

Here are some suggested session types, but feel free to propose your own:

Case Study / Experience Report

A presentation and discussion of real-life (not theoretical) experiences of the application (or mis-application) of agile techniques. Case studies and experience reports must include some discussion of lessons learned and an indication of how novel the work is.

Tutorial

A session focused around some specific tool, technique or issue. Primarily led by the speaker but should include some elements of interactivity or individual / group exercise.

Hands-On Session

Participants learn a new approach, tool or technology through using it to solve one or more practical exercises. We recommend that hands-on sessions are run by two session leaders. Please include a description of any required hardware and software for the session and how you will distribute the software to participants.

Goldfish bowl

A facilitated discussion session based around a well-defined topic or question related to the conference themes. The session leader introduces the topic and may seed the session with particular questions or subtopics. A small number of 'experts' then debate the topic or question. However, participants are free to join in the discussion by taking the 'experts' places as they relinquish their seats. We can provide contact details for people who could make good initial 'experts'.

Panel

A small group of 'experts' presents their views on some defined conference topic. Audience members may ask questions of the panel.

Think-Tank

There are many open issues related to the conference themes. A think-tank considers one or more such issues and aims to produce some outputs of value to the community. The session leader is responsible for managing the Think Tank and completing the session outputs.

Workshop

An in-depth working session on a specific topic. May include paper presentations.