

Agile Retrospectives: Making Good Teams Great

Duration

2 days

Instructor

Esther Derby &
Diana Larsen

Class Limit

20 students

Prerequisite

None

Price

On-site

Please contact SPC
for pricing (contact
information on page 2)

Public Training

\$1,495 (2 days)

Materials Provided

- Student handouts with class exercises
- *Agile Retrospectives: Making Good Teams Great* (Pragmatic Bookshelf, 2006)

Project retrospectives help teams examine what went right and what went wrong on a project. But traditional retrospectives (also known as "post-mortems") are only held at the end of the project--too late to make an immediate difference.

Agile retrospectives embrace many of the same characteristics as the namesake development method. Iterative and incremental, this continuous improvement approach examines the experience of a software development team continually throughout the life of the project. In so doing, it provides feedback to the entire team and helps them see how to best proceed based on their most recent experience. The goal is to accurately find and fix problems to help the team today.

All teams--Agile or not--can benefit from Agile Retrospectives: Making Good Teams Great. This experiential workshop prepares participants to design retrospectives and builds confidence for leading retrospectives. Activities and simulations are used to experience the power of retrospectives. Participants will apply retrospective design principles to case studies and real-life project situations. Participants will have the opportunity to lead a retrospective activity and receive feedback and coaching.

At the end of this seminar participants will know how to:

- design iteration retrospectives
- design them specifically for their team and organization
- run them effectively
- make the needed changes
- scale these techniques for a given project
- find and reinforce team strengths
- address people issues as well as technological
- deal with problems, and implement solutions effectively throughout the project--not just at the end

All participants will also receive a copy of *Agile Retrospectives: Making Good Teams Great* by Esther Derby and Diana Larsen (Pragmatic Bookshelf, 2006).

Intended Audience

This course is ideally suited to team leaders, team coaches, and facilitators wanting to deal with problems, and effectively implement solutions throughout the project.

TRAINING

Agile Retrospectives: Making Good Teams Great

Instructors

Esther Derby is recognized as one of the leading experts on retrospectives and is co-author of *Agile Retrospectives: Making Good Teams Great* (Pragmatic Programmers, 2006). Esther, Norm Kerth and Diana Larsen founded the Annual International Retrospective Facilitators Gathering in 2001. Esther is well known for her work in helping teams grow to new levels of productivity and coaching technical people making the transition to management. Esther's clients value her expertise, pragmatic approach, and her ability to reframe difficult interactions toward creative possibilities. She started her career as a programmer and now focuses on interpersonal communication, self-organizing teams, and group dynamics.

Diana Larsen co-authored *Agile Retrospectives: Making Good Teams Great* and co-founded the Annual International Retrospective Facilitators Gathering. Diana partners with leaders to focus on the human and organizational sides of software development projects. She brings a unique blend of expertise, candidness, and compassion to each consulting engagement. Her clients value her collaboration in improving project performance, supporting innovation, and building satisfying, results-oriented workplaces. Diana also presents workshops on self-organizing team development, team leadership, innovation development, project leadership and leading retrospectives.

For more information on this or other SPC Springboard courses, please visit www.spcspringboard.com or e-mail SPC at info@spc.ca

Software Productivity Center Inc.
Suite 460 - 1122 Mainland Street
Vancouver, BC V6B 5L1

Vancouver: 604.662.8181 Toll Free: 1.877.548.1948

Fax: 604.689.0141

Outline

Introductions and Overview

A Flexible Framework for Retrospectives

- Set the stage
- Gather data
- Generate insights
- Decide what to do
- Close the retrospective

Demonstration Project

Demonstration Retrospectives

Deconstruct the Demonstration Retrospective

Design Concerns

- Choosing a retrospective goal
- Selecting activities

Design Practice

Debrief

Facilitation Basics

Leading Retrospectives Practice

Learning Plans and Wrap up



TRAINING