

Questions To Ask When Deciding on Retrospective Games

Concrete Activity - what am I trying to achieve?

- Am I trying to filter, collect, focus or dig deeper with the activity?
- Do I want to focus on one specific area / subject? Or do I want to see what arises?
- Do I want to focus on one specific angle when looking at the sprint?
- Am I trying to solve factual problems or help the team grow? Do I know?

What am I trying to achieve with the concrete activity?

- Create clarity
- construct better working relations in the team
- Help people think analytically and critically.
- Inspire people to reflect and see things in fresh, unpredictable ways.
- Encourage breakthrough thinking: "Can that be done in any other way?"
- Challenge assumptions
- Create ownership of solutions
- Help team members appreciate each other
- Help team members understand each other better

External Context

- What kind of room can I use for the retrospective?
- What materials do I have at my disposal?
- How big is the group size?
- Is anyone apart from the team going to be present?

Team

- Who is going to be present?
- What are my team members like? (introvert, extrovert, shy)
- Do the team members have any special likes/dislikes?
- What is the team background? What is the cultural background of the team members?
- How well does the team work together at the moment?
- What is the team culture like?
- Are there any specific conflicts in the team?
- Does the team have great issues - or is one optimizing the last 5%?
- Is there enough safety to talk about the issues?
- Where does the team need to be at in order to benefit from the activity?
- What are the team members motivated by?

Outcome from Previous Workshops

- Do we know whether there is a big issue we need to discuss above all else?
- Do we want to explore why something happened?
- How well did the last retrospective activity go?
- What do I know about the people who are going to be there? (eg ESVP) How well do I really know?
- Is it the end of a sprint? End of a project?
- Are the biggest problems team interactions or processes? Do we know?
- Has the team changed? Have people come or left?
- Are there specific outcomes that you are looking for?