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
- On paper, review Team Contract
  - how well is the team doing following it?
  - any situations where it could have been useful?
- Your opinion, not what you think others want
- Put you answers aside now, will share later
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.

• Include firsts and deadline events
  – firsts: client meeting, team meeting, user test
  – sprint 1, 2, 3 demos, significant client meetings
• Include 3 other personally meaningful events
Action: Assemble Project Timeline

• Put team’s notes 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
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
  – Verification: e.g., check if messages are more useful
Update Team Contract

- Based on your discussion, discuss and revise Team Contract on Wiki
  - add, remove, or update items
  - specifically consider team communication and values