate given day, entries, modalities, applicable actions
  - be more explicit
    - say what you are doing and what is happening

Project Comments

- Demoing:
  - be less “jumpy” through features
    - have a story
  - be more *problem* oriented
    - problem: to note cities visited on my trip …
    - feature: for a places entry …
  - prepare “realistic” test data
    - load and start from this, rather than from scratch

Project Comments

- Demoing:
  - user not programmer perspective
    - avoid “minutiae”

Project Comments

- User interface:
  - distinctive major and minor views
    - labels, icons, colors
    - flow among calendar and entries
    - not too visually redundant
    - compactness, visibility, fewer clicks
  - chart visible as entries are edited
    - live updates after material changes

Project Comments

- User interface:
  - “reasonable” button placement and sizes
    - reducing pointer targeting time
  - choices of color
    - blue for text, labels, major highlights hard to see
  - consistency of text
    - check spelling, abbreviation, capitalization, punctuation

Project Comments

- User interface:
  - undo/redo does what ?
    - might describe expected action of undo
    - visual feedback on result of undo
  - “back” button navigates to ?

Project Comments

- User interface:
  - consistency of relabeling of entry types
    - change occurs everywhere (e.g., charts, tweets, etc.)
    - nice reset to default, or icons to suggest type
  - visibility (and maybe uniqueness) of user input
    - make user-defined entry type names recognizable

Project Comments

- User interface:
  - reordering entries
    - nice drag and drop, though lower affordance
    - numbering or shifting
  - consistency of reordering of entry types
    - same order everywhere (drop downs, legends, etc.)

Project Comments

- Niceties:
  - implicit save and auto save
    - avoids user inaction to “save” causing data loss
  - reordering locations in places
    - to manage a sequence of places visited
  - global list of topics
    - easier to maintain consistency if desired

Project Comments

- Niceties:
  - dynamic search
    - matches as you type, drop down of matches
  - editable tweet, character limit counter
    - or multiple tweets
  - re-editable locations
    - change names or re-locate coordinates

13

Project Comments

- Niceties:
  - map re-scaling, map layers
    - see locations at appropriate zoom level
  - user interface alternatives
    - horizontal versus vertical layout
  - assist novices and experts
    - tooltips, searchable help, accelerators

14

Project Comments

- Requirements:
  - “we interpreted the spec as …”
    - talk to the user to know what is really wanted

15

Project Comments

- User interface:
  - avoid negative questions
    - avoid: “Continue without saving?”
    - better: “Save the changes you made?”

16

Retrospectives

- Idea:
  - a ritual at the end of a project that lets us stop and reflect before proceeding with the next project
  - “postmortem” (after death)
  - “postpartum” (after birth)

17

Retrospectives

- Purpose:
  - collect lessons learned
    - motivation to make changes for the next time
  - celebrate success
    - avoid post-project blues
  - not a blame game
    - learn from the failure, and move beyond it
  - cross-team learning
    - consolidates experiences across teams

18

Retrospectives

- Requires “safety”:
  - participants need to feel safe
    - to look at their own faults
    - to freely admit there were better ways
  - no retribution for being honest
  - not meant to be a gripe session

19

Attitude

- Quote:
  - “Regardless of what we discover, we must understand and truly believe that everyone did the best job he or she could, given what was known at the time, his or her skills and abilities, the resources available, and the situation at hand.”

    — N. Kerth

20

Exercise

- Discuss in teams:
  - In retrospect, what would you have done differently in the project software design, user interface, or development process?
  - What went right, and what went wrong?
  - What would you do for success in the next project?

Goals

- Learn and apply:
  - effective software development practices
  - focusing on:
    - team project
    - design
    - tools
    - practicality
  - topics:
    - software process
    - OOAD and UML
    - user interface design
    - requirements
    - testing
    - design patterns & principles
    - refactoring