From Good-Enough to Great Workshop

Define Success and get there using Kanban & Continuous Improvements



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| SERVICE SHEET HIGH CONCEPT | PURPOSE | | | | |
|---|--------------|-------|--------|-------|--------------|
| TROUBLE | | | | | |
| FITNESS GRITERIA When do you succeed in the eyes of your customer(s)? | CURRENT C | | Good | | |
| when do you succeed in the eyes of your customer(s): | Unacceptable | Sucks | enough | Great | Superb |
| | | | | | |
| How to measure | | | | | |
| | | | | | |
| How to | | _ | _ | _ | |
| measure | | | | | |
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| How to | | | | | |
| measure | | | | | |
| | | | | | |
| How to | | | | | _ |
| measure | | | | | |

| IN THE PAST | AND WE LIKED IT BECAUSE | BUT THEN ONE DAY |
|-----------------|-------------------------|------------------|
| AND THAT CAUSED | SO WE WANT TO | OUR PROMISES |

WHERE ARE YOU RIGHT NOW?

The Depth of Kanban

VISUALIZE

- Work (all, according to current policies)
- Work Types
- Workflow ("process", way-of-working, value stream)
- 'Next' & 'Done'
- **Current Team Focus (avatars)**
- 6. **Blocks**
- Current Policies (DoD, DoR, capacity allocations, etc.)
- Ready for Pull ("done" within the workflow/in columns)
- Metrics (lead-times, local cycle times, SLA targets, etc.)
- 10. WIP limits
- Inter-work dependencies (hierarchical, parent-child, etc.)
- Inter-workflow dependencies
- Risk dimensions (cost-of-delay, technical risk, market risk)
- Visualization easy to access: "One look away"

LIMIT WORK IN PROGRESS

- No WIP limit, but commitment to finishing work over starting new (eventually reaching a WIP level that "feels OK" for the team)
- Some explicit WIP limits, at lower level than workflow (a.k.a Proto-Kanban): personal Kanban, WIP limit per person. WIP limits for some columns or swim-lanes, workflow with infinite limits on "done" queues, etc.
- Explicit WIP limit at workflow level Single workflow full pull
- Multiple interdependent workflows with pull system

MANAGE FLOW

- Deferred Pull decisions (dynamic prioritization)
 - Flow discussed during team huddles
 - Blocks out of team control are escalated for resolution
 - Record delivery capability over time: "trailing indicators" using graphs (CFDs, Control Charts, lead-times distribution)
- Know current delivery capability: "flow metrics" (lead-times, throughput, due-date performance)
- Size of ongoing work items is limited (large work is broken down)
- Flexible staff allocation (swarming)
- Cadence is established (planning, delivering, retrospective)
 - SLA expectations and forecasts (lead-time targets)
- 10. Capacity Allocations

MAKE POLICIES EXPLICIT

- Definition of Work Types and Work Item (template)
- How to pull work (selection from 'Next'/prioritization of WIP)
- Who and when manages the 'Next' and 'Done' gueues Staff allocation / work assignment (individual focus)
- Definition of Done at all steps (seen as a Target Condition)
- Who, when and how to estimate work size
- Definition of Ready for 'Next'
- How to select & prepare work for the 'Next' queue 8.
- Knowledge spreading/sharing strategy
- Limit size of work items (work breakdown)
- Class-of-Service
- 12. Capacity allocation

IMPLEMENT FEEDBACK LOOPS

- Team huddles (at least once per week)
- Team members know who has initiated each work item and who to contact for more information and reporting
- Manager meets the team at least once per week
- Key stakeholders (mngt, customers, other groups) are regularly updated on the current situation
- Regular discussions with up- and downstream partners
- Regular discussions about Financial performance
- Regular discussions about Quality KPI (defect rate, customer satisfaction, etc.)
- "Regularly" means once per month or more often

IMPROVE

- The team knows why it exists and its criteria for success
- The team has identified and selected a Challenge to address
- Regular Retrospectives / Kaizen events
- The team knows its current condition (may require metrics)
- The team knows the current target condition (the challenge)
- There is a validation criteria (test) for the current target condition to know when the target condition is reached
- The team knows what obstacles are preventing them from reaching the target condition
- The team knows what obstacle is being currently addressed
- The team knows what is the next step in resolving the current obstacle (PDCA)
 - True North exists, is communicated and shared by the team
- 11. The team go and see what they have learned from taking that step

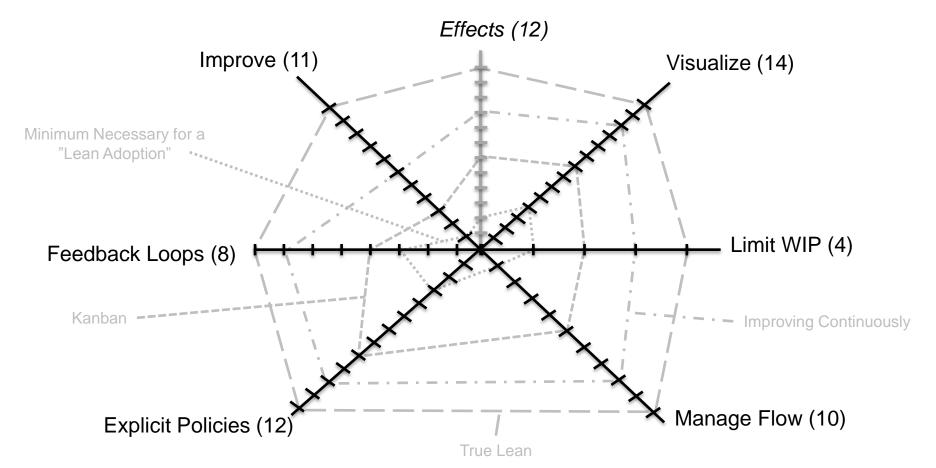
EFFECTS (SEEING EVIDENCE OF...)

- 1. Team members are seeing and understanding the Big Picture (team-level vs. local situations)
- 2. Better "team spirit" (helping each-others to complete work, respect) 3. Focus on removing blocks
- Focusing on finishing work rather than starting new work
- 5. Team is working on the "right" thing ("right" prioritization)
- 6. Limiting work to team's capacity (limited stress, optimal lead-
- 7. Team has motivation to drive improvements

- Local process evolution (visualization, workflow, policies, WIP limits)
- 9. Increase depth of Kanban implementation
- 10. Process evolution was model-driven
- 11. Policy evolution as a result of mentor-mentee
- 12. Policy evolution due to operations review

WHERE ARE YOU RIGHT NOW?

The Depth of Kanban



YOUR JOURNEY Your Plan to Become Great! The Past The Present The Future **#1 GOAL FOR YOUR SERVICE #1 PROMISE TO FULFILL #1 LOW-HANGING FRUIT** Challenge Challenge When are you done (measure)? When are you done (measure)? When are you done (measure)? Next Target Condition **Next Target Condition Experiments (Policies!)** Experiments **Experiments Experiments**