# Inter-team retrospectives in scaled agile programs: An in-depth qualitative analysis at Ascent

# **Introduction & Research Question**

We want to gain in-depth knowledge on the perceived value of inter-team retrospectives [1,2], their connection to intra-team retrospectives and their evolution over time at a custom software development agency.

RQ: What are perceived values of inter-team retrospectives for delivery teams within an agile setting?

# **Expected Conclusions**

After a 6-month period, we expect to identify a well working inter-team retrospective set-up and ruleset that can be incorporated to commonly used scaled agile frameworks.

Limitation: The research is limited to 5-6 iterations as we expect to have reached a theoretical saturation point by then. [3]

Daniel Toegl, University of Antwerp / Antwerp Management School

### **Expected Results (Research in progress)**

We expect to find evidence that supports findings from our previous quantitative experimental study, where we show that inter-team retrospectives have a measurable positive impact on the program/business output, now in a real-world setting and derive a framework for inter-team retrospectives in scaled agile programs.



- A stable and practicable set-up for inter-team retrospectives in practice.
- Seeing how topics raised in intra-team retrospectives are brought up in inter-team retrospectives. As part of this, the topics brought up might be more generic or generalized to address overarching topics relevant for multiple teams.

#### Literature cited

[1] C. J. Stettina and L. Schoemaker. Reporting in agile portfolio management: routines, metrics and artefacts to maintain an effective oversight. International Conference on Agile Software Development, 199-215, 2018.

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[3] G. Bowen. Naturalistic Inquiry and the Saturation Concept: A Research Note. *Qualitative Research 8* (1): 137–52, 2008.

[4] H. K. Klein and M. D. Myers. A set of principles for conducting and evaluating interpretive field studies in information systems. *MIS quarterly*, pages 67-93, 1999. [5] P. Runeson and M. Höst. Guidelines for conducting and reporting case study research in software engineering. *Empirical software engineering*, 14(2):131-164, 2009. 21 [6] R. K. Yin. Case study research design and methods. *Canadian Journal of Program Evaluation*, 30(1), 2015a.

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# **Methods and Data**

We have chosen an interpretative embedded revelatory case study for the investigation, as it explores causeeffect relationships of retrospectives and/or how they evolve. [4, 5, 6].

By conducting semi-structured interviews after each inter-team retrospective[7] and in combination with reviewing sticky notes[8] from their retrospective meeting boards, we expect to understand how the team perceived each retrospective.

Data collection over 6 months:

- Structured sticky notes
- Semi-structured interviews with each member of an inter-team retrospective after each iteration.

Limitation: The unit of analysis is limited to the actual inter-team meeting participants.

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# Get in Touch!

E: daniel@toegl.at LinkedIn: linkedin.com/in/dtoegl