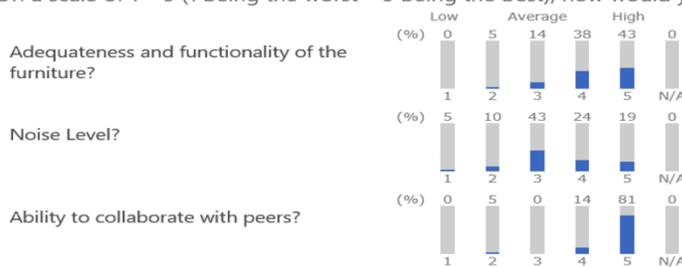# Detailed Survey Results

Collaboration Corridor (T51/T50/T37)

On a scale of 1-5, (1=works, 5=best) how would you rate your Agile/Collaborative space in the area of:

. On a scale of 1 – 5 (1 being the worst – 5 being the best), how would you rate your Agile/Collaborative space in the area of:

	Low	Average		High	
Adequateness and functionality of the furniture? (%)	0	5	14	38	43	0
	1	2	3	4	5	N/A
Noise Level? (%)	5	10	43	24	19	0
	1	2	3	4	5	N/A
Ability to collaborate with peers? (%)	0	5	0	14	81	0
	1	2	3	4	5	N/A

What do you like best about your in T51/T50/T37 Agile/Collaborative space?

Communication and Collaboration

- I like having my team generally in one place, so it's easier to work together.
- I also appreciate having the other teams present, as it provides an opportunity to get to know other people on the program.
- Close proximity to peers. Questions are quickly answered.
- Easy to find others for asking questions and working together and pull others into meetings for a few minutes. Really helps to speed up response times.
- It's really easy to collaborate with my team.
- That a majority of OMP developers can be in one space all day and collaborate.
- It allows collocation of people who need to interact.
- It's easier to find answers to questions when more than 1 person is nearby with knowledge to contribute.
- I like that I am close to my team mates and we can collaborate effectively.
- Collaboration, collaboration, collaboration.
- Being able to overhear discussions and being able to contribute to the betterment of the code.

- Background noise of others (yes I like it)
- Being able to quickly ask for help from my peers.
- proximity to pleasant coworkers
- having most of the project team members in one place.
- I really like how it facilitates team communication (especially face to face) and team unity, which I have seen translate to team efficiency and success.
- Having the whole team in one space very helpful
- Everyone is close by and and easy to find to chat with. This was a huge improvement for our program which previously had people spread out over dozens of buildings in TA1 and TA4. Would be less of an improvement for folks that are collocated in individual offices on a single floor of one building, and maybe even a step backwards.
- Bouncing ideas of my team members and checking with other teams to get clarification (without having to craft an email).

Furniture

- I like the sit stand desks and the mats for standing.
- the adjustable desks
- good chairs
- easily adjustable standing desk

Noise Abatement

- I like that if I want to focus and cut down on the noise, I have noise cancelling headphones to use.

Writable Walls

- I like that we get to write on the walls.
- Walls as white boards and whiteboard on a rollable stand
- Being able to write on the walls is great for impromptu conversations.

Escorting Policy

- The escorting policy that allows the escorter and escortee to be out of line-of-sight within the space.

Layout and Design

- close by to meeting rooms
- kitchen area and Keurig machine
- bathrooms close
- Short walk to the bathroom.

- The layout: Whiteboard walls and team clusters make collaboration easy for those who already have space there.
- Multiple collaboration rooms off the main space
- The distinct themed rooms.
- The flexibility to arrange the room according to the needs of the occupants.
- Open air
- nature theme
- the openness and light.
- There are windows.
- The kitchen is nice.
- good lighting.

If you could change one thing about your Agile/Collaborative space, what would it be?

Furniture Re-Arranging

- Make it easier to re-arrange desks
- Get rid of the power rails where they wrap around some of the workstations. This is only an issue for the workstations in the middleof the rooms"
- Some of the desk layout is non-optimal and makes it harder to collaborate. When the contract was first put out, we were told that we would be able to rearrange the desks as desired, but the Steelcase framework used to distribute power/networking prevents us from moving them practically at all.

HVAC

- The HVAC sucks. All summer it would go out, sometimes for days. Now, if you set the thermostat on auto, then it will overshoot the heating mark by several degrees and then the AC will turn on and freeze us all. Setting it on heat doesn't seem to work because the temp is always several degrees above what the set point is. This should not be hard to fix, but we haven't had good HVAC since we moved in.
- There have been issues with the heating and cooling systems with the trailers that needed to be fixed.
- Poorly functioning thermostat (everyone is complaining) in T51.
- hostile trailer-in-desert environment

Flooring

- The floor in T51 is soft in many places. The underfloor should not have been removed.
- The floor is way too flimsy. With 15 people sitting in one room, then 1-2 sewing-machine-leg-shakers rattle the entire room with gusto to noticeably move pc monitors

Bathroom

- Add another stall to the bathroom.

Kitchen Improvements

- Boiling kettle in kitchen.
- Provide hot water for tea and vending machine for snacks.
- Add an ice machine to the kitchen!
- Improve the kitchen: Install an extractor for the fumes, put in a normal refrigerator with a light (?!), and stock cleaning supplies

More Space

- Bigger, fewer walls, more teams, a little more space per individual.
- MO303 has a better space, except that there is not quite enough per person.
- Have all the teams and managers present -- currently not every team is reliability in the collaborative space, and managers are seldom seen."
- Make it bigger so that all of the teams could be present or at least have representation.

Noise

- Better noise insulation for conference room.
- "putting on headphones" doesn't drown out the circus of distractions happening all the time.
- T37 is often too quiet <----- ??

Inability to erase walls

- Drawings that have been on the walls a while do not erase well. The spray for erasing does not help. (What works is drawing over the marking with a marker and then erasing. How odd.) It would be nice if the spray worked.

Layout and Design Issues

- More task lighting for each occupant.
- Outside decks between trailers for additional collaboration.
- more smaller rooms for collaboration or private discussions, or spaces for someone to go concentrate. Not enough sidebar rooms.
- The sliding glass doors for the conference rooms are hard/heavy to open/close so I would propose normal doors.

- The current implementation feels more like 3 separate collaborative spaces than one. Converting one building to a collab space would be significantly better than 3 small trailers.
- Conference rooms with differing levels of formality to meet the needs of different types of conversations. Ex: One with a conference table/chairs/TV, one with bean bag chairs. The teams can decide where to hold which meetings depending on the meeting scope and team culture.
- Less ugly brown paint.
- Not a big fan of the rolling glass doors on the conference rooms.

Shared Resources

- Shared computer issues seems to be a problem - no easy way to just walk up and use a computer, so everyone ends up having a dedicated space anyway. Not really "shared".
- I'm on a team that can't seem to get clustered desk space there, so we are unable to actually use the Collab space. I would change the way that we manage desk usage/assignments so that my team may actually use the Collab space. Currently, huge sections of space go unused because some people/teams have ""claimed"" desks that they don't ever use, and therefore don't need. I anticipate that the desk hogs have weak arguments about why they need the space that they are not using, but the mere observation that said space is perpetually empty quite readily invalidates such arguments. I suggest that we recognize that our current desk assignment scheme is not working (as evidenced by the many unused yet still inaccessible desks) and try a more organized approach to desk assignment that allows for adaptive (a.k.a. ""agile"") reordering and reassignment. If a new approach doesn't work, we can always revert back to our currently broken method of desk assignment and try something else. To try out new solutions to existing problems is perfectly agile. To obstinately avoid trying something new is ironically just the opposite.
- Maybe arrange the desks so that it doesn't feel like people are always looking over your shoulder (I know that was a minor annoyance to some of my teammates). Otherwise, I was quite happy with our space.

Misc

- Mouse traps are a concern for hygiene.

Location

- Put the collab space next to a SCIF so the default work space for everyone is in the collab space and high side meetings can be held in the adjacent SCIF. This would work better if the collab space was located in a building rather than a trailer (because buildings are bigger), so the SCIF could be just a door away. A door to the outside is a significant barrier between the two environments.

Phones

- Phone situation. The only landline phones are in the conference rooms. We were issued team cell phones instead, however smart phones require more maintenance than a dumb landline phone, and since we have to change the pin frequently it is not uncommon for people to not know the current pin when they need to use the phone. Reception for personal cell phones can also be pretty horrible if you don't have AT&T. Would prefer to have one landline phone per team in the collaboration areas. Better yet, one per desk if VoIP phones are being allowed again.