Card sort for software developers

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I will not share any identifiable information you give me without your prior permission. For example, if reporting in an academic paper that a team used it as part of their onboarding process and found it helped to expose and address some misunderstandings, I would not name the company or any identifying details such as distinctive product areas.

Preparation

- Print the topics on A6 cards. The tangible media are important; do not use electronic copies.
- Print/write larger cards for each of these 5 categories:
    - Bad. Noticeable impact.
    - Bad. Slight impact.
    - Neutral.
    - Good. Slight impact.
    - Good. Noticeable impact.

Conducting the sorting task

- Explain the format of the cards: a peer behaviour at the top and, in some cases, a few examples of it below. The list of examples is not exhaustive; they may think of others.
- Explain the categories (see QConSF 2018 presentation video). Instruct participants to read through the cards and place each in a category according to the impact this behaviour has on them when exhibited by a colleague.
- Ask them to follow their immediate 'gut instinct'. (In some cases the answer is otherwise "it depends", which in itself may be worth exploring.)
- Check that they understand the task and remind them to consider only the impact of the peer behaviour on them.

Questions or suggestions?

Please email me at gollis@bournemouth.ac.uk. I'll be happy to discuss it with you.