Team
Retrospective
Retrospective Goals

Figure 13.1: RETROSPECTIVES FORM A BRIDGE BETWEEN ITERATIONS
Constructive Environment

• **No blame**
  – focus on behavior (roles/actions)

• **Create better communication**
  – inquiry over advocacy
  – dialog over debate
  – empathy over sympathy

• **Achieve better understanding**
  – decisions are best made when not in crisis
Data: Individual Thoughts

• On paper, complete “ScrumButt” test
• Your opinion, not what you think others want
• Put your answers aside now, will share later
General Progress Notes

• Demos generally show good progress and introspection
  – Practicing your talks would bring clear improvements
  – Use User Personas in discussing value and choosing priorities

• Regular Client Meetings
  – Need better documentation, meeting agenda and action items
  – Try to do better not interrupting team mates during meetings

• Productive Standup Meetings
  – Try to have outside of class as well, even convene "remotely"
  – Improves team communication and directly affects velocity

• Can we help get what you need from your Clients?
Agile Tools

• Need to use more effectively
  – More granularity needed in Backlog/Sprint Issues
  – Commit messages not very detailed, useful
  – Burndown Charts not improving
Project Timeline

• Create a story of the project as a timeline
  – stimulate memories of critical events
  – create a picture of project from many perspectives
  – examine assumptions about who did what when
  – find patterns
• Note feelings for each event
Data: Project Event Cards

On post-it notes (one per event), describe:

1. A personal meaningful event
2. Your emotion about the event
   Successful, stressful, confused, happy, frustrated, overloaded, etc.

- Team: include all deadline events
  - sprint demos, client meetings
- Individual: 3 other personally meaningful events
Action: Assemble Project Timeline

• Put team’s index cards in chronological order
  – okay to have duplicate cards, just keep one
  – represents project’s significant moments

• All members add their feelings to all events
  – put “NA/WOW” if you were not aware of an event
  – may see events in a new way, try to empathize
Discuss: Team Feelings

• Select 3 interesting events from the timeline:
  – ones that have negative or variety of feelings
  – “walk in their shoes” to understand other’s feelings
  – listen for understanding
Discuss: Align Team Goals

• Discuss individual questions from beginning
• What is biggest team concern?
  – Communication, i.e., listening or respecting
  – Team roles, i.e., participation or roles
  – Client collaboration, i.e., contact or clarity
  – Making working software, i.e., learning or complexity
Action: Brainstorm

What can be done to improve the team?

On index card

A Problem that came up during retrospective

1. Your suggested solution

Pass card among team, taking turns to write new solutions until no more ideas
Action: Take Responsibility

• Take responsibility to solve one of the problems
• Write action in specific format
  – Long term goal: e.g., Improved communication
  – Now-action: e.g., Write better commit messages