# Different Types of Retrospectives
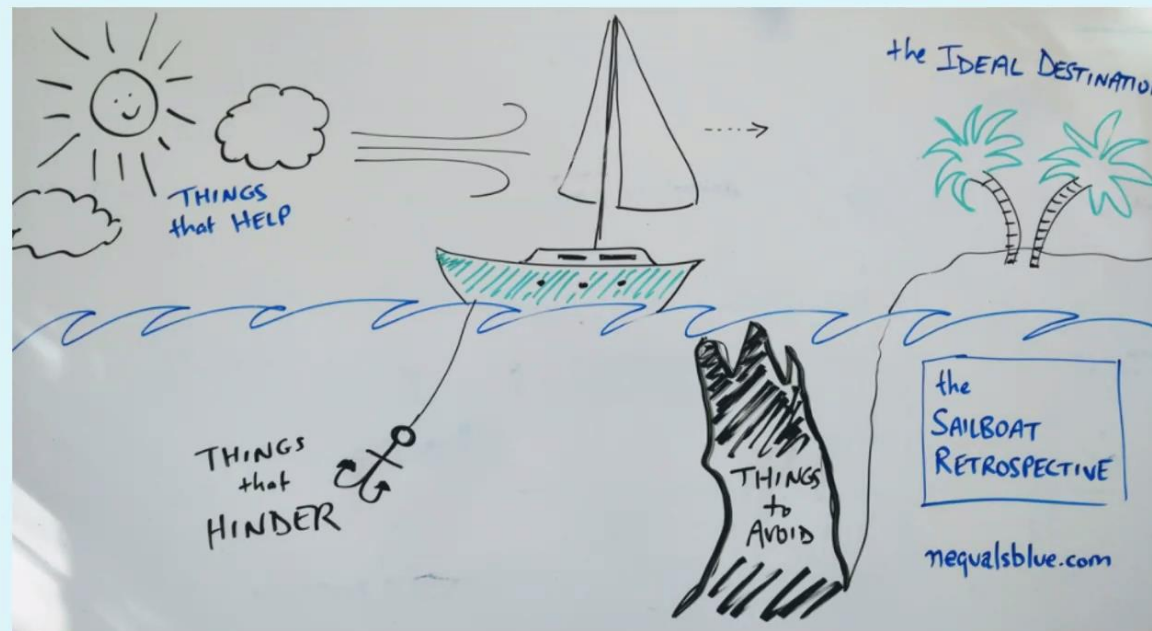
3 Questions - Most Commonly Used

- What went well?
- What didn't go well?
- What could be improved?

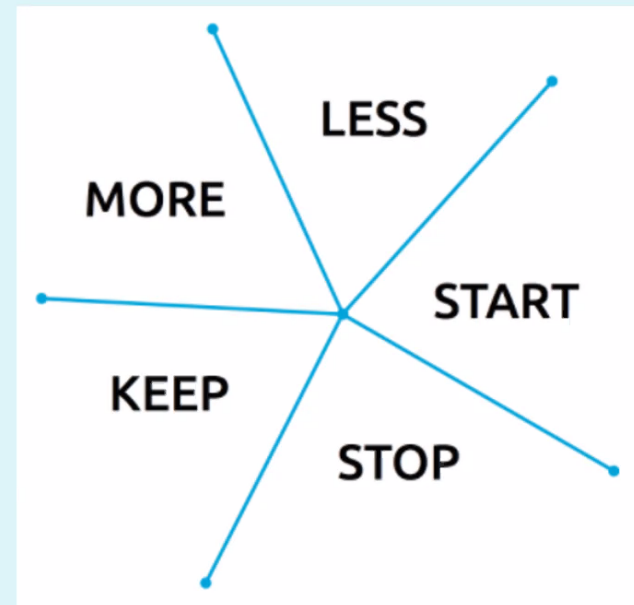# Different Types of Retrospectives

Sailboat

# Different Types of Retrospectives

## Starfish

- Keep Doing – something the team is doing well and you recognize the value on it

- Less Of – something already being done; you see some value, but you rather reduce a little bit

- More Of – something already being done; and you believe will bring more value if done even more

- Stop Doing – something that is not bringing value, or even worse, it is getting on the way

- Start Doing – a new idea, or something you have seen working before that you would like to bring to the table

# Different Types of Retrospectives



Lean Coffee Approach

- Facilitate an open-ended conversation that is entirely owned and directed by the team
- Team votes on topics and time boxed discussion

# Effective Techniques

Setting Stage

- Establish purpose
- Team rules
  - "what happens in retro...stays in retro"
- Safe space
- Be factual and remove the emotion

# Effective Techniques


Getting ready for the Retrospective — I'M SO EXCITED!

- Have the team do pre-work
- Have them do submissions ahead of time
- Everyone must participate or they facilitate the next one!

# Effective Techniques

It's OK to break the rules

- Invite others outside of the core team; Product Owners, Project Managers, SME's, Business Sponsors

Shake Things Up

# Effective Techniques

- Avoid the "staleness"
  - Try different retrospectives
  - Combined retrospective with another scrum team
  - Let someone else facilitate

- Remember…..retrospective cannot fix everything
  - Focus on what you can control and allow others to help with the things that you cannot control
    - **This is where you involved leadership**

# Retrospective Outcomes

- Treat Outcomes as a User Story to be committed in the next sprint
  - Definition of Done
  - Who will be assigned the User Story?

- Did our actions effect any change?
  - Team metrics
    - Productivity – velocity
    - Predictability – Say/Do Ratio
    - Quality – defect density
    - Team Happiness - survey

# Retrospective Outcomes

- Showcase them during your Team Demo/Review

- Remember, the focus of retrospectives is to help your team deliver working software to your customers!