AGILE RETROSPECTIVES

Making good teams great!

Let's everybody stand-up

and, sit if...

Prime Directive



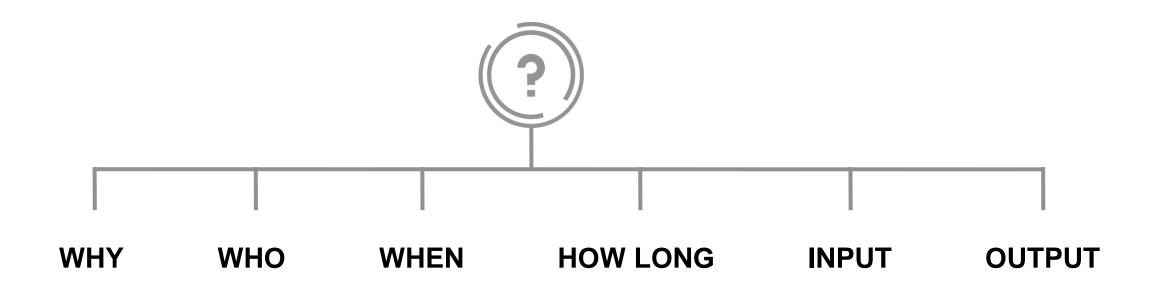
Regardless of what we discover, we understand and truly believe that everyone did the best job they could, given what they knew at the time, their skills and abilities, the resources available, and the situation at hand.

Norm Kerth

Project Retrospectives: A Handbook for Team Review

A Retrospective is neither a name and shame/blame game nor a forum to fix all.

What is Retrospective



Who are our attendees?









Role of a Scrum Master

TIME

Start and finish on time Time-box activities Have breaks

PEOPLE

Personalities (quiet, passive, aggressive) Introverts vs. extroverts

YOU

Facilitator vs. team member Let others talk

Structure of a Retrospective



Set the stage

Gather data

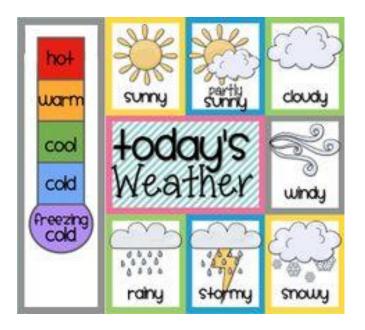
Generate insights

Decide what to do

Close the retrospective

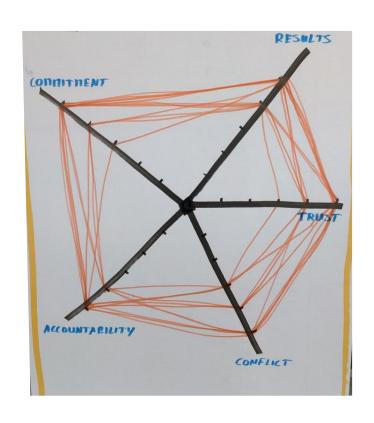
Set the stage

Check-in





Gather data

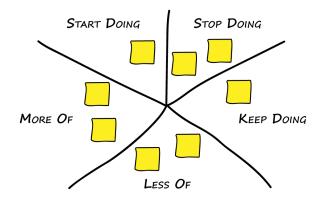


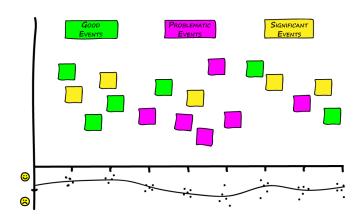
Timeline

Starfish

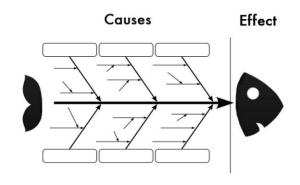
Satisfaction Histogram

Team Radar





Generate insights

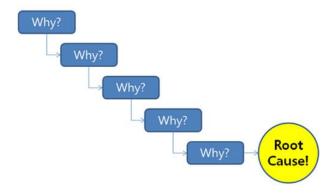


Brainstorming

Identify themes

Grouping - Fishbone

- 5 Why's



Decide what to do

Dot voting

Fist of five

1-2-4-AII

Structure of a Retrospective

Closing the retrospective

End in positive way

Temperature Reading

Appreciation

Celebrate

Follow up

Share retrospective results

Make comments and actions visible

Add action items to sprint/learning backlog

Check the status regularly

Review on next retrospective

Smells

Reporting to management

Offline retrospective (by email)

Only a few participants

Everybody is happy

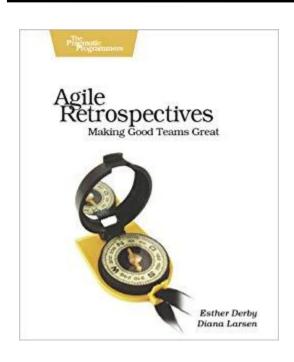
Blame game

Nobody talks about the elephant in room

Too short retrospective meeting

Facilitator doesn't facilitate

Resources



- retromat.org
- liberatingstructures.com
- mccarthyshow.com/online/
- funretrospectives.com
- retrospectivewiki.org
- retrospectives-subscribe@yahoogroups.com
- Retrospectives LinkedIn Group

Return on Time Investment (ROTI)



USELESS

I really lost my time



USEFUL

It wasn't worth the 100% time spent



AVERAGE

I gained enough to justify the time spent



GOOD

I gained more than the time I spent



EXCELLENT

It's worth more than the time I spent on it