



Sprint Retrospective

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Sprint Retrospective

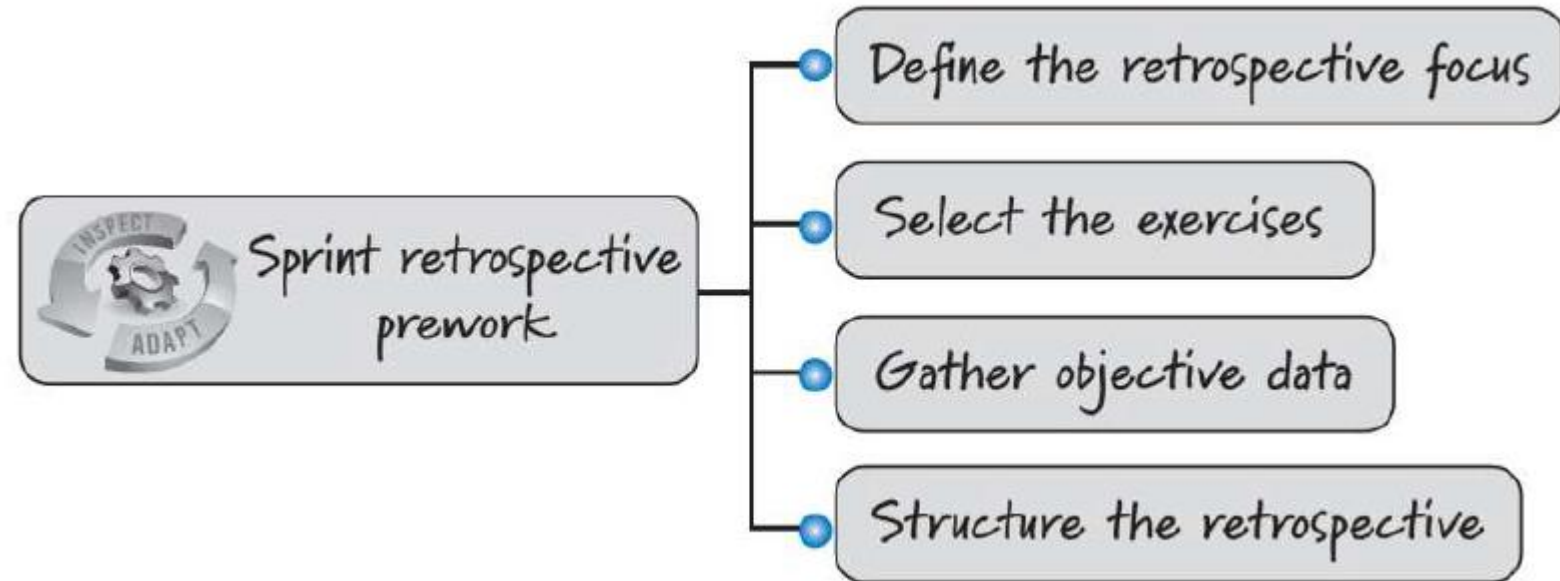
- An informal meeting where **teams analyze the way they work**, **identify ways to improve**, and **make plans to implement these improvements**.
- Anything that affects how the team creates the product is open to scrutiny:
 - Processes, practices, communication, environment, artifacts, tools, and so on.
- It can be as simple as the Scrum team members coming together to discuss questions such as:
 - What worked well this sprint that we want to continue doing?
 - What did not work well this sprint that we should stop doing?
 - What should we start doing or improve?
- **When?** At the end of each sprint cycle, typically after sprint review.



Sprint Retrospective: Participants

- **Development Team:** Their diverse perspectives are essential for identifying process improvements from multiple points of view.
- **Scrum Master:** The Scrum Master is an integral part of the process and the process authority for the Scrum team.
 - The Scrum Master does not tell the team how to change its process.
 - The Master points out where the team is not adhering to its own agreed-upon process and acts as a valuable source of knowledge and ideas for the team.
- **Product Owner:** The product owner is critical to achieving fast and flexible flow of business value, and is therefore a key element of the process.
 - If speaking candidly is not comfortable for team members, the product owner will not attend until the Scrum Master can create a safer environment.
- Due to safety considerations, stakeholders or managers who are not on the Scrum team will attend only if invited by the Scrum team.

Sprint Retrospective: Prework





Pework Activities:

Define the Retrospective Focus

- 1. The default focus is to **review all relevant aspects of the process** the Scrum team used during the current sprint.
- 2. However, a team might select a different retrospective focus based on what is currently important to the team and where improvement is required.
 - For example: Focus on how to improve our skills with TDD.
- 3. Establishing the focus allows the team to determine if any non-Scrum team members should be invited, and sets the stage for the rest of the pre-work.



Pework Activities: Select the Exercises

- Exercises help participants to engage, think, explore, and decide together; typical
- exercises include:
 - 1. Create and mine a sprint event timeline.
 - 2. Brainstorm insights.
 - 3. Group and vote on insights.



Pework Activities: Gather Objective Data

- Because a sprint retrospective is performed in a focused, short period of time, any legwork to collect needed data should be done before the retrospective begins.
- Objective data is hard data (not opinions), such as: What events happened and when, or the burnup chart for the sprint illustrating the flow of completed work.
 - Hard data, also known as **factual data** or **quantitative data**, **is proven** and **methodologically acquired information**. It **is based on facts**, can be objectively measured, and is typically numerical.
- At this point we are not organizing or analyzing any data; we are just collecting it so that it is available during the retrospective.



Pework Activities: Structure the Retrospective

- **Duration:** Influenced by factors such as how many people are on the team, how new the team is, whether any team members are located remotely, and so on.
 - Budget about 1.5 hours for the sprint retrospective when using two-week sprints, and proportionally more when using longer sprints.
- **Facilitation:** The Scrum Master is usually assigned as the facilitator, but a skilled, neutral, outside facilitator can be assigned as well.



Reference

- Rubin, K.S., Essential Scrum: A Practical Guide to the Most Popular Agile Process, Addison-Wesley, 2012.
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