What I like	To make it perfect
That there is another role in Agile development	Take more control of the session Do test run with sceptical friends
Nice to learn about other organisations using Scrum	Still wonder is this is not reinventing/redesigning Scum. I thought originally the talk was more about having **good** stories and what makes a good story.
Global view on the Analyst role	More specific on the roles of the "Analyst" Does this really scale up to very large teams?
Idea of combining this set of roles in the Agile analyst	Align the talk with its title (or vice versa)
	Pump some energy into the presentation! Rethink the format of the workshop! Get interactive! Present it as a **team**, not as 2 **individuals** Show more self-confidence Get **and keep** people's attention! Connect to the audience
Idea of having customer proxy within the team Idea to create similar "analyst" role within our team Good interaction with audience	A bit less theoretical -> more concrete examples of the user stories starting from the different situations
Insight into Agile analyst role	Clearer message
There was time for questions from the audience	The title of the presentation does not cover the presentation Map the analyst role more to the (Scrum) roles. I disagree that an analyst must do all roles
Interesting examples of real-world approach	
Interesting content and views	
Easy to step in Good visual slides Lots of questions from audience	Present more lively & enthusiastic! Make it more than a 2-way talk, maybe gather the audience's ideas before telling your own conclusions Find some way to not have to "defend" yourself so often. Questions weren't always open & constructive from the audience (was my feeling anyway)

Nice slides Shared experiences	Not really an answer on "where do user stories come from?" Little bit more enthusiasm Try to give more content
Looks exhaustive	
Constructive presentation	
Good interaction with attendees Waiter metaphor for a business analyst: very clever Deployment support from the BA	More real life examples maybe?
The room for discussion	
It was not that bad, but I think other presentations were super	More insight, less general. Take a case and expand it. It all depends I have not one idea I can take with me…
Interesting!	
There was some discussion, but not very constructive	Make presentation more flashy (but no animation in slides!) Get self-confidence You're not in from of a class, but in a community. Use the community, don't defend yourself when people give feedback Don't try to sell yourself/your company
Good discussion about Agile analyst as part of requirements in Agile team	
Overall approach towards the analyst role Made it clear how multi-aspect the role is	How priority management is done (doing the right analysis at the right time) Tools/techniques to support this role (ex: workshop…)
Good overview, quite complete Relevant topic	Some discussions can be avoided by making some roles "optional" and thinking about the context
Showing different set-ups in the beginning, humour in the pictures	Change title to "Tasks of an Agile Analyst". If this had been the title I wouldn't have attended the session
Good insights in the role of business analyst A presentation about business analysis	Explain more in detail how user stories are created or change the title Describe the role with an example of a regular sprint
Open discussion	It's more about the analyst skills and not about user stories, so the title doesn't match contents

Reminder of the skills of the Agile Analyst (AA)	Title of the session is foolish, misleading!
Great tour of them	Intro (3 models / 3 situations of AA): Boarf?! Huh?!
	What does the AA not do? Could have made the separation with developer, with customer, with project leader (if any)
The interaction & discussion	Do not try to sell your company
	Tell me, where do user stories come from?
	Try to use concrete examples, so you don't have to use "it depends" so much