

What is a Retrospective?

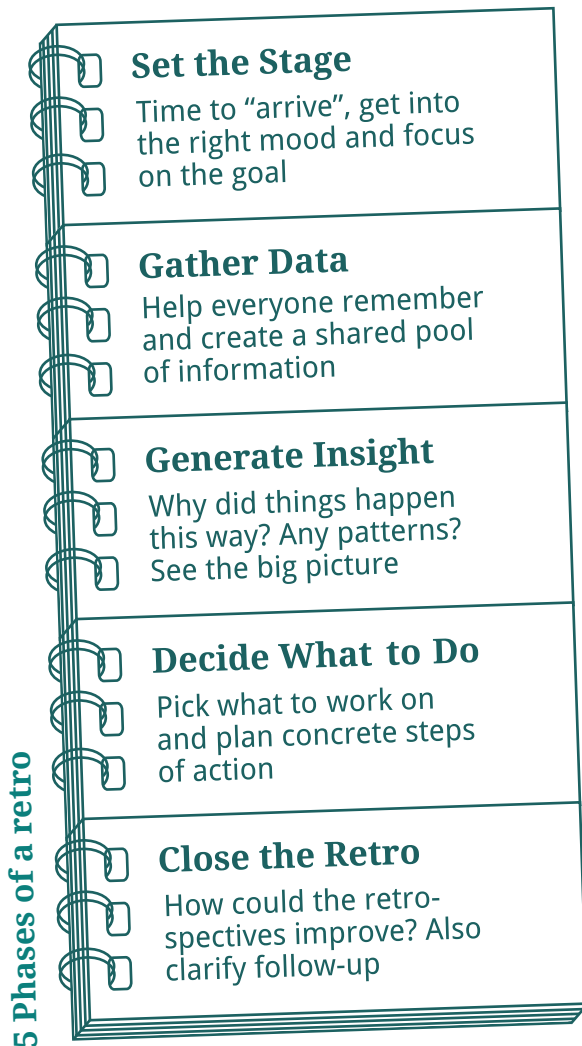
A retrospective is an opportunity to learn and improve. It is time set aside – outside of day-to-day routine – to reflect on past events and behaviors. In its simplest form the team reflects on 3 questions:

- **What did we do well?**
- **What did we do poorly?**
- **What will we do differently next time to improve?**

In Scrum, retrospectives are short and done often (e.g. 1h for a 2-week sprint). In Kanban there's a variety of ways to "schedule" retrospectives.

Who takes part?

"The team" whoever that includes in your context. In Scrum it's at least the dev team & sometimes the PO. The SM facilitates. If you have a specific topic that includes / affects people from outside the team invite them to work on a joint solution.



What happens?

In its simplest form, a bunch of people

- meet
- talk about stuff and
- agree on some actions (that will hopefully improve the situation)

Usually retrospectives are more sophisticated than that and follow the 5 phases (see image on the left) suggested in the book "Agile Retrospectives".

You can support each phase with activities to spark ideas and interaction (see plans-for-retrospectives.com for examples).

What is a retrospective NOT?

1) A blame game – It's not about assigning blame. Concentrate on what you will do in the future.

2) Just another meeting in which talk is cheap but no change follows – If the retrospectives don't produce concrete plans of actions or no one carries them out afterwards, retrospectives are a waste of time.

But yours will be successful for sure! **Give it a try!**

