

B. Lessons learned

The largest lesson learned from this experiment is evidently to check the level of intervention effort needed to move groups forward in their development before conducting this kind of an experiment. We still do not know the effort needed, but the span is more than one 1.5 hours workshop with a second measurement two months later, and less than six to eight workshops of 2–3 hours during a full year with connected action plans and follow-up. By having more time with the teams we could have focused even more concretely on, for example, goal-setting, role clarification, decision-making, functional sub-grouping, or leadership issues, like in [32].

VI. CONCLUSIONS AND FUTURE WORK

We obtained an insignificant result of this experiment. We therefore have no conclusions to draw based on the expected effects. However, we believe these concepts could still be connected since agile software development is based on teamwork to a large extent. We evidently need a larger intervention effort and, of course there could also be more confounding or mediating factors we have not thought of in the context of agile software development teams.

We would like to redo this experiment with more resources and be able to give the teams in the research group eight times more workshops with connected action plans in order to see if we can get a similar effect as has been shown with teacher teams [32]. It would, of course, be advantageous to include as many teams as possible and at multiple universities and companies to increase the statistical power of the experiment.

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