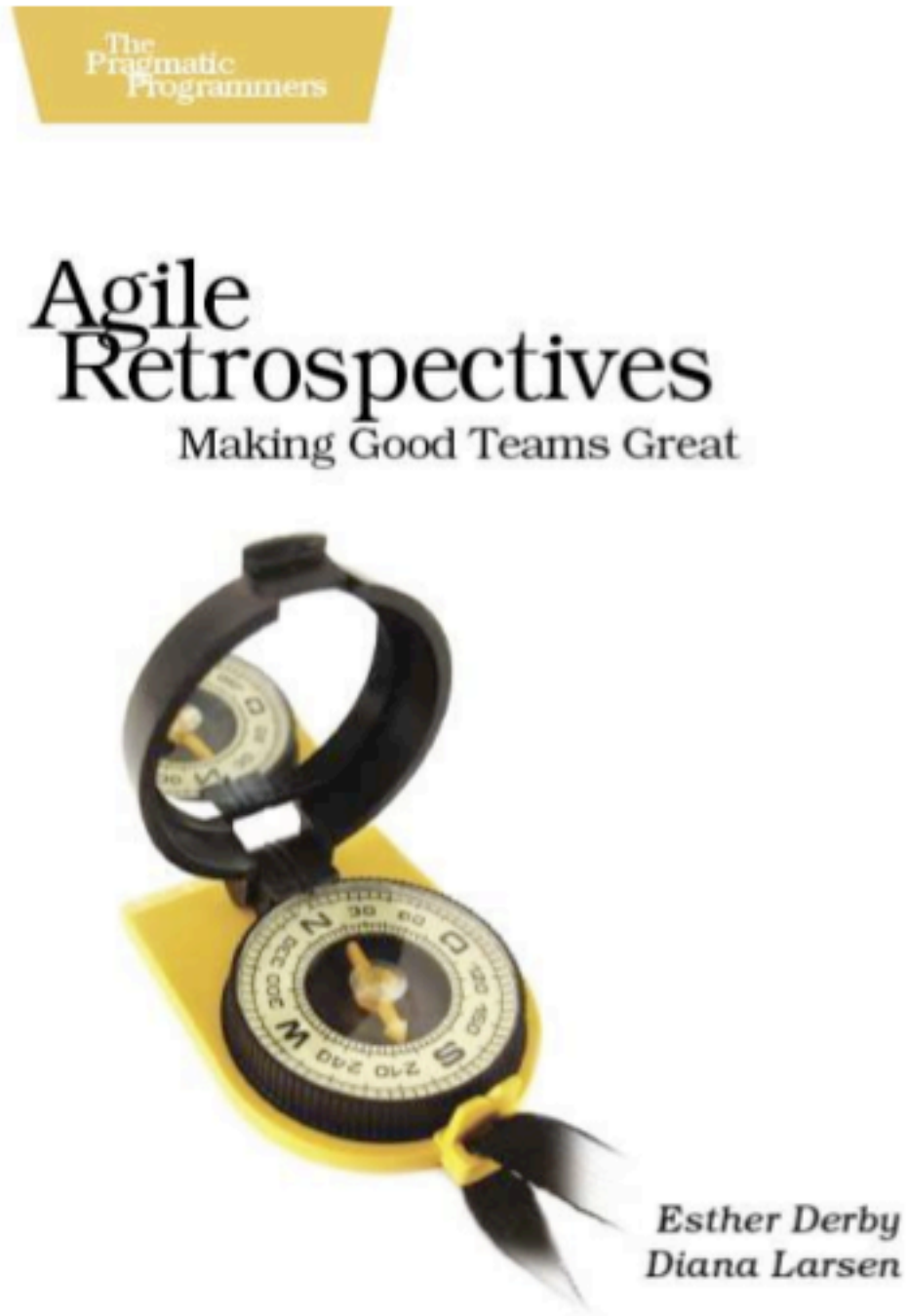


agile retrospectives

stuart halloway
<http://thinkrelevance.com>

retrospective: a special meeting where the team gathers after completing an increment of work to inspect and adapt their methods and teamwork.



let's have a retro

set the stage

gather data

generate insight

decide what to do

close

objectives

improve conference experience

learn about retrospectives

SMART goals

specific

measurable

attainable

relevant

timely

retro notes here

retro summary here

relevance
favorites

team radar

phase: data gathering

whole team generates axes and values

compare w/ past retros

works well for small, established team

learning matrix

phase: generate insights

happy / sad / idea / appreciation

dot voting for importance

4-quadrant display

structured activities

tap different communication styles

encourage multiple thinking styles

help time-box overall retro

can be tuned to the mood of the team

tuning activities for your team

communication medium

listening / speaking

reading / writing

co-editing shared space

working online

movement

interactivity

individual

pairs

small groups

entire team

ownership

anonymous

individual

round-robin

random

group

team

leading a retro

attend some retros

read the book

get training

take time to plan

war stories

unbillable time?

open hostility

passive resistance

great orators

boredom

tangents

These Slides:

<http://github.com/stuarthalloway/agile-retros>

Email: stu@thinkrelevance.com

Office: 919-442-3030

Twitter: twitter.com/stuarthalloway

Facebook: [stuart.halloway](https://www.facebook.com/stuart.halloway)

Github: [stuarthalloway](https://github.com/stuarthalloway)

Talks: <http://blog.thinkrelevance.com/talks>

Blog: <http://blog.thinkrelevance.com>

Book: <http://tinyurl.com/clojure>

How we work: <http://howwework.thinkrelevance.com>

Biblio: <http://tinyurl.com/agile-biblio>