

Agile Retrospective Design Patterns



Photo by [Lorenzo Herrera](#) on [Unsplash](#)



About me

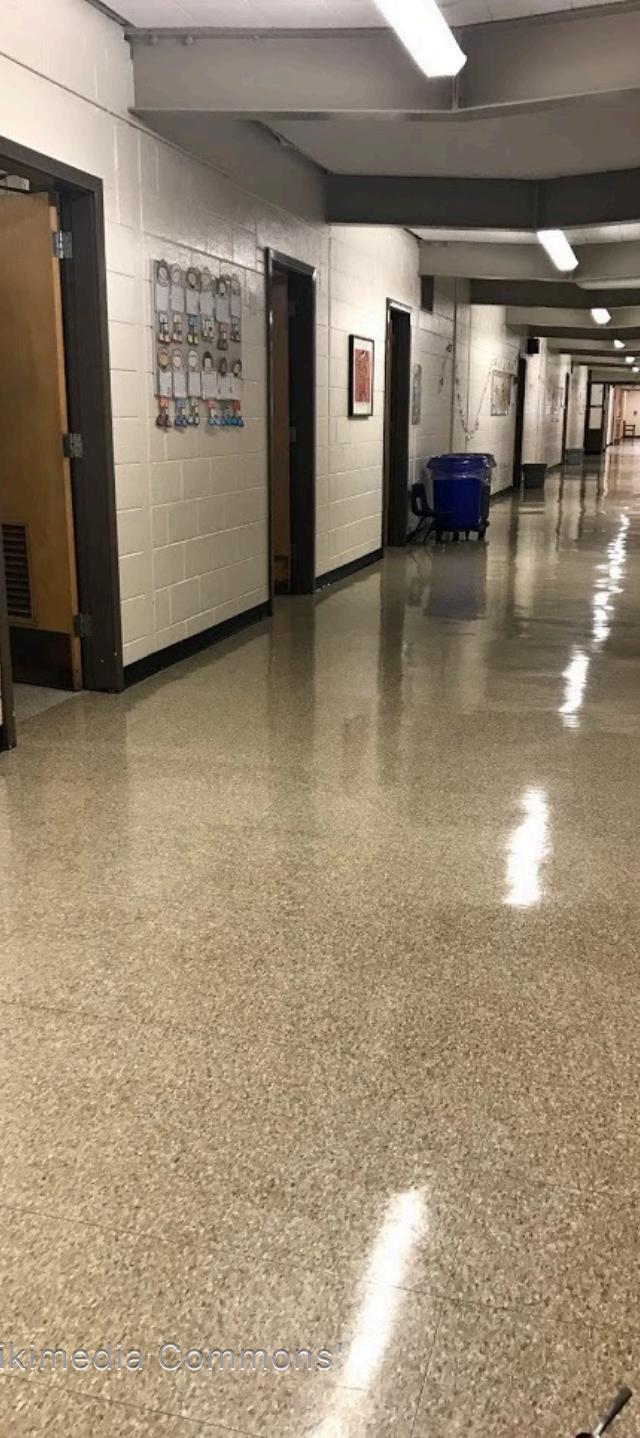
Nico Riedmann
something @ somewhere



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Design Patterns

Photo by [Ricardo Gomez Angel](#) on [Unsplash](#)



Left to right, alex, Pallazzo Poggi, Myotus (CC BY-SA 4.0), Ethan2039 (CC BY-SA 3.0) via Wikimedia Commons¹

reusable solutions to common problems

Retrospectives

Photo by [Irfan Simsar](#) on [Unsplash](#)

“

**inspect and adapt methods and
teamwork after an increment of work**

”

Agile Retrospectives by Esther Derby & Diana Larsen

A Retro format pattern...

Set the stage

Gather Data

Generate Insight

Decide what to do

Close

A basic pattern...

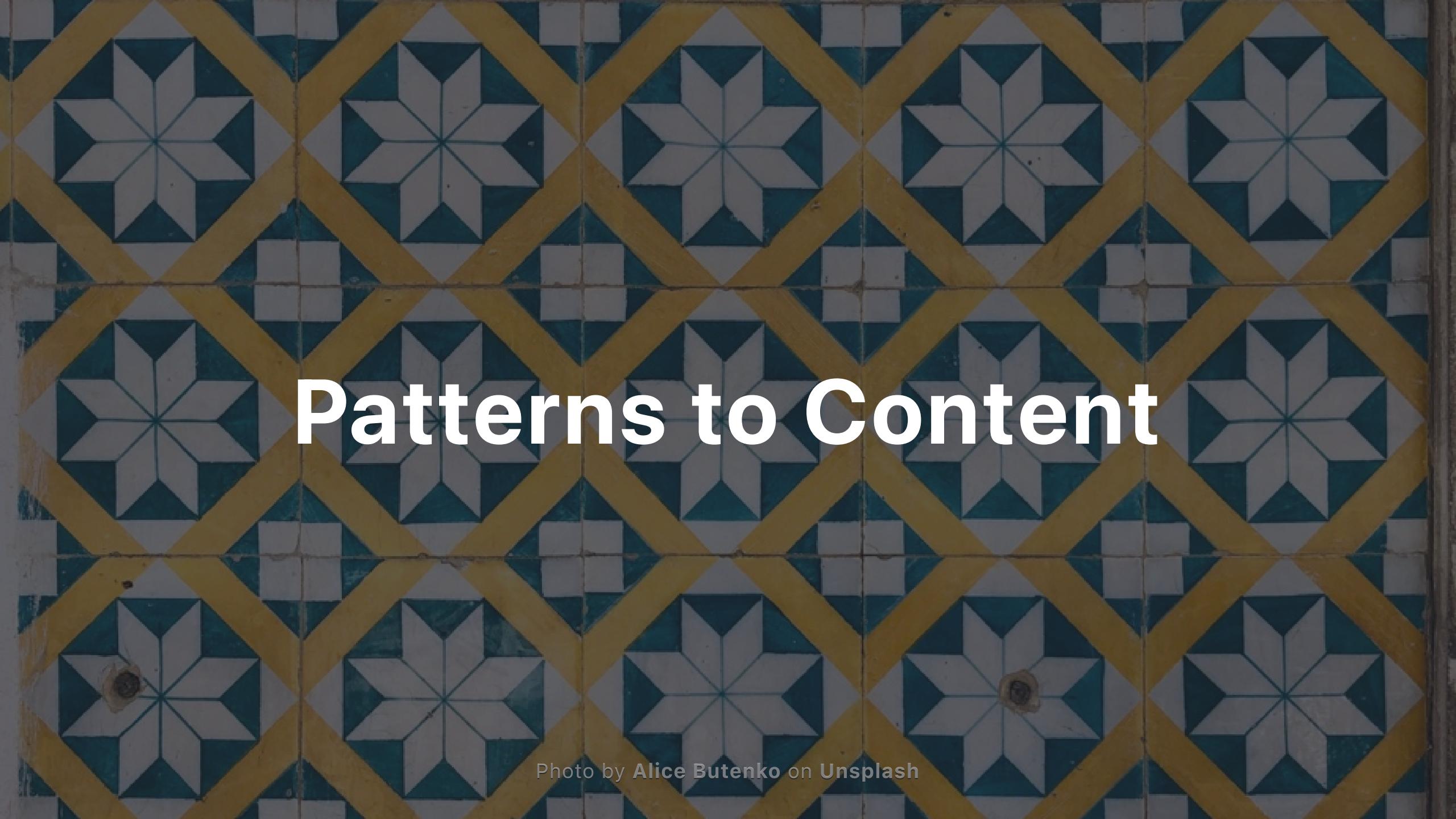
1. Set *the stage*
2. Gather Data
3. Generate Insight
4. Decide what to do
5. Close

...you probably see a lot

- 2. Good/Bad/Start/Stop
- 3. Dot Vote
- 4. Discuss and Decide on Action Items

reusable solution to
structure

not to
content

The background of the image is a wall covered in blue and white geometric tiles. A prominent pattern consists of large, light blue hexagonal tiles with white internal lines forming a cube-like structure. These are separated by thick, yellow diagonal lines that create a series of 'X' shapes across the surface. Smaller, white square tiles are interspersed between the larger hexagonal ones, particularly in the vertical columns.

Patterns to Content

Photo by [Alice Butenko](#) on [Unsplash](#)

When everyone's finished, they read out their stories. Afterwards lead a discussion about common themes of the stories.

GENERATE INSIGHTS

Remember the Future (#37)

Imagine the next iteration is perfect. What is it like? What did you do?

Source: Luke Hohmann, found at Diana Larsen



'Imagine you could time travel to the end of the next iteration (or release). You learn that it was the best, most productive iteration yet! How do your future selves describe it? What do you see and hear?' Give the team a little time to imagine this state and jot down some keywords to aid their memory. Then let everyone describe their vision of a perfect iteration. Follow up with 'What changes did we implement that resulted in such a productive and satisfying future?' Write down the answers on index cards to use in the next phase.

Patterns to Retrospectives

Photo by Alice Butenko on Unsplash

**consider which
“common problem” you're solving**

"common problem"

team + situation

**no reusable solutions
to uncommon problems**



**But sometimes teams are in
common situations!**

Let's take a look at some!

“ A large new team just formed from members of existing teams, most don't know each other, some have bad opinions of other teams from the past ”

Problem

no personal connection

low trust

starting something new

Desired Impact

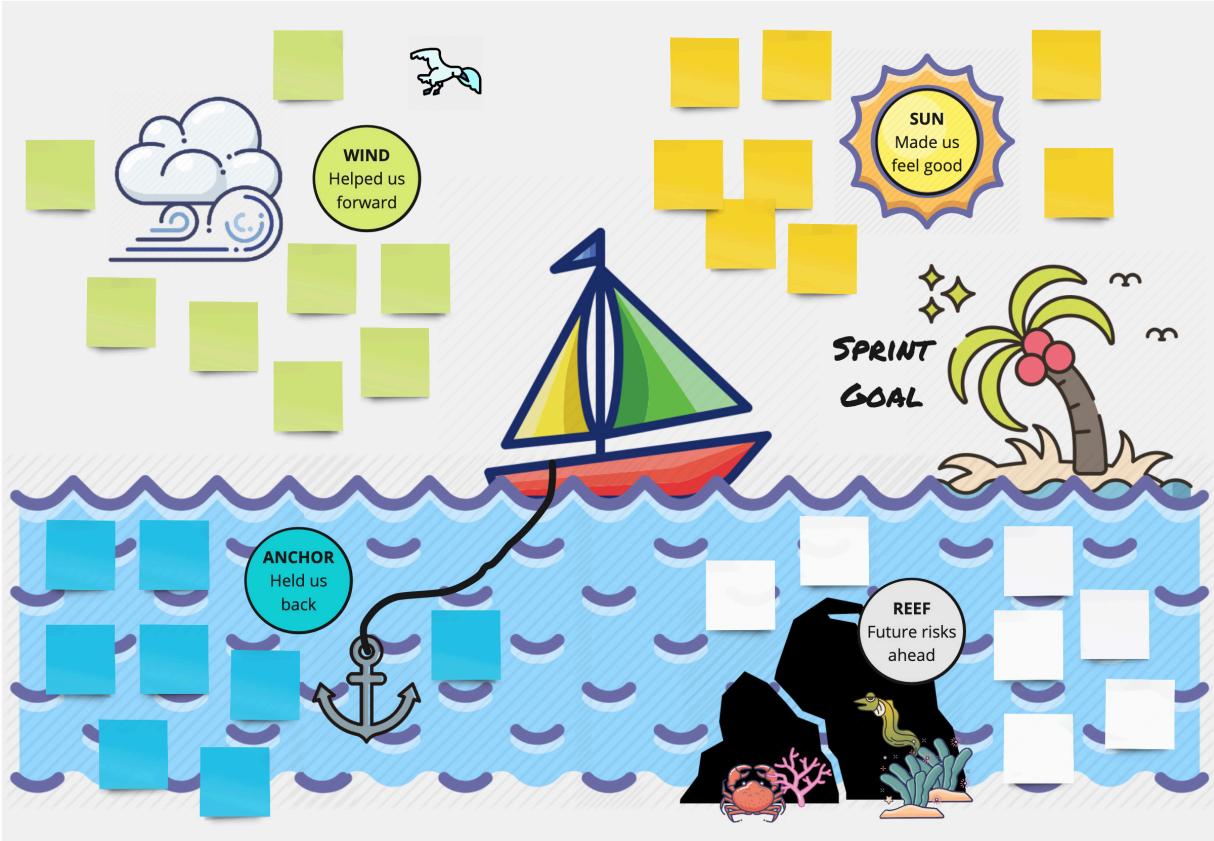
communicate openly and build trust

focus on a positive shared future

Set the stage

Do a check-in to set the mood for open discussion

one word/picture about how you're feeling



Gather Data

'Futurespective' - look forward with room to address risks

Sailboat

Generate Insight

Dig into why things could go wrong or well, and build personal connections

5 Whys in pairs

Decide what to do

Share & discuss the reasons and decide what to do to
avoid risks

Closing

Close on a positive note

*appreciations - room to share something you
appreciated about a team member in the retro or
iteration*

“ A long runnnig team that get's along well had an unusually successful sprint ”

Recap

Photo by [Lindsay Henwood](#) on [Unsplash](#)

design patterns are reusable solutions to common
problems - but **our problems aren't always common**

**please don't do a 'standard retro' every two weeks -
proactively think about what your team needs**

make use resources and patterns to pick and **choose**
what fits your team's situation

Not enough?

