

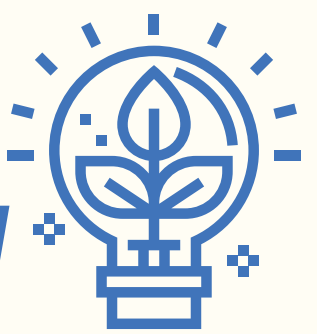
# Agile Retrospectives

## The Engine of Continuous Improvement

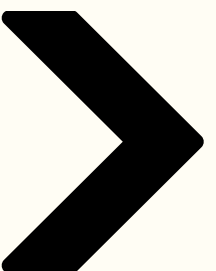


A meeting at the end of each Agile iteration where the team reflects and identifies ways to improve

**Purpose: To inspect, adapt, and grow**



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# Retrospectives Deliver Real Business Value

## Accelerate Delivery

- Small process improvements compound over time

## Reduce Waste

- Identify inefficiencies and blockers early

## Boost Quality

- Team learns from bugs, failures, and feedback

## Enhance Engagement

- People feel heard and empowered



## Drive Innovation

- Safe space for ideas and experiments



Retrospectives are not just meetings - they are strategy sessions for operational excellence





# From Routine to High-Impact: Ingredients of a Powerful Retrospective



Safe, open space for feedback



Focused agenda (what went well, what didn't, what to try next)



Clear takeaways & action items

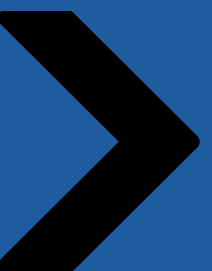


Ownership and accountability



Regular follow-up on improvements

Teams that act on  
learnings turn  
retrospectives into  
real change





# Make It Count: Turning Feedback into Forward Motion

Make retrospectives engaging, reflective, and actionable

- Keep fresh & fun
- Encourage psychological safety
- Spark creativity and deeper reflection

Log action items as backlog items with owners & due dates

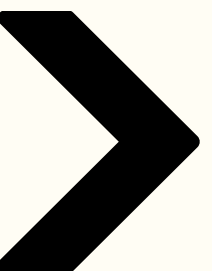
Review past action items at start of retrospective

Track outcomes of action items (e.g., decreased defects, faster story completion, higher team morale)

Celebrate wins & share



Make improvements visible. Tie actions to value. Share results.





# Retrospective Games

## REFLECTION & DISCOVERY

**Games that help teams uncover what happened in the sprint**

### Start / Stop / Continue

- What should we start doing? Stop doing? Continue doing?

### Mad / Sad / Glad

- Capture emotions to explore team morale and experience

### 4Ls (Liked, Learned, Lacked, Longed For)

- More nuanced reflection on knowledge, expectations, and experiences

## CREATIVITY & PERSPECTIVE

**Games that shift thinking and unlock new insights**

### The Timeline

- Draw a timeline of the sprint and plot key moments or emotions

### The Weather Report

- How was the sprint - Sunny? Cloudy? Stormy? Explain why

### Storytelling Circles

- Each person tells a short story from the sprint, good or bad - Builds empathy and insight

## ACTION & PRIORITIZATION

**Games that lead to concrete improvements**

### Dot Voting

- Vote on the most important issue to address

### Lean Coffee

- Team suggests discussion topics, votes on them, then timeboxes the discussion

### 5 Whys

- Use when exploring the root cause of a recurring issue

### Action Brainstorm

- For every issue identified, brainstorm multiple solutions - then prioritize

## CELEBRATION & TEAM BONDING

**Games that strengthen relationships and recognize wins**

### Kudos Wall

- Each person gives a shoutout or thank-you to a teammate

### Sprint Awards

- Fun, informal awards: “Bug Whisperer,” “Calm Under Pressure,” etc.

### High Five / Fist Bump Chain

- A rapid round of appreciation