

Project Retrospectives: Why, When, How

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Joseph Yoder

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Introducing Mary Lynn

Professor – University of North Carolina, Asheville (USA)

Author of book: *Fearless Change: Patterns for Introducing New Idea*

Editor of book: *Pedagogical Patterns: Advice for Educators*

Frequent speaker on the topic of change leadership patterns and project retrospectives

Recent presentations at Microsoft, amazon.com, Dannon Yogurt, Avon

Agile 2007 conference chair

Loves to Zumba!!!



Introducing Joseph

**Founder and Architect, The Refactory, Inc.
Pattern enthusiast, author and Hillside Board
President**

Author of the Big Ball of Mud Pattern

**Adaptive systems expert (programs adaptive
software, consults on adaptive
architectures, author of adaptive
architecture patterns, metadata maven,
website: adaptiveobjectmodel.com)**

Agile enthusiast and practitioner

**Business owner (leads a world class
development company)**

**Consults and trains top companies on design,
refactoring, pragmatic testing**

**Amateur photographer, motorcycle
enthusiast, enjoys dancing samba!!!**



Workshop Format

- * Short presentation
- * Followed by hands-on exercises
- * Interactive learning
- * Questions always welcome
- * Regular Feedback



Introductions

Name

Background in Agile etc ...

One thing you really
would like to learn!



Agile Design Values

Core values:

- * Design Simplicity
- * Communication
- * Teamwork
- * Trust
- * Visibility
- * Satisfying stakeholder needs

Keep learning

Continuous Feedback

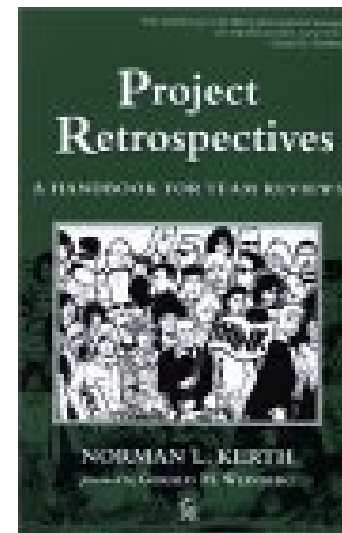
Lots of Testing/Validation



What is a Project Retrospective?

A retrospective is an opportunity for the participants to learn how to improve. The focus is on learning—not fault-finding.

Norm Kerth



Why?

Learning and development do not necessarily occur as a result of the experience itself but as a result of reflection explicitly designed to foster learning and development. B. Jacoby

For many of the team members, this will be the first time they consciously **think about the processes they use.** N. Kerth

... wisdom comes from our ability to understand the relationship between an individual's work and that of the entire team. ... I have seen whole-team reflection explain, discover, and teach so much. I believe that there is no better way to **improve a team's performance and quality.** N. Kerth

The purpose of a retrospective is learning, which allows a team to...

- * ... correct (sometimes recurring) mistakes
- * ... gather data for overall assessment
- * ... create more accurate & complete reports
- * ... prepare for future projects
- * ... identify and document “lessons learned”

When?

- * At periodic times during a project
- * At the end of a project

What happens during a retrospective?

Information is gathered with techniques such as:

- * Art Gallery
- * Define Success
- * Artifacts Contest
- * Timeline
- * Mine the Timeline
- * *There are many others*

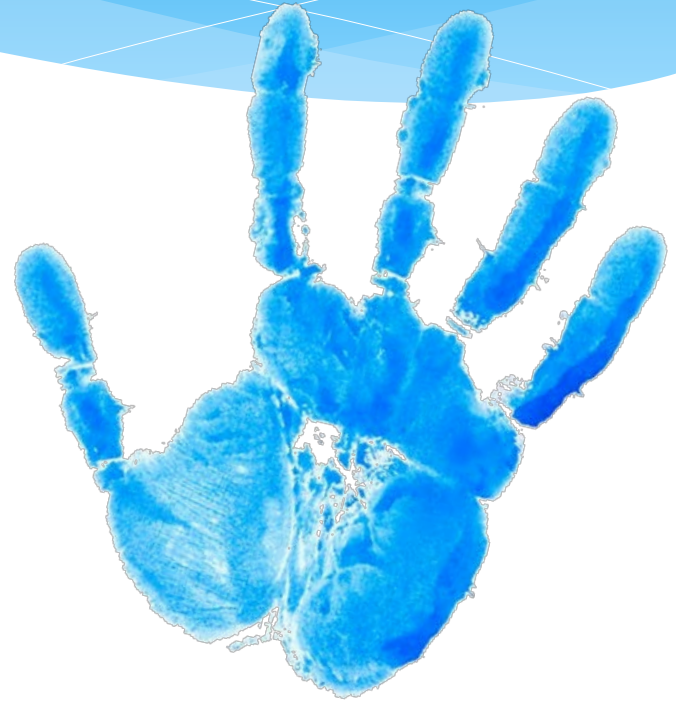
The Project

Traveling to this
“Project Retrospectives”
event...
Sunday morning through
this moment



Artwork Exercise

- Draw a picture of the project
- Helps people understand how everyone feels about the project



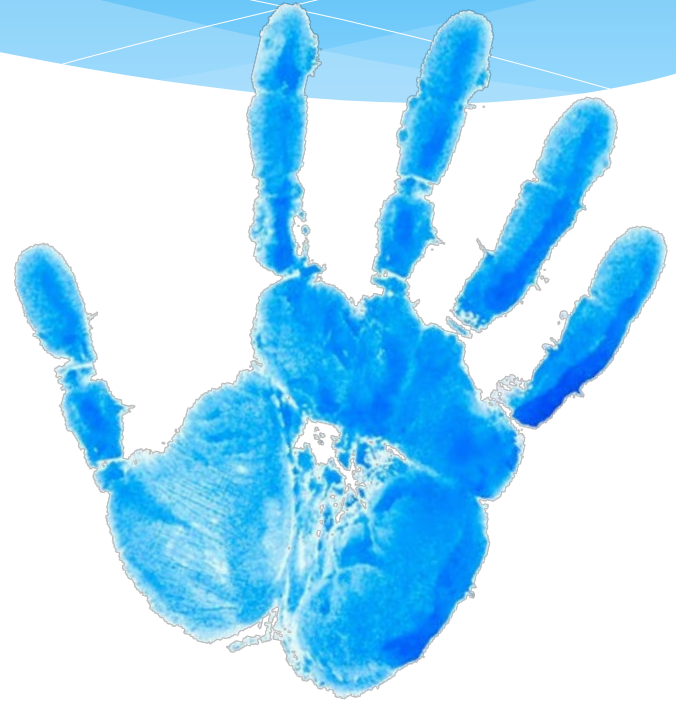
Define Success Exercise (part 1)

- Success means I would do it over exactly the same way
- Was the project successful?
- If not, **what would have had to be different in order to reply “yes”?**



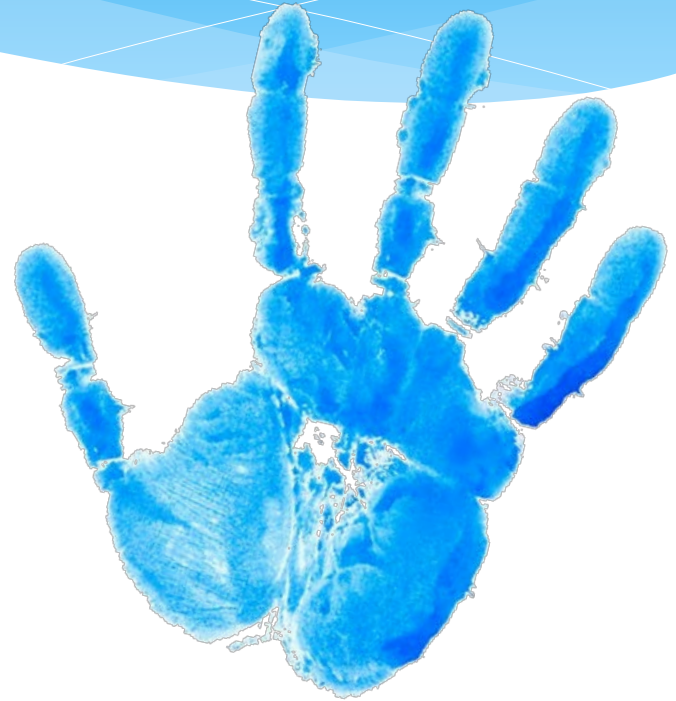
Timeline Exercise

- Write one event on each card
- Post on the timeline



Mine the Timeline

- What went well that should be continued and shared?
- What did not go well; what should we do differently?
- What do we need to discuss?



Define Success Exercise (part 2)

Based on what
you have
learned...

How would you
define success in
the next project?

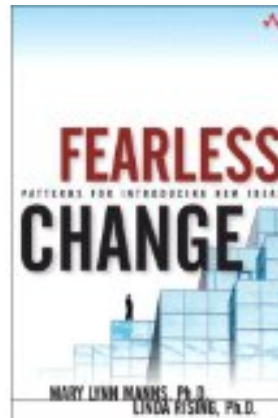


Retrospective Overview

- 1) What worked well that we do not want to forget for future iterations?
- 2) What should we do differently? Not what are the bad things or what is broken. Not negative things, not the problems. If we had some struggles, how can we improve it. Suggestions for Improvements.
- 3) What still puzzles us? Things we can't answer. (I.E. why do we make estimations and people get sick so we can't meet them, why did the economy fall apart and is preventing us from doing this).
Place holders for things that might not be solvable.
- 4) What did you learn? About anything, yourself, customer, team, technology
- 5) Write about your hopes for the next iteration/release.
A sentence starting with I hope....

After the Retrospective...

- From this, we can formalize a future plan on what we can do in the future.
- Continue this feedback as you make small steps in the right direction.
- Leading Change



References

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 - wirfs-brock.com/blog/2011/09/23/what-is-pragmatic-testing-all-about/
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Obrigado!!!



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