

Rules

1. **Every two weeks, on Tuesday, we meet at 19:30** ([Romanian time](#)) on [Google Plus](#).
2. The usual language of the Google Hangout is **Romanian** (but for the [information radiation](#) to be effective the rules are in English so it would be useful for all the communities of professionals).
3. Each attendee makes a short introduction
4. We add in this document the topics that we would like to talk about, for the corresponding date.
5. We vote the topics we want talk by dot voting.
6. We chat about the voted topics and we want to keep our ideas on the subject.
7. After 30 minutes we stop and we draw conclusions.
8. We write the conclusions in the google document.
9. We use [Twitter](#) to radiate the ideas we have come up with by using the **twitter tag #awros**

Note: An account on Google Plus is required to join. You will need to supply a gmail address in order not to make the Google Hangout public.

Google Hangout Troubleshooting

- For seeing the invitation to the Google Hangout you need to go to plus.google.com and click on the Hangouts icon in the bottom left part of your screen.
- <http://support.google.com/plus/bin/answer.py?hl=en&answer=1355579&topic=1651184&ctx=topic>

Tuesday 01 July 2014, 19:30 EET (GMT+3)

On the day of the hangout the you will be invited to the Google Hangout by using your email address.
https://plus.google.com/hangouts/_/gw5oc3vlnpdtwhwlsjnxpxb35ya?hl=en

Subjects

- Mihai Ravici
- Costin Grigore - *the role of the business analyst in an agile team*
Please add your subjects above

Attendees

- Mihai Ravici
- Costin Grigore - raisercostin@gmail.com twitter:raisercostin
- Claudia Rosu, nicoleta.rosu@gmail.com
- Daniel Andrei Fedeles, daniel.fedeles@gmail.com
- *Please add your name, gmail address and twitter id above*

Conclusions

- the role of the business analyst in an agile team
 - conclusion
 - roles
 - product owner
 - create user stories (more epic stories)
 - doesn't have time for detailed US
 - doesn't have time for estimations
 - interaction with stakeholders and business owners
 - focus on
 - business value
 - prioritization
 - ba
 - acceptance tests
 - together with
 - dev
 - qa
 - US clarifications
 - refine estimations
 - glue between owner and dev
 - UX oriented (UX - user experience)
 - dev
 - qa
 - to read
 - BDD - Business Driven Development

Feedback

What did you like about the Remote Open Space?

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Please write above what you liked about this concept.

How to improve the Remote Open Space?

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Please write above how would you like to improve this concept.

Tuesday 8 April 2014, 19:30 EET (GMT+2)

Subjects

- Scrum Master activities and team dynamics

Attendees

- Leandro Mattoso - lcattoso@gmail.com - Brazilian Scrum Master
- Andrei Zorilă - andreizorila@gmail.com

Conclusions

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Feedback

What did you like about the Remote Open Space?

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Please write above what you liked about this concept.

How to improve the Remote Open Space?

-

Please write above how would you like to improve this concept.

Tuesday 25 March 2014, 19:30 EET (GMT+2)

Subjects

- Remote pair programming with tmux and vim.

Attendees

- Ovidiu, omiron1@gmail.com
- **Stefania Avram-** avramls87@gmail.com- **@AVRAMStphanie**
- andreizorila@gmail.com
- Andreea Anastasescu, nemirah, andrea.anastasescu@gmail.com

Conclusions

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Feedback

What did you like about the Remote Open Space?

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How to improve the Remote Open Space?

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Please write above how would you like to improve this concept.

Tuesday 25 February 2014, 19:30 EET (GMT+2)

Subjects

- Why estimate? Who needs estimations?

Attendees

- Claudia Rosu, @claudia_rosu, nicoleta.rosu@gmail.com
- Petrica Clement Chiriac @Tica2 petrica.chiriac@gmail.com

Conclusions

- Both the client and the project managers need estimations
- We have two types of estimations: product level estimation and story level estimations
- In Agile we can handle the sprints without making story level estimations
- Product level estimations are asked by the client in order for him to know if he has the money for the product
- Product level estimations are asked by the manager in order to know how long his team will work on a project
- In outsourcing we can avoid estimations
- Sometimes the estimation will explain to the client the price of a product delivery: a quicker estimation can ask for an increased product price

Feedback

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How to improve the Remote Open Space?

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Tuesday 11 February 2014, 19:30 EET (GMT+2)

Subjects

- Scrum Master role in Release Management

- Scrum Master vs Project Manager: can a PM do both?

Attendees

- Claudia Rosu, nicoleta.rosu@gmail.com
- Iuliana Silvasan, silvasan.iuliana@gmail.com

Conclusions

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Feedback

What did you like about the Remote Open Space?

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Please write above what you liked about this concept.

How to improve the Remote Open Space?

-

Please write above how would you like to improve this concept.

Tuesday 3 December 2013, 19:30 EET (GMT+2)

Subjects

- Scrum Master, agent of change

Attendees

- Claudia Rosu, nicoleta.rosu@gmail.com
- Andrei Zorila, andreizorila@gmail.com (cu precizarea că s-ar putea să nu ajung decât mai târziu)

Conclusions

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Feedback

What did you like about the Remote Open Space?

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Please write above what you liked about this concept.

How to improve the Remote Open Space?

-

Please write above how would you like to improve this concept.

Tuesday 5 November 2013, 19:30 EET (GMT+2)

Subjects

- How to persuade the client to accept Agile Practices for his product development.
- How to start using Agile when your product is already in production

Attendees

- Claudia Roşu
- Adina Balea
- Albert Zemba
- Andrei Zorilă
- Ioan Eugen Stan

Conclusions

- An agile relationship between the client and the team should first be based upon trust. The team must invest some time in the beginning in gaining the client's trust. In order to do this the team must involve the client in the development process, show him how they work, how agile practices can help him in delivering a minimal viable product sooner than he expected. Feedback must be asked every time it is needed, even before the feature is ready for testing in order to minimize the work not done. The client must be helped in making the right decisions for his product so that the first go live is sooner and the investment made is minimized
- Agile adoption includes both the development and the business teams
- An agile team must think in terms of Minimal Viable Product and in terms of iterations even for a project where the product is already in production
- Before using a tool, an agile team should create a physical board
- Simple tools for starting using agile: Target Process

Feedback

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Tuesday 22 October 2013, 19:30 EEST (GMT+3)

On the day of the hangout the you will be invited to the Google Hangout by using your email address.
Hangout link: will be here in the day of the meeting.

Subjects

- Agile Adoption

Attendees

- Claudia Roșu, @claudia_rosu
- Andrei Zorilă
- *Vlad Salagean @vlad_salagean*

Conclusions

- Agile adoption is a difficult and long process and it can't be done without professional help
- Apply all agile principles, especially "Maximize the work not done"
- Both the development team and the business team must be willing to make the change; in fact all of them make one big agile team
- Constant communication and feedback within the whole agile team
- Things that must be done: time-boxed meetings, pair programming, code review, early testing, unit tests

Feedback

What did you like about the Remote Open Space?

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How to improve the Remote Open Space?

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Tuesday 24 September 2013, 19:30 EEST (GMT+3)

Subjects

- Self-organizing teams
- Motivated team members

Attendees

Gmail account needed.

- Claudia Roșu, @claudia_rosu
- Johnathan Teh
- Andrei Zorilă

Conclusions

- In an Agile environment, the scrum master should be a member of the team
- Tasks are pulled by each team member, not assigned by a team leader/project manager
- The role of team leaders fades away
- Estimations for technical tasks to be done within the team, not by one senior developer
- Team members in an Agile environment should be willing to change their development process
- Many companies fail to adopt agile because key members from their project don't want to work with agile processes/procedures
- A motivated team member will receive positive feedback on his work and he will constantly improve his technical/professional skills; he will grow with the team

Feedback

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How to improve the Remote Open Space?

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Tuesday 10 September 2013, 19:30 EEST (GMT+3)

Subjects

- *Agile Lean Europe (ALE) Unconference*
- *How to Motivate a Team or How to keep employees happy*

Attendees

- Adi Bolboaca @adibolb
- Andrei Zorilă
- Eduard Ghergu, @eduardghergu
- Bogdan Tataranu, @bogdantataranu

Conclusions

- ALE Unconference
 - <http://ale2013.alenetwork.eu>

- Videos Adi liked
 - <http://ale2013.alenetwork.eu/free-spirit/>
 - Anna Obukhova: The SCRUM and the willpower: how neuroscience can boost your productivity
 - Jurgen Appelo: Blueprint for a tribal business
 - Liz Keogh: Forgiveness over Permission
 - Joe Justice: Wikispeed
- Agile Adoptions
 - Movies on how Americans adopt agile:
 - http://www.youtube.com/watch?v=4u5N00ApR_k
- How to Motivate a Team or How to keep employees happy
 - Keep a sustainable pace
- Rigorous, Professional Javascript by James Shore <http://vimeo.com/69872310>
- JB Rainsberger: Integrated tests are a Scam
<http://www.jbrains.ca/permalink/integrated-tests-are-a-scam-part-1>

Feedback

What did you like about the Remote Open Space?

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How to improve the Remote Open Space?

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Tuesday 2 July 2013, 19:30 EEST (GMT+3)

On the day of the hangout the you will be invited to the Google Hangout by using your email address.

Subjects

- Scrum:Sprint - Bug management

Attendees

- Adi Bolboaca @adibolb
- Iulian Ilea
- Tudor Dumitriu / @tudordumitriu

Conclusions

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Feedback

What did you like about the Remote Open Space?

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How to improve the Remote Open Space?

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Tuesday 21 May 2013, 19:30 EEST (GMT+3)

Subjects

- Agile
- Design
- Scalability

Please add what you would like to talk about above...

Attendees

- Adi Bolboaca @adibolb
- Flavius-Radu Demian @slowarad

Conclusions

- Agile
 - It's very important to have a definition of done and a definition of ready
 - Try to automate the tests as much as possible
 -
- About design
 - Interaction design conference in Amsterdam: <http://interaction14.ixda.org/>
 - Creation of artefacts in society: <http://opim.wharton.upenn.edu/~ulrich/designbook.html>
- Scalability
 - Rampconf: <http://rampconf.com/>

Feedback

What did you like about the Remote Open Space?

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Please write above what you liked about this concept.

It's a place where you can meet other passionate people like yourself and share ideas.

How to improve the Remote Open Space?

- Better publicity and pre-established subjects, or at least some subjects pre-established
Please write above how would you like to improve this concept.

Tuesday 07 May 2013, 19:30 EEST (GMT+3)

Subjects

- Agile Lean Europe Unconference in Bucharest <http://ale2013.alenetwork.eu>

Attendees

- Adi Bolboaca @adibolb
- Platon George

Conclusions

- xALEc (the parent of AgileWorks Remote Open Space):
<https://docs.google.com/document/d/1y8illqf35TTqeB9hQOPhOSYpHq4VrTvj3SUiavhHJgA/edit#> You can add subjects there if you want to talk about something interesting or you can
- Next XP conference will take place in Vienna <http://xp2013.org/>
-

Feedback

What did you like about the Remote Open Space?

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Please write above what you liked about this concept.

How to improve the Remote Open Space?

•

Please write above how would you like to improve this concept.

Tuesday 23 April 2013, 19:30 GMT+3

Subjects

- What are the big advantages of GIT and how do you use it efficiently?
- What is the right process to follow when merging branches in order to avoid possible issues being introduced in the main branch?

Attendees

- Adi Bolboaca @adibolb

- Iulian Ilea @iulianilea
- Constantin Dumitrescu, @daslocer
- Claudia Rosu @claudia_rosu

Conclusions

- How to work with branches

Feedback

What did you like about the Remote Open Space?

- Fast and easy to share your knowledge and to learn from other's experiences

How to improve the Remote Open Space?

- Make it more popular among IT people

Tuesday 9 April 2013, 19:30 GMT+3

On the day of the hangout the you will be invited to the Google Hangyes, iout by using your email address.

Subjects

- Experience with continuous integration pipelines
- Code review

Attendees

- Adi Bolboaca @adibolb
- Varadi Balazs @VaradiBalazs1
- Alexandru Zbarcea, @azbarcea
- Constantin Dumitrescu, @daslocer
- Ariana Vlad, @pauza

Conclusions

- Code review is useful for reducing the number of bugs in production code and for spreading development knowledge between developers. Also makes software more visible to the team by reducing "mysterious components" which create personnel dependencies that can negatively affect a company on the long term.
- Other ways through which culture can be spread among the company: Coding Dojo, Architectural Kata
- Scrum requires a social attitude towards discussing software and managerial problems. A

company with dispersed team members cannot sustain scrum.

- Continuous integration can be achieved through integrating developer tools, version control, unit testing in a centralized environment like Jenkins
- Continuous integration requires a good deal of tests in order to make the quality of code it produces transparent. This quality is used to decide if a continuous deployment pipeline can be further created.

Feedback

What did you like about the Remote Open Space?

- Great for sharing ideas. I think we have much to learn from one and other.

How to improve the Remote Open Space?

- I think we should post our topics in advance so we can prepare for the discussions

Tuesday 26 March 2013, 19:30 GMT+2

On the day of the hangout the you will be invited to the Google Hangout by using your email address.

Subjects

- Why use singleton design pattern?
- When not to use Agile?

Attendees

- Adi Bolboaca @adibolb
- Dragos Tudan
- Bogdan Iusco

Conclusions

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Feedback

What did you like about the Remote Open Space?

-

How to improve the Remote Open Space?

-

Tuesday 12 March 2013, 19:30 GMT+2

Subjects

- Task Parallel Library
- IoC

Attendees

- Adi Bolboaca @adibolb
- Bogdan Iusco @BogdanIusco
- Mircea Vasiliniuc <no_twitter>
- Andrei Petrut @a_petrut

Conclusions

- It is a good practice to use IoC containers if you have very many dependencies (abstractions)
- IoC containers don't fit into scenarios with 2-3 interfaces
- It is a good practice to use interfaces that are light as possible (a small number of methods)
- There are IoC containers for C++ and Objective-C as well
- An IoC process is done when we have a single NEW statement on top of the implementation chain
- Don't start with IoC in the middle of the implementation chain. One should start with the main entry point of the application and inject dependencies from there
- There is another method of Dependency Injection: by using attributes with MEF and Unity

Feedback

What did you like about the Remote Open Space?

- We could choose the topics of discussion
- Very useful as long as the participants stick to the key aspects of the subject

How to improve the Remote Open Space?

-

Tuesday 26 February 2013, 19:30 GMT+2

Subjects

- How is it to be a trainer?

Please **add the subjects** you would like to talk about above...

Attendees

- Adi Bolboaca @adibolb
- Attila Balazs @cdman

Conclusions

- You can have successes, semi-successes but you can be unsuccessful as well when you coach a team
- We do not coach teams that are not willing to change their behaviour
- Any change needs time and patience to become effective
- We do at Mozaic Works both technical and organizational coaching and training, depending on the customer's needs
- The needs of the customer are very varied, from wanting to make the team happier to wanting to have more predictability and to minimize losses.

Feedback

What did you like about the Remote Open Space?

-

How to improve the Remote Open Space?

-

Tuesday 12 February 2013, 19:30 GMT+2

On the day of the hangout the you will be invited to the Google Hangout by using your email address.

Subjects

- Behavior Driven Development: Can developers do good user story analysis?
 - http://leanagilechange.com/leanagilewiki/index.php?title=Behaviour_Driven_Development

Attendees

- Adi Bolboaca @adibolb
- Claudia Rosu @claudia_rosu
- Attila Balazs @cdman

Conclusions

- Use the language of the domain when writing code and tests
- Conferences:
 - <http://itakeunconf.com>
 - <http://socrates-conference.de>
 - <http://www.xpday.net/>
 - <http://xp2013.org/>
- Series of movies to learn TDD: <http://www.youtube.com/user/jdlshore?feature=watch>
- BDD way of thinking can help the developer know if he has a well-defined user story or not

Feedback

What did you like about the Remote Open Space?

- Easy and pleasant way to find answers to your questions and not only.
- Easy to attend and communicate with other persons from the IT Community

How to improve the Remote Open Space?

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Tuesday 29 January 2013, 19:30 GMT+2

Subjects

- Flow Based Programming
 - <http://www.jpaulmorrison.com/fbp/>
 - <http://www.jpaulmorrison.com/fbp/book.pdf> (free book)
 - http://en.wikipedia.org/wiki/Flow-based_programming
 - <https://groups.google.com/forum/?fromgroups#!forum/flow-based-programming>
 - <http://www.flowlang.net/>
- Behavior Driven Development: Can developers do good user story analysis?
 - http://leanagilechange.com/leanagilewiki/index.php?title=Behaviour_Driven_Development

Attendees

- Adi Bolboaca @adibolb
- Claudia Rosu @claudia_rosu
- Marius Pop @callmemarius
- Dan Pologea
- Monica Ipate @monicaipate

Conclusions

- Flow based programming
 - A programming paradigm based on data-flow programming or flow-based programming

- The paradigm is based on reality.
- The world is divided in components. Any component has sub-components.
- Any component has input and output ports.
- The main advantages:
 - parallel programming is implicit in flow-based programming because the data flow is implicit.
- The components have connections with some other components.
- The language is purely declarative.
- There are not any languages based on this paradigm.
- There are a couple of visual languages that use this paradigm: Labview.
- It seems there is not any correspondence between the visual and the text program.
- Flow based programming can be useful because it changes your way of thinking. It can be applied even in environments where flow-based programming is not used.
- There is a Google Group on Flow Based Programming
 (<https://groups.google.com/forum/?fromgroups#!forum/flow-based-programming>)

Feedback

What did you like about the Remote Open Space?

- existenta lui :)
- cel mai usor mod de a asimila cunostinte noi, de a tine pasul cu tehnologia si cele mai noi practici din IT
- este un mod simplu de a ne face noi cunostinte in domeniul IT (oameni cu expertiza in subdomenii diferite)

How to improve the Remote Open Space?

- Momentan venim cu solutii si apoi cautam probleme pe care le putem rezolva. Cred ca ar fi mai util sa facem invers si sa-si spuna fiecare un 'of' sau ceva ce ar vrea sa rezolve cu ajutorul celor care participa si apoi sa raspundem in intalnire dupa cum stim mai bine.
- sa explicam la inceput ca microfonul ti-l poti opri foarte usor si e indicat sa faci asta cand nu ai ceva de spus pentru ca altfel prinde zgomot de fond (asta cred ca era mult mai bine sa fie spus atunci cand zgomotul de fond chiar deranja - e mult mai cinstit decat sa comentezi dupa, mai ales ca nu mai poti da timpul inapoi)

Tuesday 15 January 2013, 19:30 GMT+2

Subjects

- Interaction design Dan(1) Dumitru (3) Adi(2)
- Design thinking Dan(2) Adi(0)
- Lean development Dan(0) Adi(1)
- Flow Based Programming

- <http://www.jpaulmorrison.com/fbp/>
- http://en.wikipedia.org/wiki/Flow-based_programming
- <https://groups.google.com/forum/?fromgroups#!forum/flow-based-programming>

Attendees

- Dan Pologea
- Adi Bolboaca @adibolb
- Dumitru Sirbu @SirbuDumitru
- Monica Ipate @monicaipate

Conclusions

- Interaction Design
 - A nice blog <http://ariadna.font.cat/>
 - User experience conferences in Europe: <http://lanyrd.com/topics/user-experience/in/europe/>
 - *Focus*
 - *Keep it simple*
 - *Modeling from the physical world, that customers use, see, interact everyday*

Feedback

What did you like about the Remote Open Space?

- Very cool idea, an easy way to interact, exchange ideas, learn smth new
- Smart, smart, smart!

How to improve the Remote Open Space?

- More people
- Anuntat / reminder mai din timp.
- Try to decide the meeting subjects at least 2 days before meeting

Tuesday 18 December 2012, 19:30 GMT+2

Subjects

- Dealing with legacy code ..
- Unit Testing ..
- Refactoring ..
- TDD .

Attendees

- Adi Bolboaca @adibolb
- Maria Diaconu, @fireladyM
- Arabela Paslaru, @__ara_
- Adrian Ignat, @adrianignat
- Dan Serban, N/A

Conclusions

- Legacy Code
 - 2 600 000 lines of code
 - Very hard to maintain
 - Every change triggers un events
 - The code is written in Dutch
 - Unit testing for ABAP is not used because of the culture
 - There are unit testing frameworks in ABAP, but not used a lot
 - <http://martinfowler.com/bliki/TestPyramid.html> Start from the test pyramid from top to bottom.
 - We need to write characterization tests first
 - We should take baby steps.
 - The mindset is very important when dealing with legacy code.
 - We never know what the code does.
 - Book: Working effectively with Legacy Code - Michael Feathers
 - Tool to generate automated tests in .net: Microsoft Plex
 - [Sikuli](#) - Image recognition for UI tests
- Unit Testing
 - The pyramid of tests
 - The unit tests should be at the base of the pyramid, and the majority of the automated tests.
- User stories dependent on each-others
 - Order the user stories in the order of dependence: implement the user stories in order of dependence

Feedback

What did you like about the Remote Open Space?

- It's a neat way to exchange ideas and capture the mindsets of peers in your profession.
- The sharing of information based on the practical experience.
- It is always good to see that others are facing similar difficulties as you are and that they have a different approach and you can benefit from that.

How to improve the Remote Open Space?

Tuesday 4 December 2012, 19:30 GMT+2

Subjects

- Conferinta Agile Lean Europe 2013 - Bucuresti <http://alenetwork.eu>
<http://ale2013.ideascale.com/>
- Visual Management
- Flow based programming

Attendees

- Adi Bolboaca @adibolb
- Maria Diaconu @fireladyM
- Dragos Tudan @dragost
- Iulian Vlad @iulivlad
- Irina Vartic @eldar2
- Marian Petre @marianpetrero
- Dan Pologea @dpologea

Conclusions

- **ALE 2013 Bucharest**

We talked about the Agile Lean

conference. The conference is self-organized. Self-selecting people will choose what they want to do for the conference: Venue Sofa, Program Sofa, Kids & Spouse Sofa, Budget Sofa, etc.

All the activities are done by a self-organizing team that works remotely from all over Europe.

The conference is non-profit.

The price for a ticket was 250 Euro for the last two editions in Berlin and Barcelona. We would like to keep the price for the Bucharest edition at a similar price.

The attendees often come to stay more in the city to visit before or after the conference.

We need volunteers also from Romania to help us organize the conference.

You can find the keynotes and other information for the ALE2012 - Barcelona here:

<http://ale2012.alenetwork.eu/>

- **Visual Management**

Be transparent in your work.

Visualize all the items useful in your work: work items and their status, impediment list, product roadmap, etc

- **Flow Based Programming**

I am looking for passionate programmers to start a project related to the subject above (specialists in compilers, databases).

We will add the conclusions above after the hangout

Tuesday 6 November 2012, 19:30 GMT+2

Subjects

- Basic Agile
- Scrum

Attendees

- Adi Bolboaca @adibolb
- Irina Vartic @eldar2

Conclusions

For testers a good reference is the Agile Testing Book by Lisa Crispin

<http://www.amazon.com/Agile-Testing-Practical-Guide-Testers/dp/0321534468>

The Agile Manifesto: <http://agilemanifesto.org>

James Shore - The Art of Agile Development

<http://www.amazon.com/gp/product/0596527675?ie=UTF8&tag=noopnl-20&linkCode=as2&camp=1789&creative=9325&creativeASIN=0596527675>

<http://softpro.stores.yahoo.net/0-13-067634-9.html>

An article about Agile Methodologies:

<http://www.versionone.com/Agile101/Agile-Development-Methodologies-Scrum-Kanban-Lean-XP/>