

Retrospectives - The overview

-STRUCTURE -

- ** PREPARE · What do you want to achieve
 - · Choose facilitation technique
 - · Find last agreements

MEET Set the stage < check-in openion of the stage of the

LOOK BACK · What did we achieve · Collect data ~ insight

LOOK AHEAD · Create action plan



· Who does what - when

EVALUATE RETRO 1 10 10 => 7

IMPROVE Execute action plan







SILENT BRAINSTORMING

•5 min, individually

· Group stickies

• Share in plenum - 1 stickie at a time





• MAD What are you happy about 👛

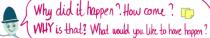
SAD What could be improved

· GLAD What are you angry/dissappointed about

EXPERIMENTS to fix the problem



Pick one issue. Why did it happen? How come? 🕞



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ASK: What has happened?

REMOVE FEAR Inquiry rather than Advocacy Dialoque rather than Debate Conversation rather than Argument Understanding rather than Defending

Feedback

Choose on a scale from 1-10 What did you like most? What would it take if you were to give a 10?



ASK for feedback



PRIOIRITIZE improvement

- · Recurring problems?
- · Easy fixes ?
- · Missed opportunities?
- · Frustrations built up?
- Exciters

How I Build Safety

Opt in participation You check in or out YOU choose how far to go

Purpose of Retro

INSPECT & ADAPT (Scrum)

Identify and plan improvements of any kind

Remove waste and rework

Inspire to constant learning

Team level, org. Level. Project level. Individual level

All hands on deck - create commen sense of cohesion

Making good teams great

Energize team, have some fun

Adjust the team's Definition of Done Increase quality, reduce bugs

Encourage transparancy

Facilitator Responsibilities

Prepare, prepare, prepare Invitations, logistics, new techniques, inspire Engage participants Ensure everyone are heard * Ensure psychological safety Listen. Only write what was conveyed.



Bushingtional Retro



Retro's are perceived too long, too boring or ineffective. Action plan missing or not followed up.

Lack of focus.

Inefficient Retros are given low priority.

Retrospective process are not being evaluated.

Not held frequent, thus too many action items pile up. Time to fix and improve not reserved on team backlog.

Fixing symptoms instead of root cause.

Observations



When people don't speak early, they may not contribute at all. Often the best ideas come after the silence.

Complex problems may require separate workshops.

Credit

Structure, techniques: Diana Larsen, Esther Derby, Leise Passer Feedback: Jenni Jepsen

Clean Language: Caitlin Walker