What I liked	To make it perfect
Gave many examples of actual experiences Liked enterprise focus	Less intro, get rid of waterfall vs. Agile & do 2 agile teams, many attendees know Agile and need refinement, not comparison Readable examples of patterns (I couldn't read/see tool)
	Says nothing about estimating Didn't want a tool demo (planning game/estimation meeting is more useful)
Nice exercise	Leave out thew tool demo
Nice to have something to plan a project upfront	I still doubt however if this would work. I missed real life examples. Besides, I think too much time was lost by the spacecraft game
The game	More detailed information Too much basic information about planning, agile etc.
Looks like a viable way of estimating	Split experience did not bring much to the table -> no estimation of stories -> no writing user stories for all Less generic info, more practical, hands-on experience with user stories
Tips on writing user stories Good interesting intro – agile moving on, gave me a good way of explaining what agile is all about to team	Activity was fun but a bit confusing as to what it could achieve On the agile team we weren't allowed to do iterative requirements/build, confusing. Then we were told we were slow, which was upsetting. Fun but I don't think it helped our understanding
The game	Make the presentation less boring more interactive
Workshop part was fun	The first theoretical part was too long The last theoretical part on how to write good user stories was too short
Good help to estimate	The exercise is for convincing people. If we are here, we are already convinced

Concept: attach patterns to user stories	Time spent on the tool could be better used to explain why the method proposed works well in enterprise environment Even though it was only 15', I still felt to be in a sales demo
Statements, confrontation Very entertaining speaker Clear answers to questions	Less flavor of commercial
Good to see someone applying statistics on past projects to improve their estimates	Downside: no way for me to apply the technique, general recommendations not so novel
Best practices explained	Less product demo, more explanation of estimation process
Subject	More detail related to real world projects Less promo of product
Game is fun	Explain better the estimating algorithms Give precise numbers on success rate of estimation tool Do more examples of good/bad user stories
Interaction with participants	For exercise, make smaller groups (if possible)
Interaction	Links to presentation slides Smaller groups for exercises
Presentation skills The game	Planning more explained in Scrum - backlog: must have/should have - ranges - burn down
The example we had to build ourselves I recognized a lot of our own practice in Enterprise Agile!	Dig in a bit deeper
The game Interesting talk about agile in the enterprise	Bit more time for agile in the enterprise
Very nice presentation Very extensive	