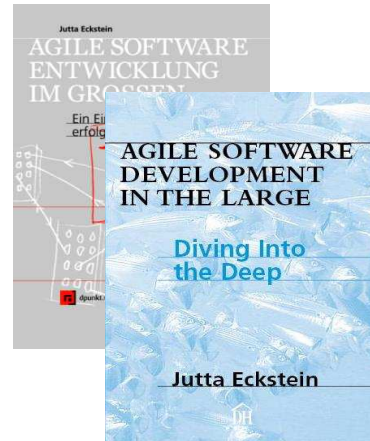# Distributed Retrospectives

Jutta Eckstein
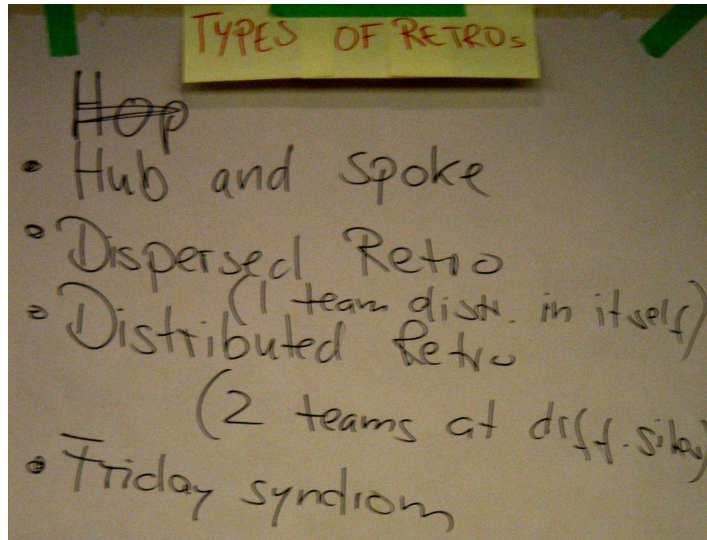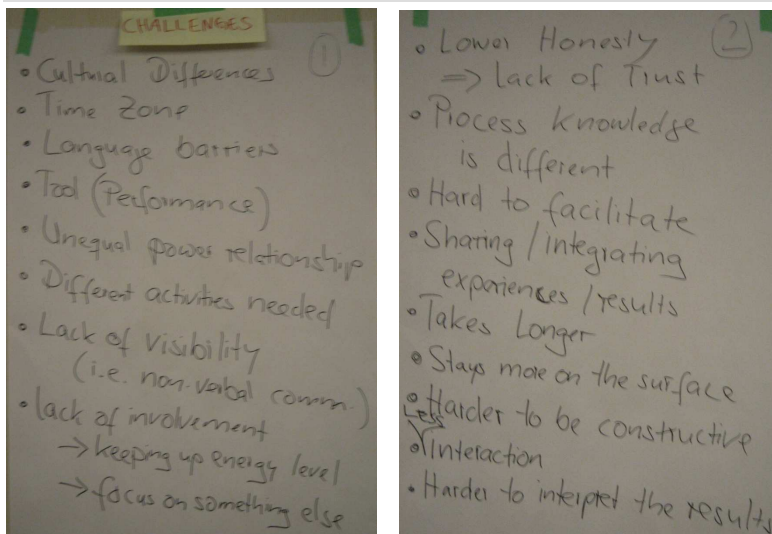
for

Agile 2008

Definition: Distributed Retrospectives

- **Real retrospective via virtual meeting environment**
  - Not all persons are face-to-face
    - Some might
  - Tools are required, i.e.
    - Synchronous ←→ asynchronous
    - Camera monitor / video conference
    - NetMeeting, …

Distributed Retrospectives
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Types of Distributed Retrospectives??

TYPES OF RETROs

- Hop
- Hub and Spoke
- Dispersed Retro
  (1 team distr. in itself)
- Distributed Retro
  (2 teams at diff. sites)
- Friday syndrom

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Distributed Retrospectives
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Challenges in Distributed Retrospectives

CHALLENGES ①
- Cultural Differences
- Time Zone
- Language barriers
- Tool (Performance)
- Unequal power relationship
- Different activities needed
- Lack of visibility
  (i.e. non-verbal comm.)
- lack of involvement
  → keeping up energy level
  → focus on something else

②
- Lower Honesty
  ⇒ lack of Trust
- Process knowledge
  is different
- Hard to facilitate
- Sharing / integrating
  experiences / results
- Takes Longer
- Stays more on the surface
- Harder to be constructive
- Interaction
- Harder to interpret the results

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Share Stories in Groups

- **Collect >3 stories**
  - What worked?
    - How did you deal with the challenges?
    - What kind of tools have helped?
    - What kind of preparation was needed?
  - What didn't work?
- **Is there any general advice**
  - Capture that on a flip chart
- **Report back to the audience on your findings**

Findings from the Workshop Participants

General Advice

Bring team together for face to face meeting. May have issues with infrequent retrospectives.

Break up large team into smaller parts & have retrospectives every iteration. Use goldfish format in larger group for bigger issues.

Use video conferencing (OOVOO) combined with IM. Facilitator receives IM & posts to shared medium for general discussion.

* Get together ASAP!
* Distributed tooling : Wiki etc.
* Preparation : - process
                - +/- 's
* Timebox 4 Focus
* Rate Retro (1-10)

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Findings from the Workshop Participants

SHARED FACILITATION
(backchannel between facilitators)

SHARE THE PAIN
time
rotate the hosting

INSURING PARTICIPATION
group chat
chat w/ facilitators
advance prep./questions
scribe to aid facilitator

SHARED VIEW
readability
feedback
Ten minute rule

o. Like SoS share outcomes of individual team retros
⇒ representative retro
o Coach one person as facilitator
o For Face-to-Face retros meet at different locations
o Round Robin