



Agile Retrospective Design Patterns

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



About me

Nico Riedmann

something @ somewhere

 riedmann.dev



Design Patterns

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



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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

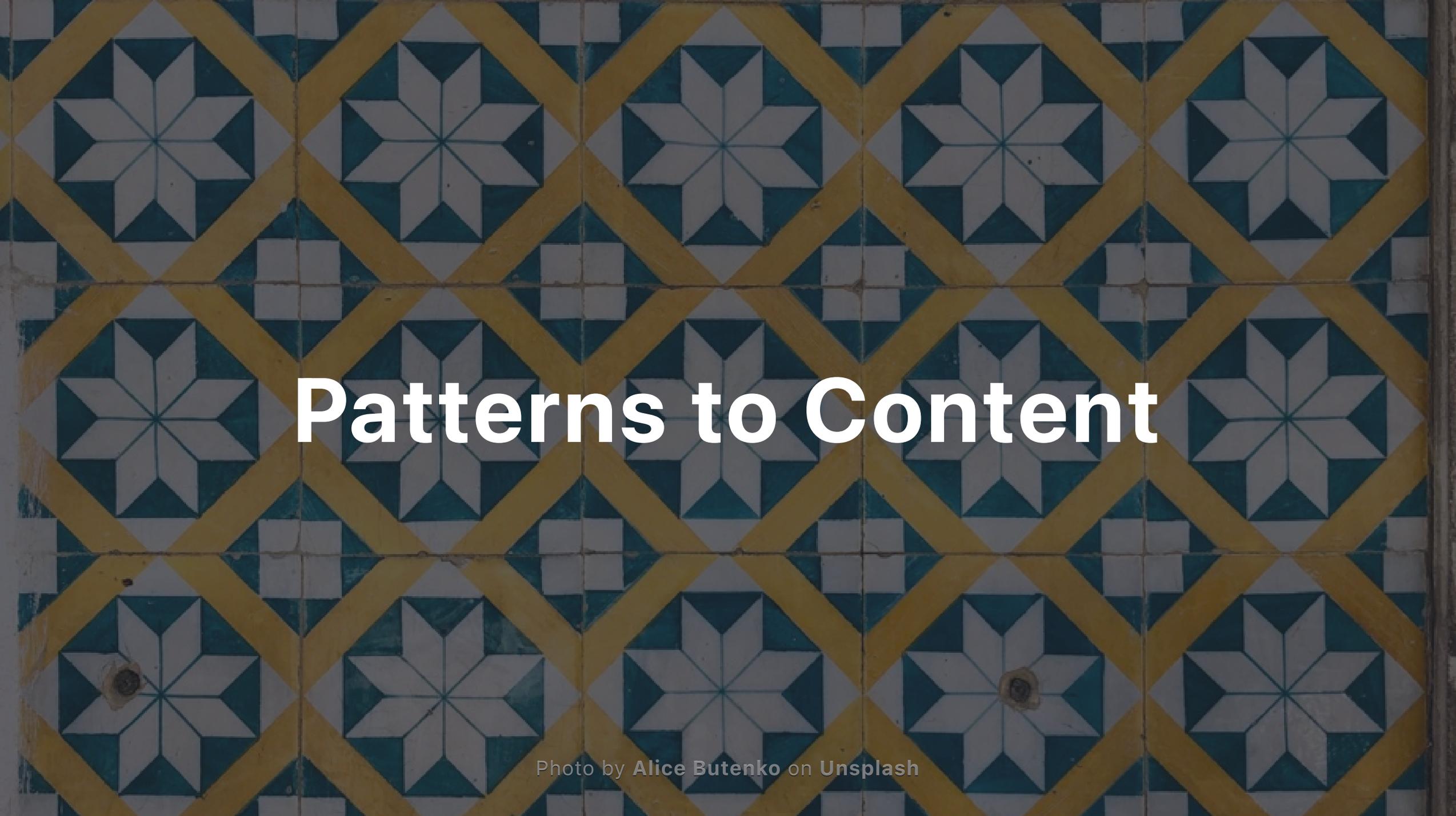
4. Discuss and Decide on Action Items

reusable solution to

structure

not to

content

The background is a complex, repeating geometric pattern. It features a grid of interlocking shapes. The primary motif is a six-pointed star with concave sides, rendered in a light blue-grey color. These stars are arranged in a staggered grid. Between the stars are smaller squares, some of which are filled with a dark teal or blue color, while others are left white or light grey. The entire pattern is framed by a network of thick, golden-yellow lines that form a series of overlapping diamond or lozenge shapes. The overall effect is a rich, textured, and highly symmetrical design.

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.

DECIDE WHAT TO DO

The background features a repeating geometric pattern of blue and yellow shapes on a light grey background. The pattern consists of interlocking circles and diamonds. The text "Patterns to Retrospectives" is centered in a bold, white, sans-serif font, overlaid on a dark blue semi-transparent rectangular area.

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

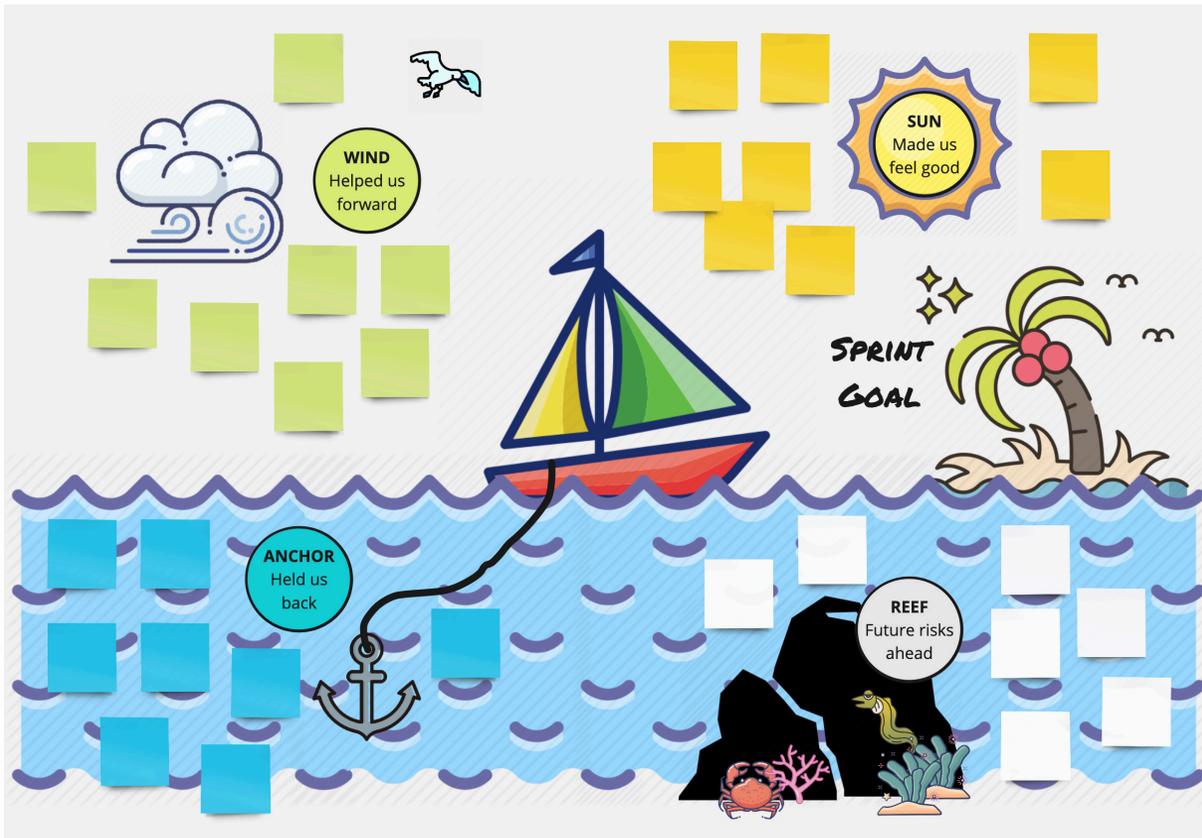
communicate openly and build trust

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 runnig team that get's along well had an
unusually successful sprint ”

A photograph of a person's feet wearing bright orange sneakers with white soles, walking on blue metal stairs. The stairs have a textured, diamond-patterned surface. The background is a blue metal railing and a chain-link fence. The entire image has a blue color overlay.

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?

