Highs, Lows & Lessons Learned in Teaching XP

Joshua Kerievsky

Industrial Logic, Inc.

http://industriallogic.com

Berkeley, CA

866-540-8336

industrial logic

Resistance & Learning

If you teach XP, you will encounter resistance. Knowing how best to handle this resistance is essential to effectively teach XP. In this talk I'll share stories of resistance and discuss techniques I've developed to help people overcome their resistance and learn XP.

2

industrial logic

Effective XP Instruction

Question:

What do you need to do

in order to be an effective XP teacher?

industrial logic

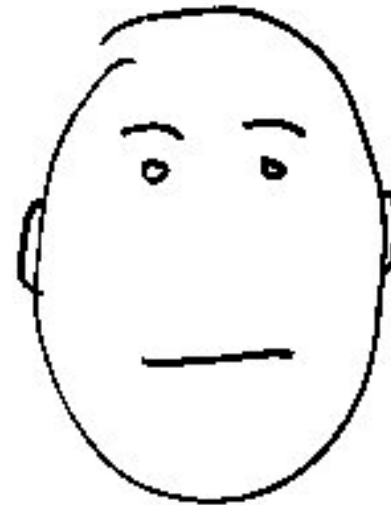# Effective XP Instruction

Answer:

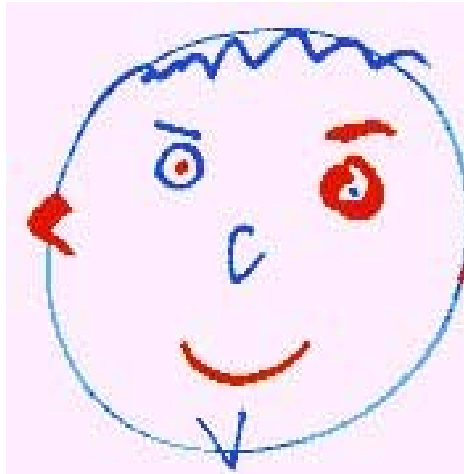Experience real-world, pure XP.

Keep on experiencing it.

Effective XP Instruction

PairDraw – Solo Drawings

PairDraw – Pair Drawings

PairDraw Debrief - Version 1

Questions to Ask:

- How did you feel when you were drawing solo vs. drawing in a pair?

- What do you notice is the same or different about the solo and pair drawings?

- Which of the drawing are more artistic or more orginal - the solo or pair drawings?

- Did you find yourself concentrating more or less during pairing?

- Was it more fun to draw alone or in a pair?

PairDraw Debrief – Version 1

- What did you like and what didn't you like about drawing alone or in a pair?

- What was it like not knowing what your pair would draw next?

- Did you find yourself mirroring your pair? (For example, your pair draws an ear and than you draw an ear).

- Do you think that people get better at pairing over time?

- How do you think the simulation differs from real-world pair programming?
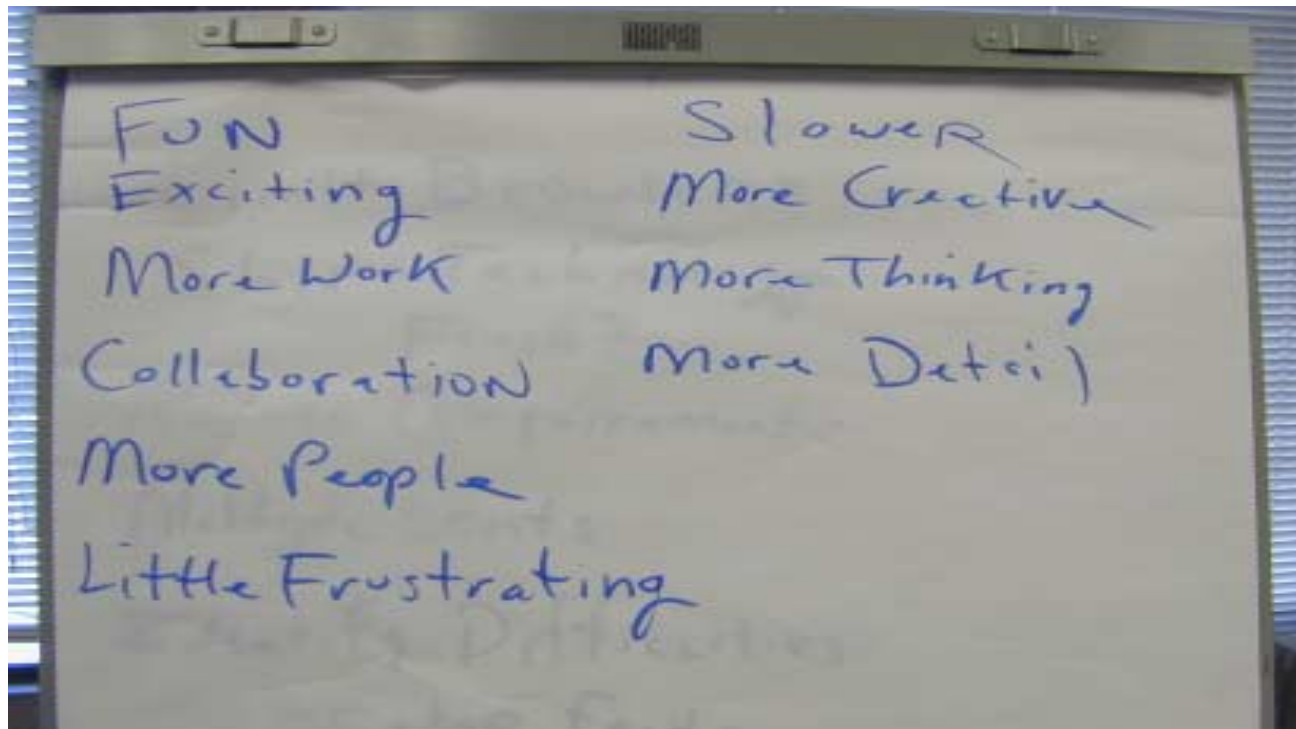
PairDraw Debrief – Version 2
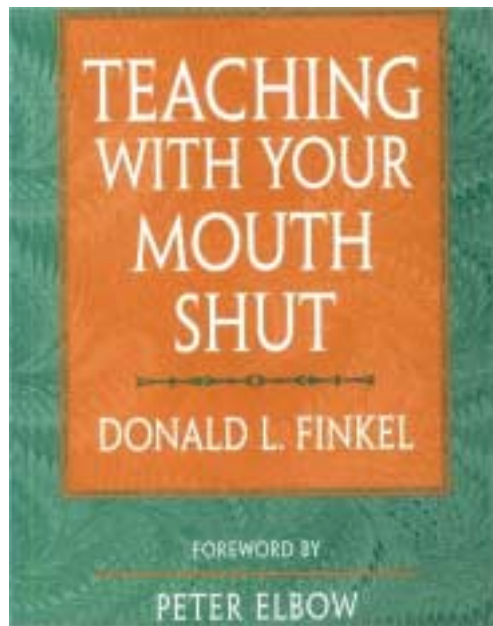
Question to ask:

- What was that like for you?

Thanks to Jerry & Dani Weinberg!

PairDraw – Debrief Version 2
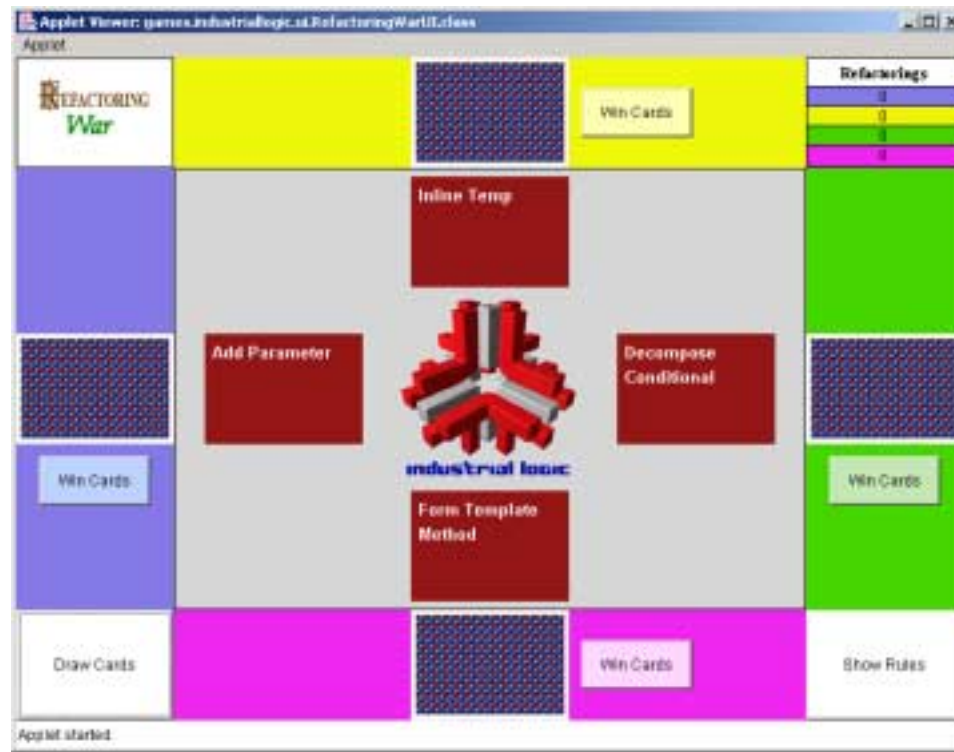
PairDraw – Lesson Learned

TEACHING WITH YOUR MOUTH SHUT

DONALD L. FINKEL

FOREWORD BY

PETER ELBOW

industrial logic

XP Playing Cards

XP War

XP War – Electronic Edition

Copyright © 2003, Industrial Logic, Inc. All Rights Reserved.

Refactoring War

Refactoring War

Framegames

30 years ago, Professor Sivasailam "Thiagi" Thiagarajan revolutionized the training world by inventing Framegames.

Framegames

Using Framegames, instructional designers can design, develop and deliver highly effective training of even the most complex information literally overnight with little budget.

industrial logic

Framegames

- **Framegames by Thiagi**
- **More Framegames by Thiagi**

Available at Thiagi.com

Introducing XP

Question:

What is the best way to

introduce a group to XP?

Introducing XP

Answer: A simulation that works for programmers and non-programmers.

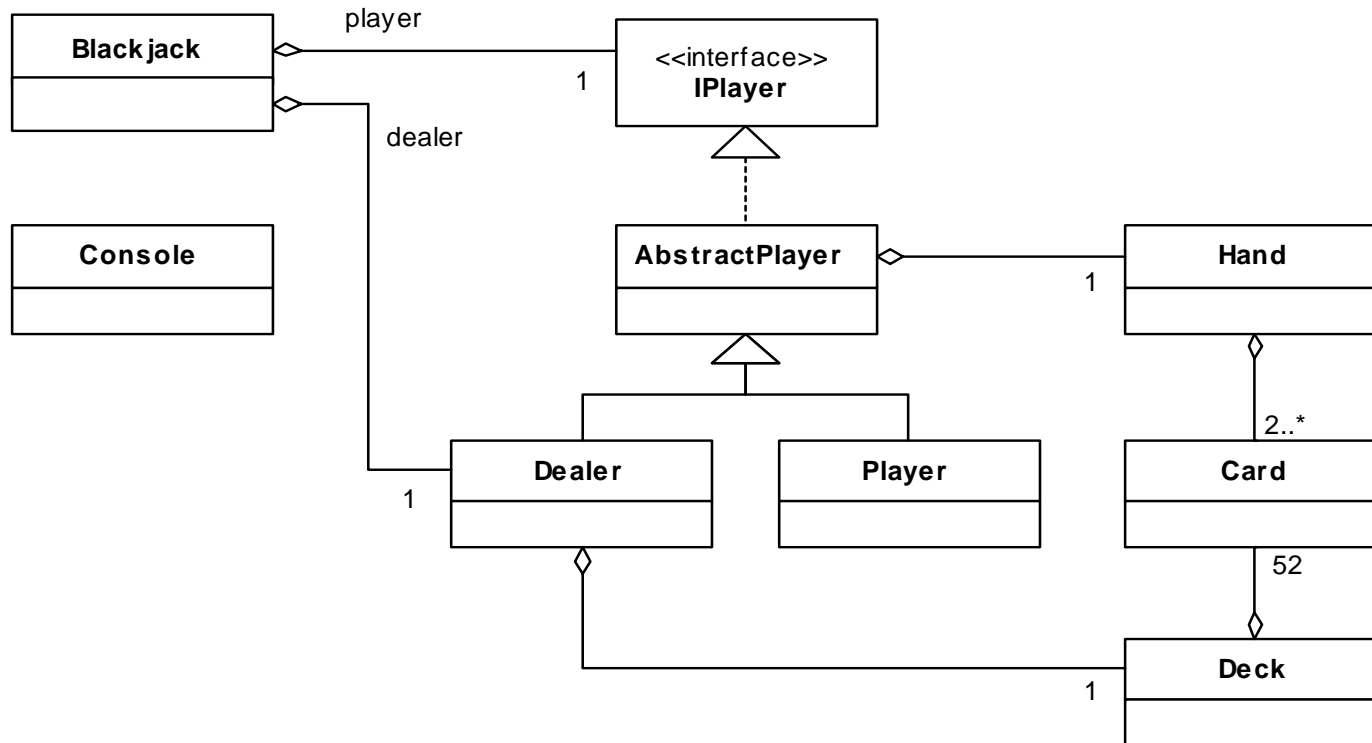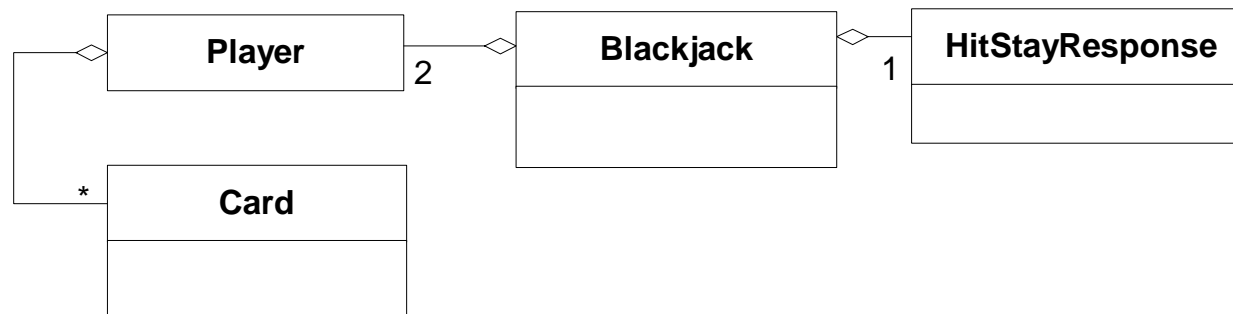industrial logic

XP Learning Environment

Mob Programming

Mob Programming

The Over-Engineering Experience: An Upfront UML Design

The Over-Engineering Experience: UML from Test-Driven Solution

Player		2	Blackjack		1	HitStayResponse	

*	Card	

Canned Projects

Question:

What are the benefits of using
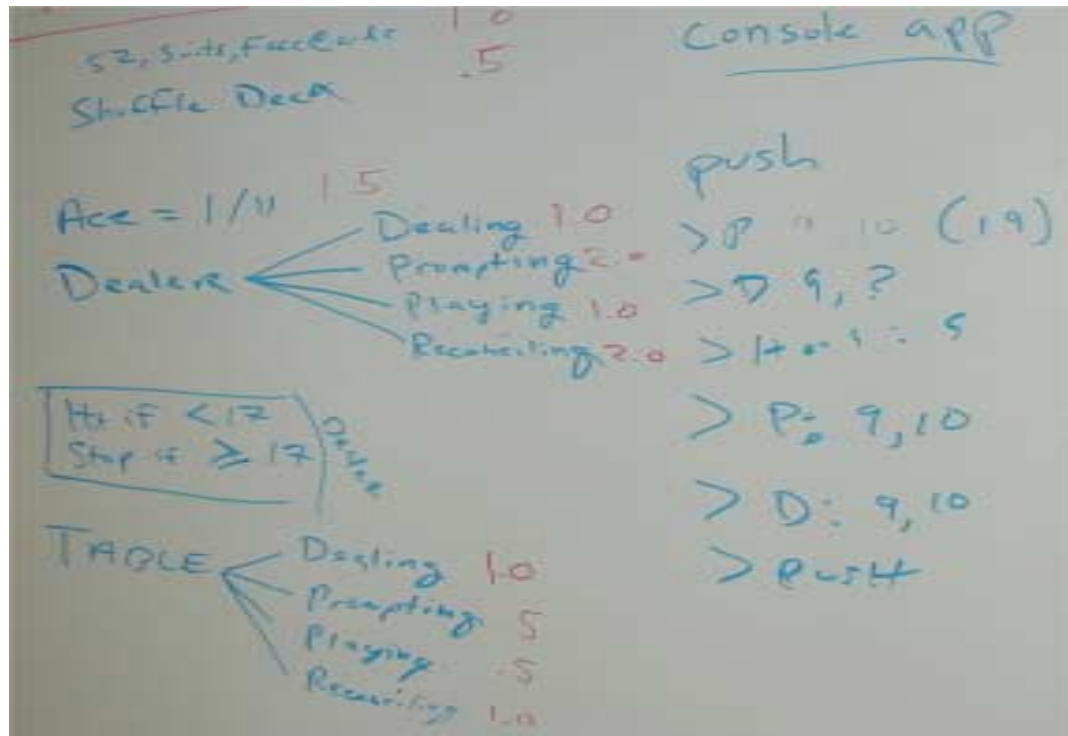a canned project?

industrial logic

Canned Projects

Answer:

- History
- Stories
- Multiplicity & Selection
- Elegance

industrial logic

Canned Projects:
Iteration Planning

10% Experimental Material

Serious Learning