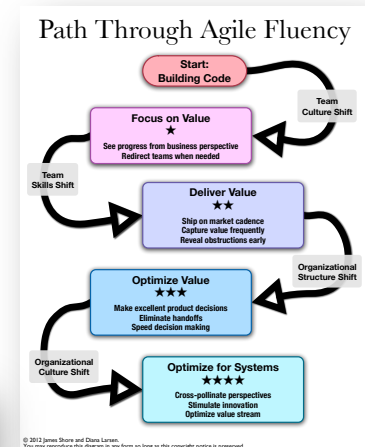
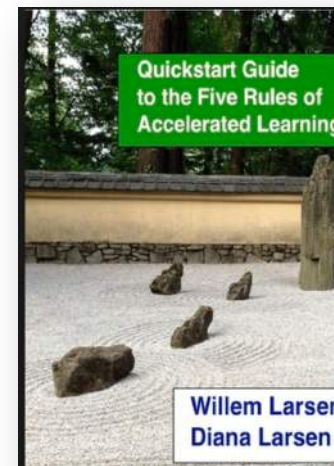
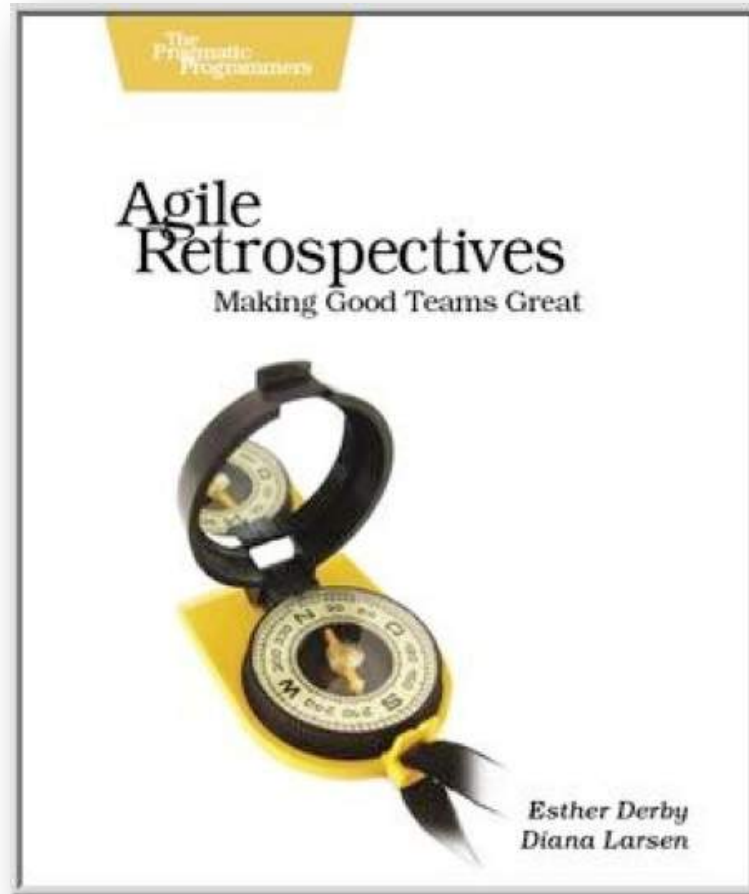


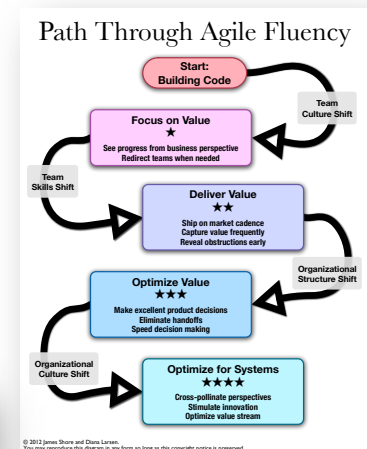
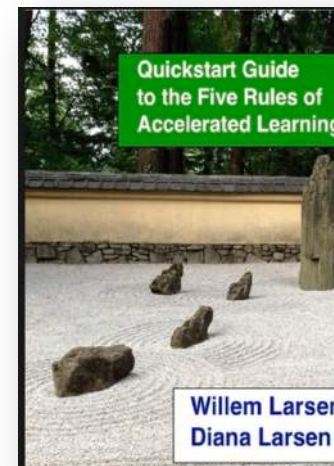
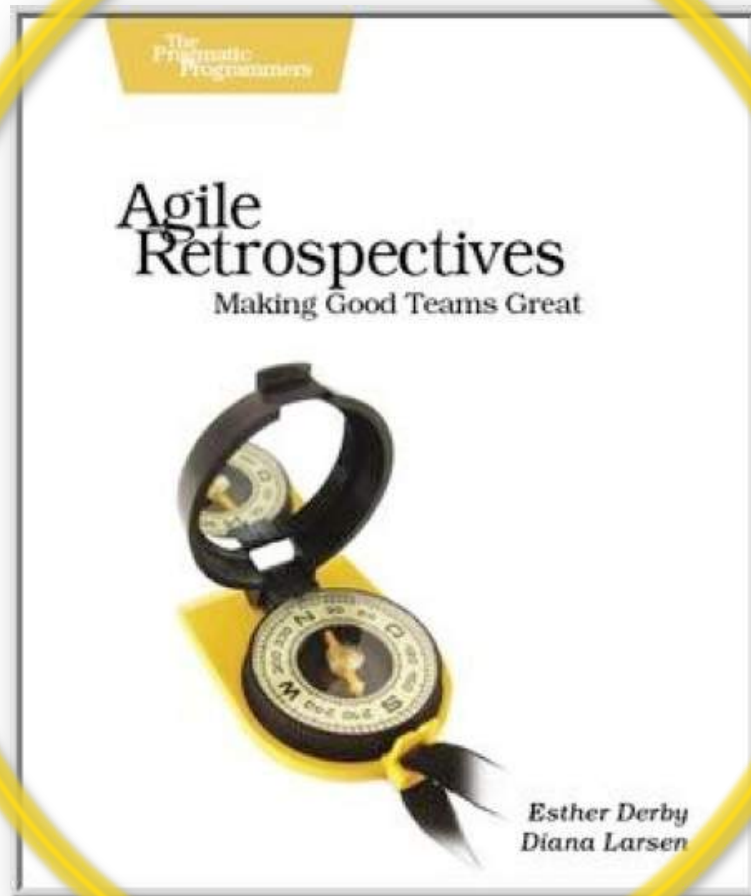
Improving and Extending Retrospective Outcomes

Diana Larsen

@DianaOfPortland

FutureWorks Consulting LLC





Do It For Real!

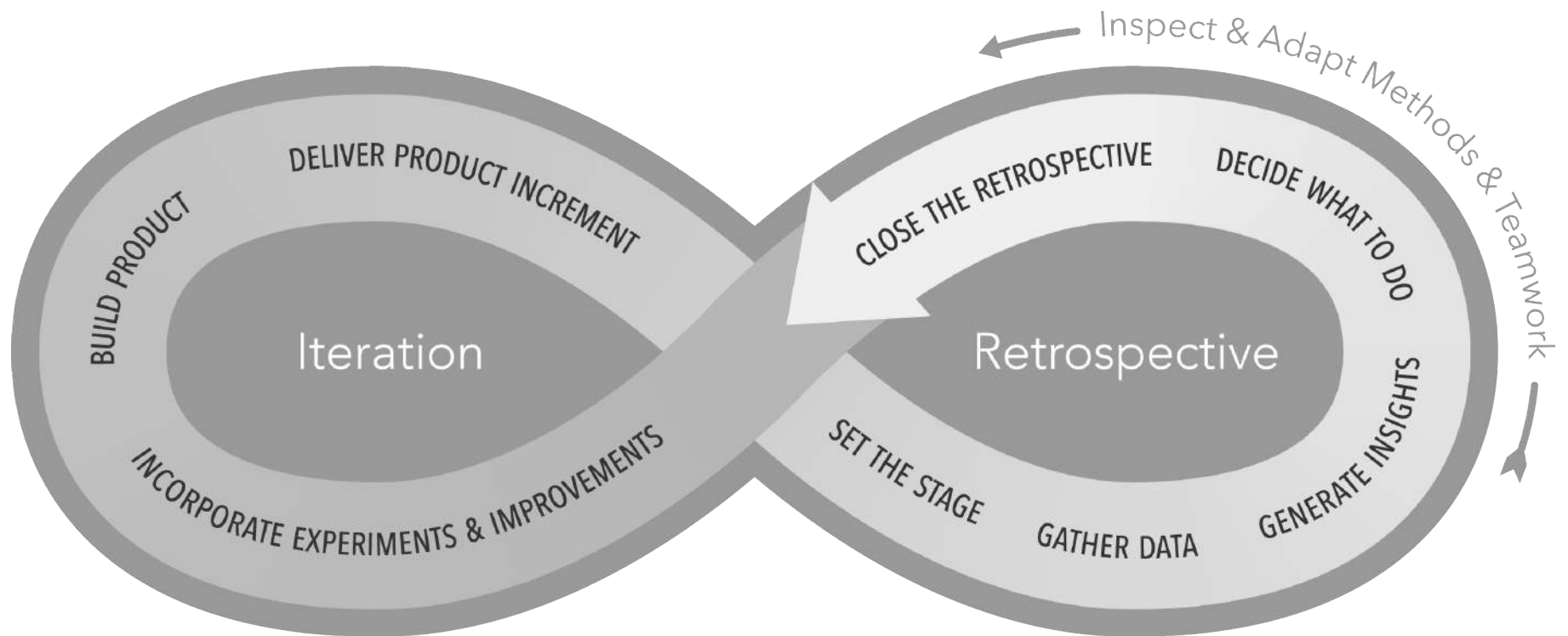
Form groups of 4-5 people

Re-arrange chairs as necessary

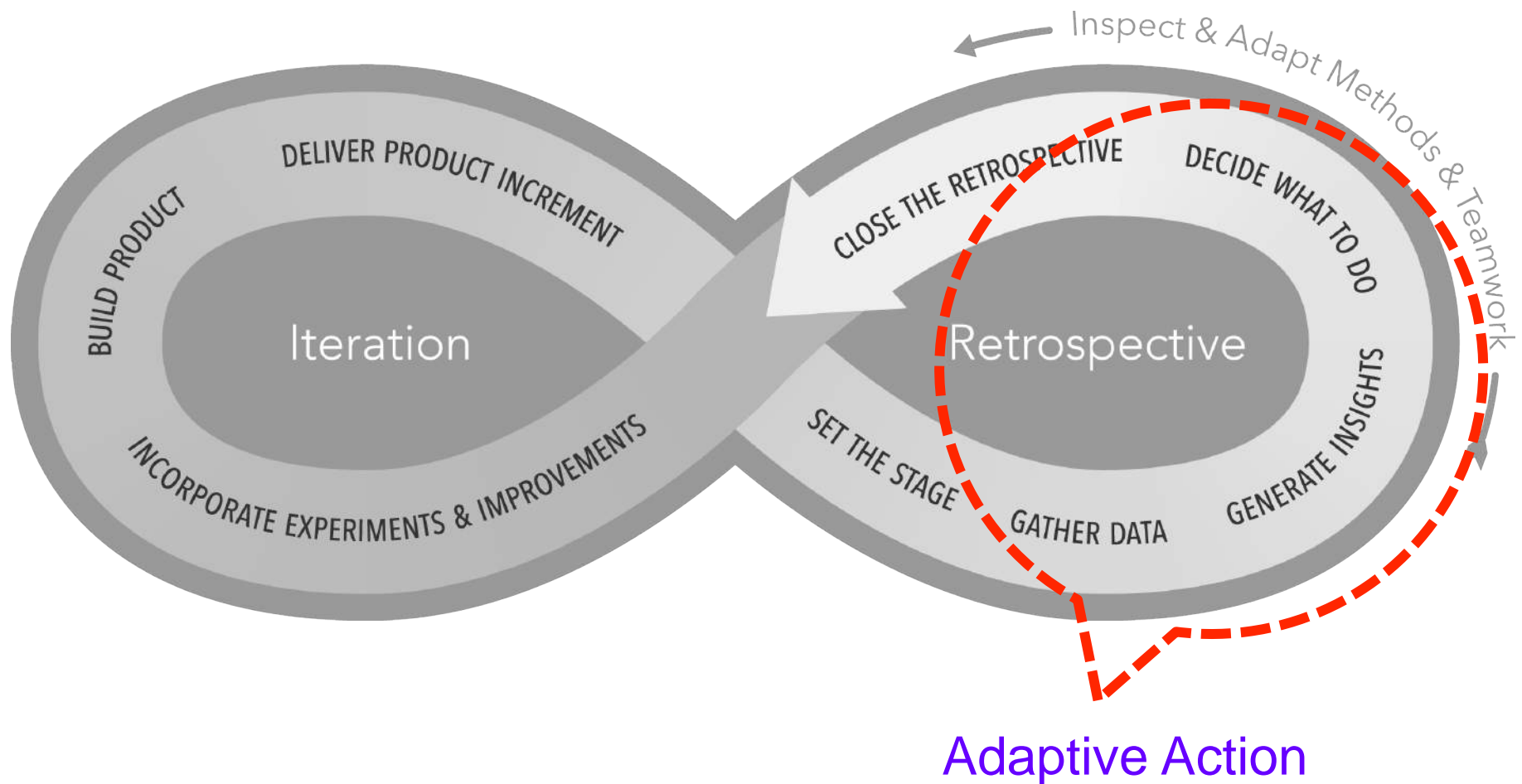
Agile Retrospectives

A focused examination in the **present** during which the team inspects and learns from the **past** in order to influence and adapt **future** teamwork, methods, processes, and practices.

Flexible Scalable Framework

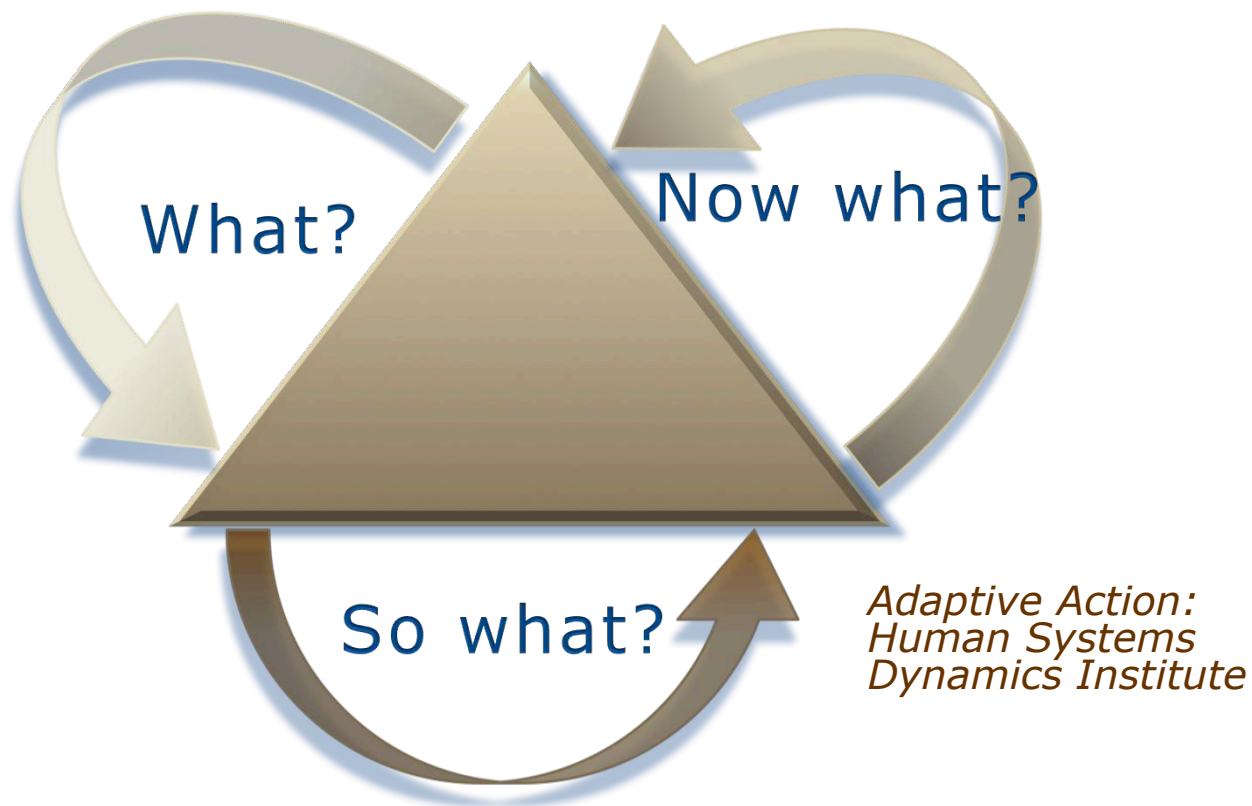


Flexible Scalable Framework

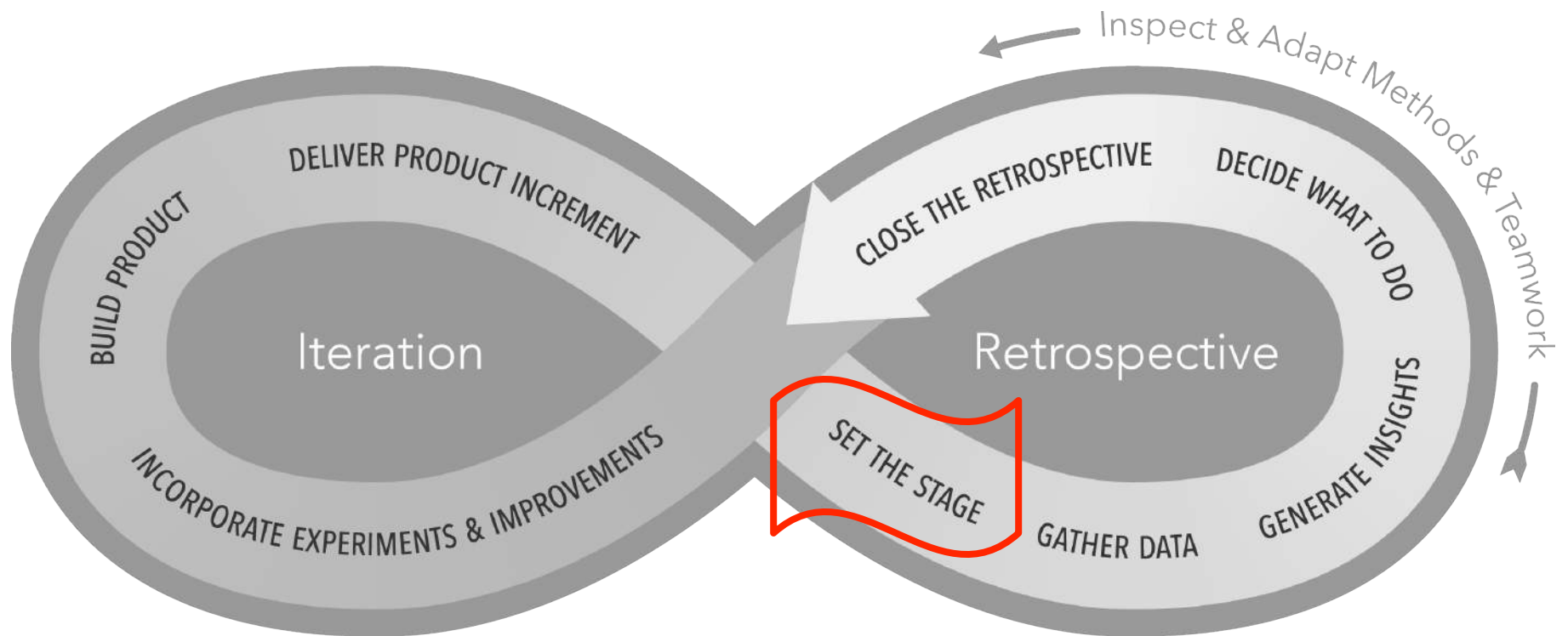


Outcomes = Adaptive Action Learning

Rapid Cycles of Data Collection, Meaning Making, Trial, Repeat



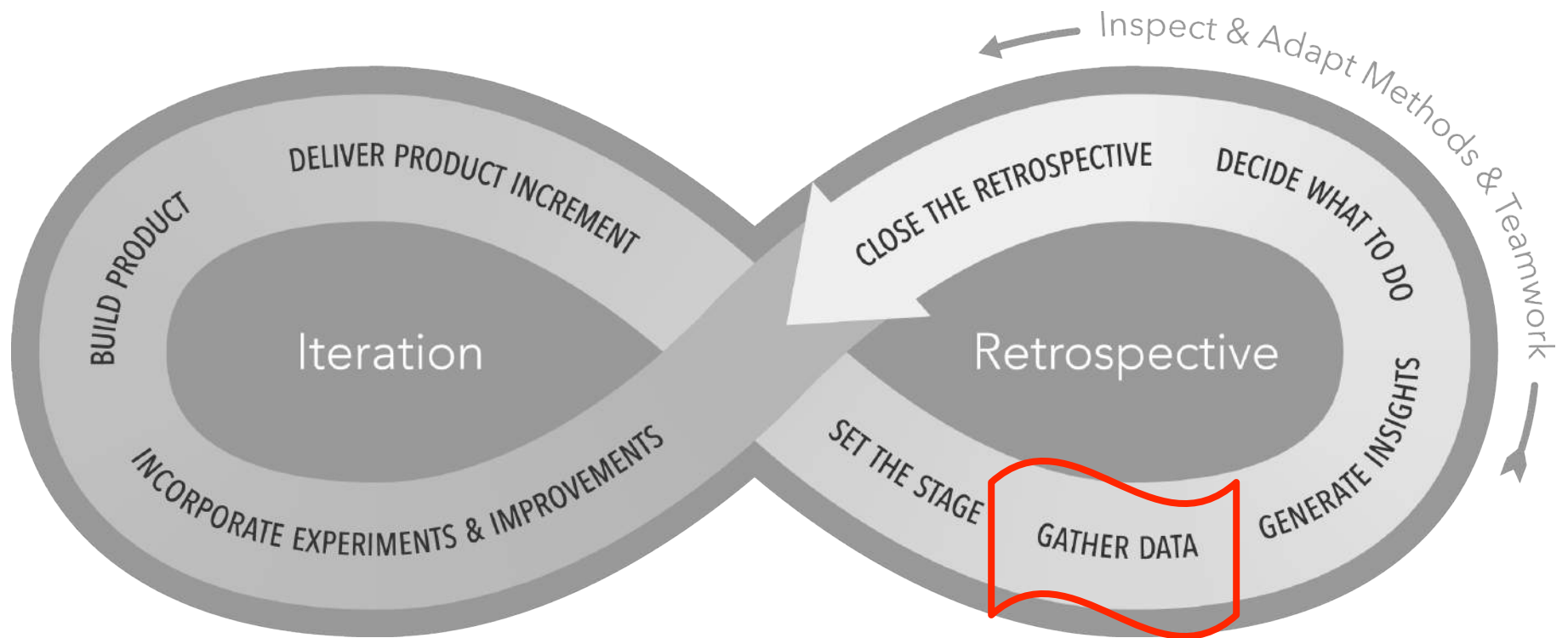
Flexible Scalable Framework



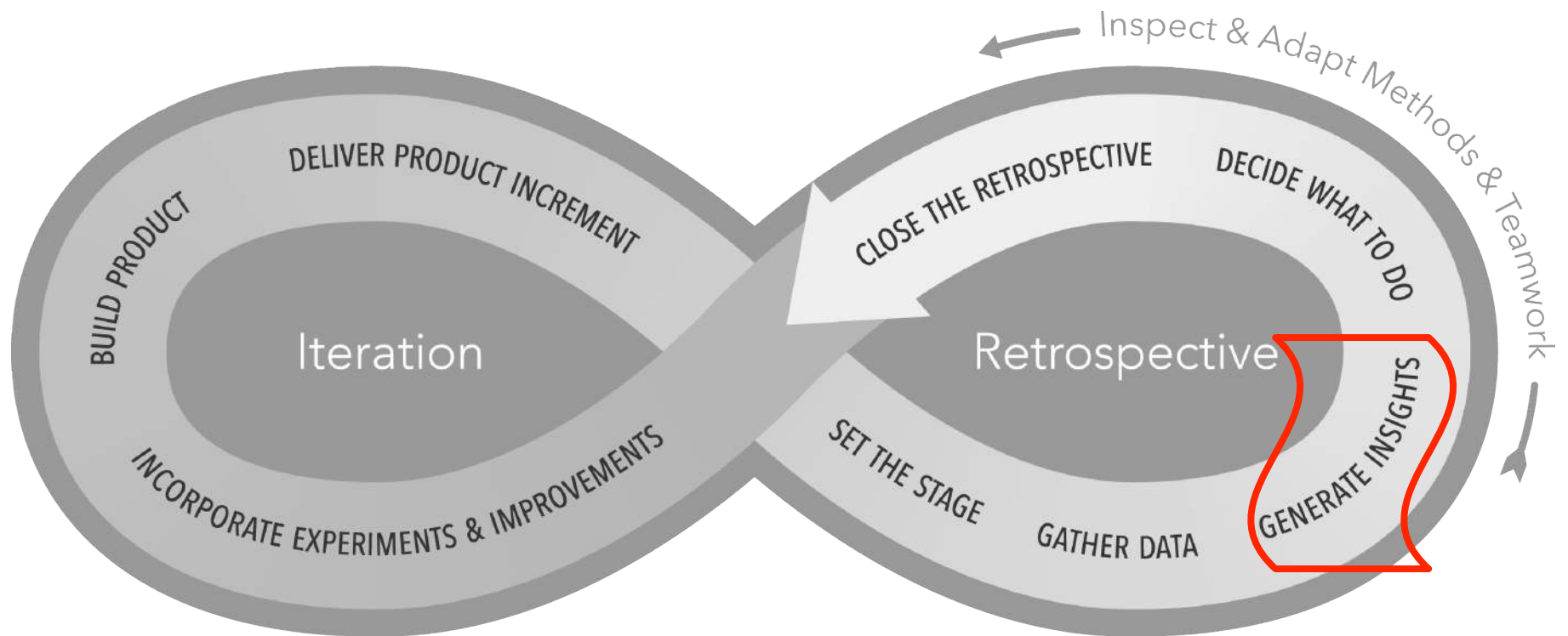
Getting Started

In your group, say **One Word** to describe what you expect from this session

Flexible Scalable Framework



Flexible Scalable Framework

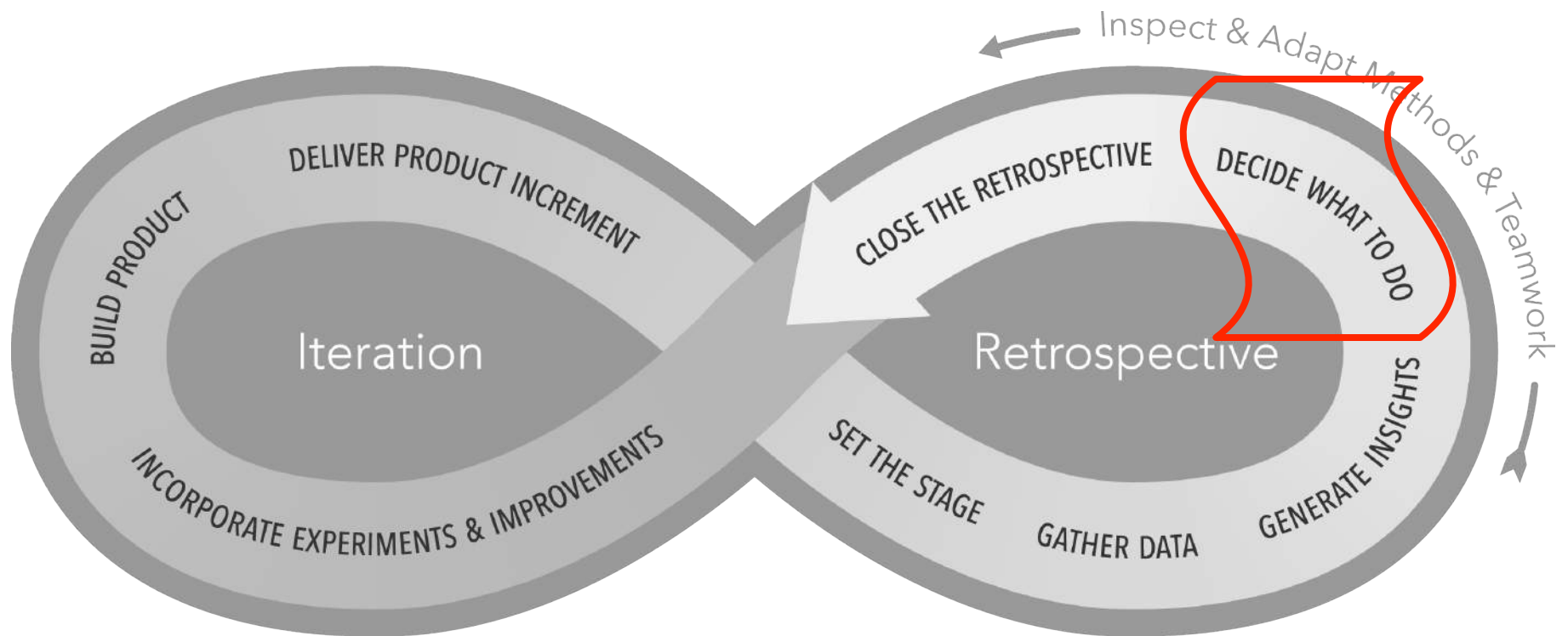


What? So What?

In a second round, roll one **Story Cube** – tell how that cube relates to your conference experience so far.

How might that experience influence the rest?

Flexible Scalable Framework

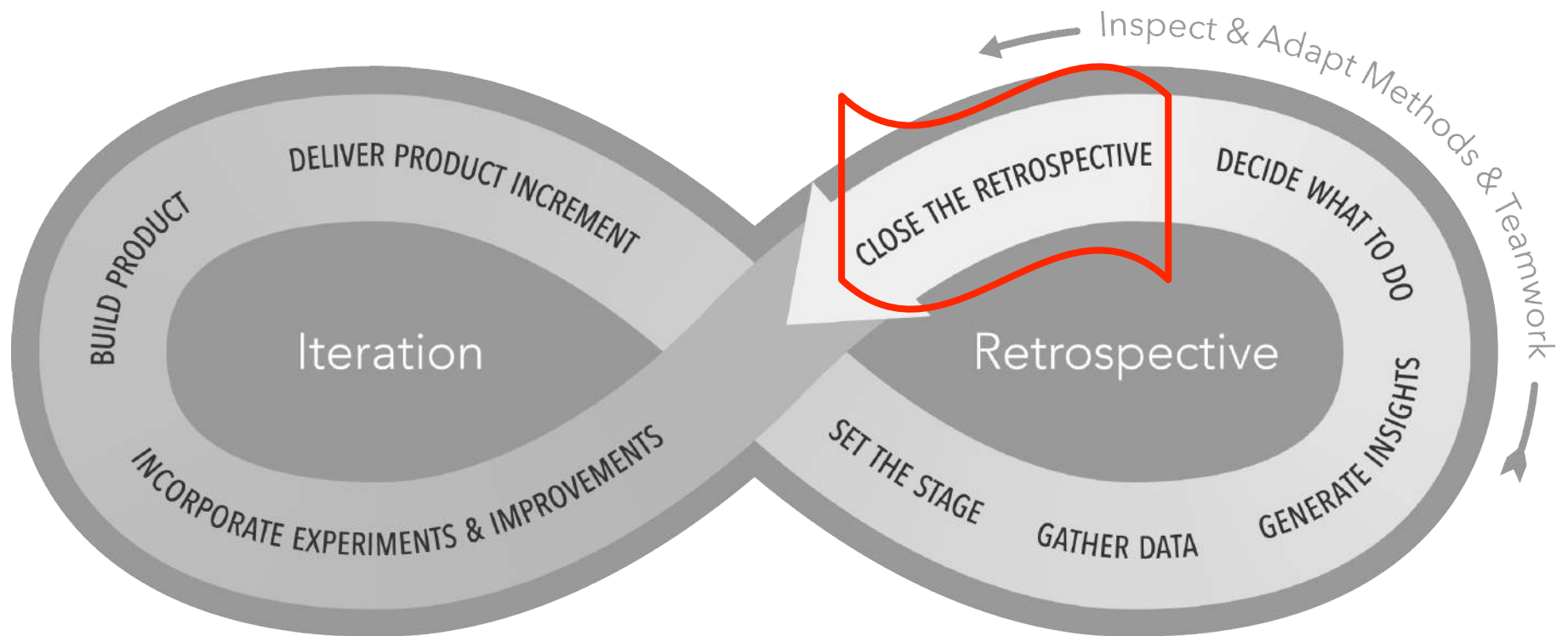


Now What?

In a third round, say what **Action** you will take to make this conference valuable for you

How can you support each other in following through?

Flexible Scalable Framework

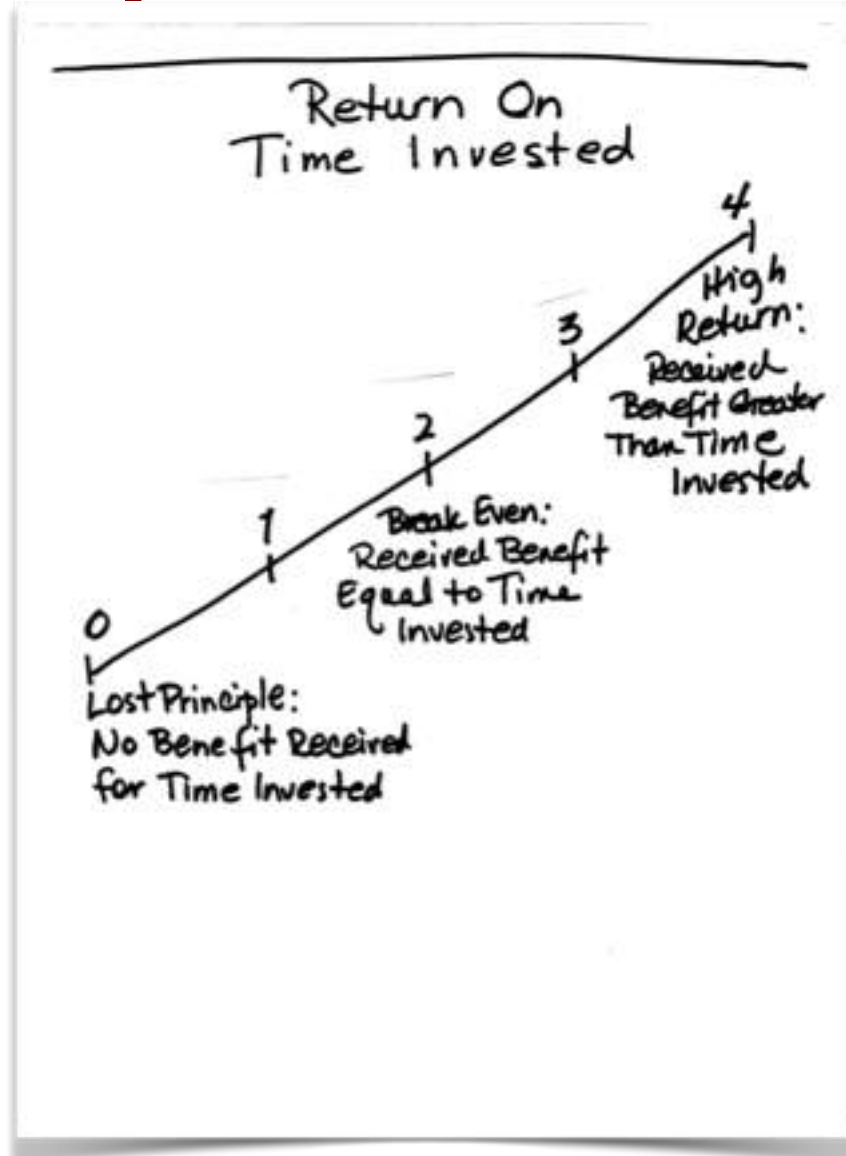


Wrap Up

Reiterate your action

Thank your group

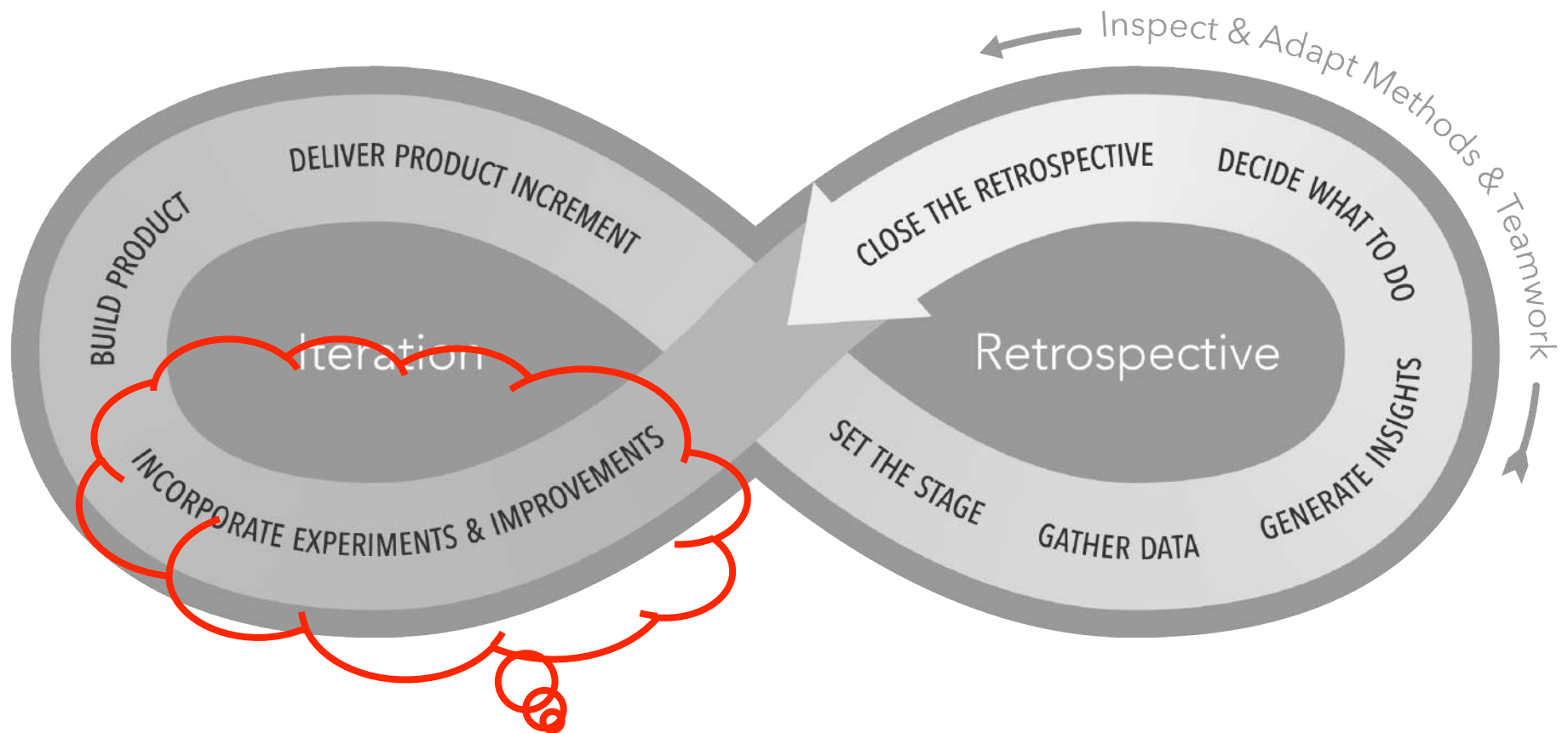
Expect a Worthwhile ROTI



Our ROTI

4	I
3	IIII
2	II
1	I
0	

Sustaining learning & improvement



Planning to Improve & Learn

Online Resources

Websites:

plans-for-retrospectives.com (*Retr-O-Mat*)

liberatingstructures.com

mccarthyshow.com/online/


funretrospectives.com

retrospectivewiki.org

retrospectives-subscribe@yahoogroups.com

Retrospectives – LinkedIn Group


What about distributed teams?

[Ideas](#)[Platform](#)[Services](#)[Certification](#)[Resources](#)[About](#)[Join/Sign In](#)

Instant Play Games

What do you customers really want? Play an Instant Game now and find out.

Bang-for-the-Buck




See the post on [Tastycupcakes.com](#) **and** [Scott Sehlhort's post](#) **for more info on how to play.**

Objective: Collaboratively rank a project backlog based on estimated value and estimated cost

How to play: Lightbulbs represents the projects to prioritize. The y-axis is the

Cover Story Game




We've collaborated with the [Gamestorming team](#) **on this game, based on work by** [The Grove](#).

Objective: Think expansively around an ideal future state for the organization; it's an exercise in visioning

How to play: Suspend all disbelief and envision a future state so stellar that it landed

Empathy Map Game




The Empathy Map is one of [XPLANE's](#) **methods for understanding audiences, including users, customers and other players in any business ecosystem.**

Objective: Gain insight and understanding for a targeted persona

How to play: Drag icons from the top left onto your empathy

Event Benefits Game



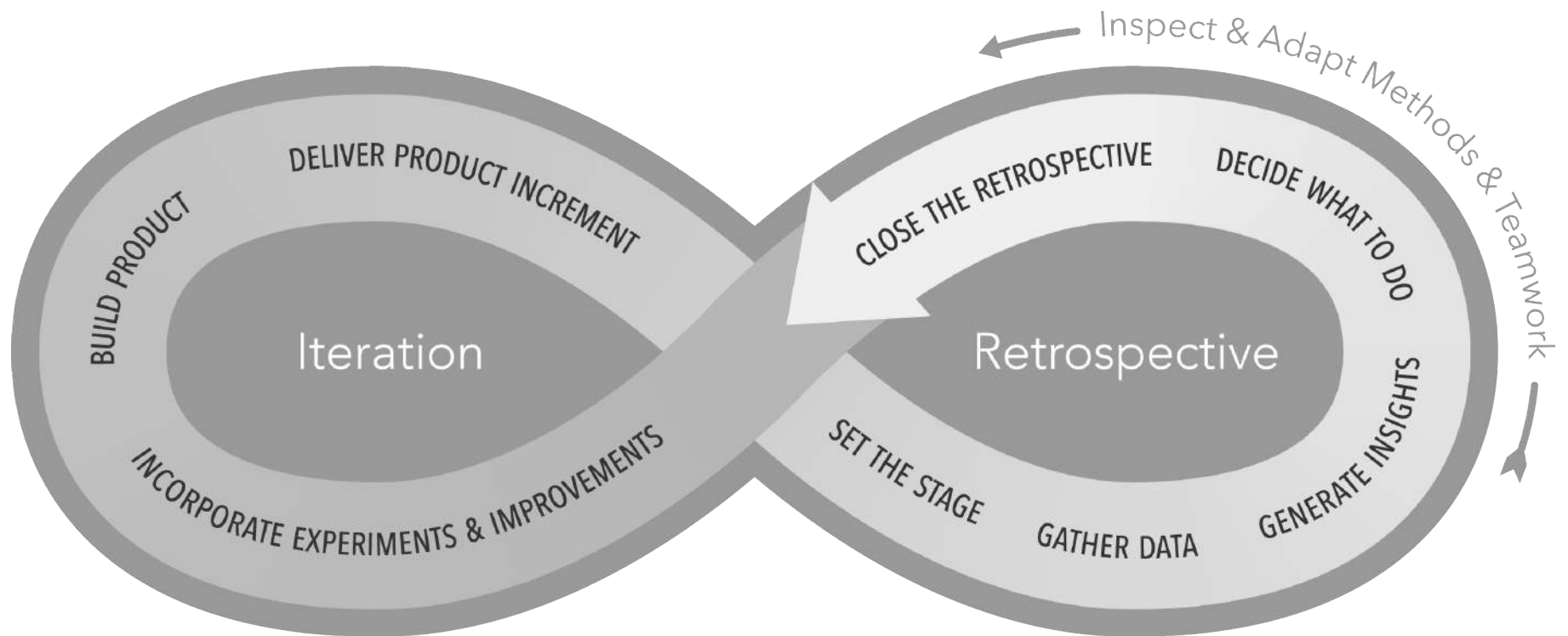
Prune the Product Tree is a great game for eliciting feedback from customers. This version is adapted for conference/event offerings.

Objective: Identify the kinds of benefits attendees of a conference, event or meeting received during and after the conference

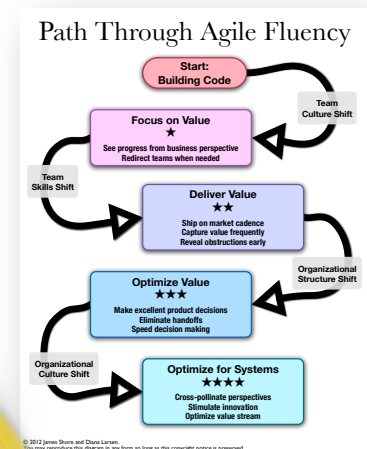
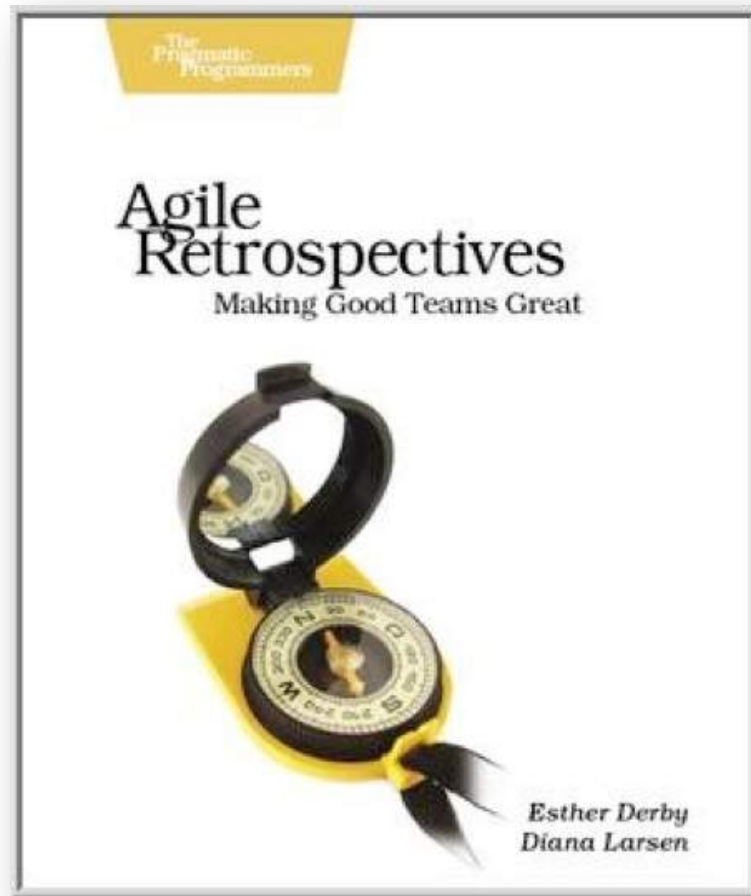
How to Play: Red Apples are

<http://www.innovationgames.com/resources/instant-play-games/>

What's Your Plan?



About Diana:



Thank You!