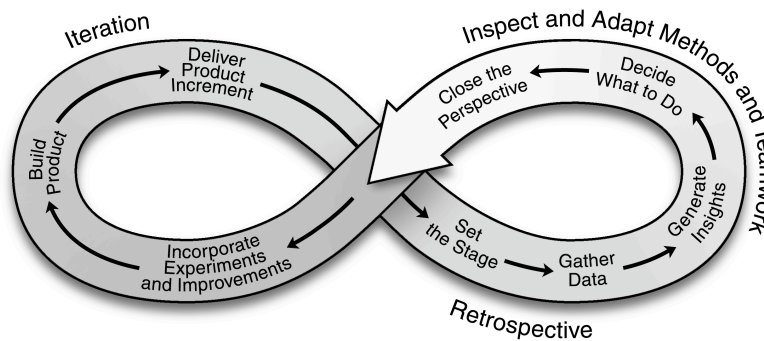




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A Flexible Framework for Designing Retrospectives



Set the Stage

Lay the groundwork for the session by reviewing the goal and agenda. Create an environment for participation by checking in and establishing working agreements.

Gather Data

Review objective and subjective information to create a shared picture. Bring in each person's perspective. When the group sees the iteration from many points of view, they'll have greater insight.

Generate Insights

Step back and look at the picture the team created. Use activities that help people think together to delve beneath the surface.

Decide What to Do

Prioritize the team's insights and choose a few improvements or experiments that will make a difference for the team.

Close the Retrospective

Summarize how the team will follow up on plans and commitments. Thank team members for their hard work. Conduct a little retrospective on the retrospective, so you can improve too.

From *Agile Retrospectives: Making Good Teams Great!* by Esther Derby and Diana Larsen. Published by Pragmatic Bookshelf (2006).
Available at <http://pragmaticprogrammer.com/title/dlret/index.html>

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