Participant Preinterview Information Form

Part A- General Information

*Required

1. 1.Please type your full name. *

2. 2.What is your current role/job title ? *

3. 3.Please select your age bracket :

   Mark only one oval.

   - 20-29
   - 30-39
   - 40-49
   - 50-60
   - Above 60

4. 4.What is your total work experience in the software industry? (in years) *

   Mark only one oval.

   - 0-5
   - 6-10
   - 11-20
   - >20

5. 5. What is the number of waterfall/traditional projects you have participated in till date? *

Mark only one oval.

- ◯ 0
- ◯ 1-5
- ◯ 6-10
- ◯ 11-20
- ◯ >21

6. 6. What was the average duration of the waterfall/traditional projects? *

Mark only one oval.

- ◯ Not applicable
- ◯ 6 months or less
- ◯ 6-12 months
- ◯ 12-24 months
- ◯ >24 months

7. 7. What is the number of Agile projects you have participated in till date? *

Mark only one oval.

- ◯ 0
- ◯ 1-5
- ◯ 6-10
- ◯ 11-20
- ◯ >20

8. 8.What was the average duration of the Agile projects? *

Mark only one oval.

- ◯ Not Applicable
- ◯ 6 months or less
- ◯ 6-12 months
- ◯ 12-24 months
- ◯ >24 months

9. 9.What would be the approximate number of years you have worked on agile projects?

Please enter a value.If you have not worked on an Agile project ,enter "0".

_____

10. 10.Please tick all the relevant agile methodologies you have used *

Tick all that apply.

- ☐ Scrum
- ☐ XP
- ☐ Feature Driven Development (FDD)
- ☐ Adaptive Software Development
- ☐ Dynamic Systems Development Method (DSDM)
- ☐ Rational Unified Process (RUP)
- ☐ Crystal
- ☐ Kanban
- ☐ None

Other: ☐ _____

Part B: Project Information

IMPORTANT: Please recall ONE current/past project or product where you used Scrum or an adaptation of Scrum, and which stands out in your experience and use that project/product to answer the following.This project/product will be the basis of our interview conversation.

11. 1.What sector or domain was the project/product in? *

For example: Healthcare, Petrochemicals, Manufacturing, Finance & Banking etc.

_____

12. 2.What was your job title on the project/product? *

_____

13. 3.Did the project use Agile or was it Waterfall/traditional? *

Mark only one oval.

- ◯ Agile
- ◯ Waterfall/Traditional
- ◯ Other: _____

14. 4.Was there a Project Manager in your project/product team? *

Mark only one oval.

- ◯ Yes
- ◯ No

15. 5. What was the number of team members on your project/product? *

Mark only one oval.

- ◯ 0-5
- ◯ 6-10
- ◯ 11-15
- ◯ 16-20
- ◯ 21-25
- ◯ >25

16. 6.What was the main Agile method used in your project/product? *

Mark only one oval.

- ◯ Not Applicable *Skip to question 17*
- ◯ Scrum *Skip to question 17*
- ◯ XP *Skip to question 17*
- ◯ Feature Driven Development (FDD) *Skip to question 17*
- ◯ Adaptive Software Development *Skip to question 17*
- ◯ Dynamic Systems Development Method (DSDM) *Skip to question 17*
- ◯ Rational Unified Process (RUP) *Skip to question 17*
- ◯ Crystal *Skip to question 17*
- ◯ Kanban *Skip to question 17*
- ◯ Other: _____

Part C- Practices and Involvement (Scrum)

Using the same project whose details you filled out in Section B, please complete this section.

17. 7.Please rate the frequency of using the practices listed below *

The rating works as follows: 1- The practice is not used at all, 2-Occasionally used, 3- Frequently used, 4- Very frequently or Regularly used; and 0-Not applicable.

Mark only one oval per row.

	1 (Not used)	2 (Occasionally)	3 (Frequently)	4 (Regularly)	0 (Not Applicable)
User Stories	◯	◯	◯	◯	◯
Product backlog	◯	◯	◯	◯	◯
Sprint backlog	◯	◯	◯	◯	◯
Project Velocity measurement (eg burndown charts)	◯	◯	◯	◯	◯
Daily Scrums/Daily standup	◯	◯	◯	◯	◯
Scrum of Scrums meeting	◯	◯	◯	◯	◯
Short Iterations/ Sprints	◯	◯	◯	◯	◯
Retrospectives	◯	◯	◯	◯	◯
Release planning	◯	◯	◯	◯	◯
Team based estimation	◯	◯	◯	◯	◯
Iteration /Sprint reviews	◯	◯	◯	◯	◯
Iteration/Sprint Planning	◯	◯	◯	◯	◯
Information visualization (e.g. taskboard)	◯	◯	◯	◯	◯
Kanban board	◯	◯	◯	◯	◯
Agile games	◯	◯	◯	◯	◯
Definition of done	◯	◯	◯	◯	◯

18. 8.Please indicate who performed "Estimation" and rate the frequency on the scale *

Please rate the level of involvement on a scale of 0 to 4. The rating works as follows: 0- Not Applicable, 1-No involvement , 2-Somewhat involved, 3-High involvement, 4- Key decision maker.

Mark only one oval per row.

	1 (No involvement)	2 (Somewhat involved)	3 (High involvement)	4 (Key decision-maker)	0 (Not Applicable)
Project Manager					
Team Members (Developers/Testers)					
Business Analyst					
Scrum Master					
Product Owner					

19. 9.Please indicate who maintained the "Product Backlog" and rate the frequency on the scale *

Please rate the level of involvement on a scale of 0 to 4. The rating works as follows: 0- Not Applicable, 1-No involvement , 2-Somewhat involved, 3-High involvement, 4- Key decision maker.

Mark only one oval per row.

	1 (No involvement)	2 (Somewhat involved)	3 (High involvement)	4 (Key decision maker)	0 (Not applicable)
Project Manager					
Team Members (Developers/Testers)					
Business Analyst					
Scrum Master					
Product Owner					

20. 10.Please indicate who maintained the "Sprint Backlog" and rate the frequency on the scale *

Please rate the level of involvement on a scale of 0 to 4. The rating works as follows: 0- Not Applicable, 1- No involvement , 2-Somewhat involved, 3-High involvement, 4- Key decision maker.

Mark only one oval per row.

	1 (No involvement)	2 (Somewhat involved)	3 (High involvement)	4 (Key decision maker)	0 (Not applicable)
Project Manager	◯	◯	◯	◯	◯
Team Members (Developers/Testers)	◯	◯	◯	◯	◯
Business Analyst	◯	◯	◯	◯	◯
Scrum Master	◯	◯	◯	◯	◯
Product Owner	◯	◯	◯	◯	◯

21. 11.Please indicate who measured the "Project velocity" and rate the frequency on the scale *

Please rate the level of involvement on a scale of 0 to 4. The rating works as follows: 0- Not Applicable, 1- No involvement , 2-Somewhat involved, 3-High involvement, 4- Key decision maker.

Mark only one oval per row.

	1 (No involvement)	2 (Somewhat involved)	3 (High involvement)	4 (Key decision maker)	0 (Not applicable)
Project Manager	◯	◯	◯	◯	◯
Team Members (Developers/Testers)	◯	◯	◯	◯	◯
Business Analyst	◯	◯	◯	◯	◯
Scrum Master	◯	◯	◯	◯	◯
Product Owner	◯	◯	◯	◯	◯

22. 12.Please indicate who was responsible for "Definition of Done" and rate the frequency on the scale *

Please rate the level of involvement on a scale of 0 to 4. The rating works as follows: 0- Not Applicable, 1- No involvement , 2-Somewhat involved, 3-High involvement, 4- Key decision maker.

Mark only one oval per row.

	1 (No involvement)	2 (Somewhat involved)	3 (High involvement)	4 (Key decision maker)	0 (Not applicable)
Project Manager	◯	◯	◯	◯	◯
Team Members (Developers/Testers)	◯	◯	◯	◯	◯
Business Analyst	◯	◯	◯	◯	◯
Scrum Master	◯	◯	◯	◯	◯
Product Owner	◯	◯	◯	◯	◯

23. 13.Please indicate who conducted the "Sprint planning meeting" and rate the frequency on the scale *

Please rate the level of involvement on a scale of 0 to 4. The rating works as follows: 0- Not Applicable, 1- No involvement , 2-Somewhat involved, 3-High involvement, 4- Key decision maker.

Mark only one oval per row.

	1 (No involvement)	2 (Somewhat involved)	3 (High involvement)	4 (Key decision maker)	0 (Not applicable)
Project Manager	◯	◯	◯	◯	◯
Team Members (Developers/Testers)	◯	◯	◯	◯	◯
Business Analyst	◯	◯	◯	◯	◯
Scrum Master	◯	◯	◯	◯	◯
Product Owner	◯	◯	◯	◯	◯

24. 14.Please indicate who was responsible for "Sprint review meeting" and rate the frequency on the scale *

Please rate the level of involvement on a scale of 0 to 4. The rating works as follows: 0- Not Applicable, 1- No involvement , 2-Somewhat involved, 3-High involvement, 4- Key decision maker.

Mark only one oval per row.

	1 (No involvement)	2 (Somewhat involved)	3 (High involvement)	4 (Key decision maker)	0 (Not applicable)
Project Manager	◯	◯	◯	◯	◯
Team Members (Developers/Testers)	◯	◯	◯	◯	◯
Business Analyst	◯	◯	◯	◯	◯
Scrum Master	◯	◯	◯	◯	◯
Product Owner	◯	◯	◯	◯	◯

25. 15.Please indicate who was responsible for organizing "Daily Scrum" and rate the frequency on the scale *

Please rate the level of involvement on a scale of 0 to 4. The rating works as follows: 0- Not Applicable, 1- No involvement , 2-Somewhat involved, 3-High involvement, 4- Key decision maker.

Mark only one oval per row.

	1 (No involvement)	2 (Somewhat involved)	3 (High involvement)	4 (Key decision maker)	0 (Not applicable)
Project Manager	◯	◯	◯	◯	◯
Team Members (Developers/Testers)	◯	◯	◯	◯	◯
Business Analyst	◯	◯	◯	◯	◯
Scrum Master	◯	◯	◯	◯	◯
Product Owner	◯	◯	◯	◯	◯

26. 16.Please indicate who was responsible for organizing "Sprint retrospective" and rate the frequency on the scale *

Please rate the level of involvement on a scale of 0 to 4. The rating works as follows: 0- Not Applicable, 1- No involvement , 2-Somewhat involved, 3-High involvement, 4- Key decision maker.

Mark only one oval per row.

	1 (No involvement)	2 (Somewhat involved)	3 (High involvement)	4 (Key decision maker)	0 (Not applicable)
Project Manager	◯	◯	◯	◯	◯
Team Members (Developers/Testers)	◯	◯	◯	◯	◯
Business Analyst	◯	◯	◯	◯	◯
Scrum Master	◯	◯	◯	◯	◯
Product Owner	◯	◯	◯	◯	◯

27. 17.Please indicate who performed "Product Backlog Refinement" and rate the frequency on the scale *

Please rate the level of involvement on a scale of 0 to 4. The rating works as follows: 0- Not Applicable, 1- No involvement , 2-Somewhat involved, 3-High involvement, 4- Key decision maker.

Mark only one oval per row.

	1 (No involvement)	2 (Somewhat involved)	3 (High involvement)	4 (Key decision maker)	0 (Not applicable)
Project Manager	◯	◯	◯	◯	◯
Team Members (Developers/Testers)	◯	◯	◯	◯	◯
Business Analyst	◯	◯	◯	◯	◯
Scrum Master	◯	◯	◯	◯	◯
Product Owner	◯	◯	◯	◯	◯

Part C- Practices and involvement (XP)

28. 7.Please rate the frequency of using the practices listed below *

Please rate each practice on a scale of 0 to 4. The rating works as follows: 0-Not applicable, 1- The practice is not used at all, 2-Occasionally used, 3- Frequently used, 4- Very frequently used.

Mark only one oval per row.

	1	2	3	4	0
Whole Team	◯	◯	◯	◯	◯
Continuous Integration	◯	◯	◯	◯	◯
Test-driven development (TDD)	◯	◯	◯	◯	◯
Refactoring	◯	◯	◯	◯	◯
Pair programming	◯	◯	◯	◯	◯
Planning game	◯	◯	◯	◯	◯
Small releases	◯	◯	◯	◯	◯
System Metaphor	◯	◯	◯	◯	◯
Simple design	◯	◯	◯	◯	◯
Collective code ownership	◯	◯	◯	◯	◯
On-site customer	◯	◯	◯	◯	◯
Coding standards	◯	◯	◯	◯	◯

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