INTRODUCTION TO LEAN

Lean is a process for identifying and reducing waste in a system, without reducing productivity.

THE GOAL

Lean is a process for identifying and reducing waste in a system,

without reducing productivity.



Failure: The most common reason for failed implementation of Lean is reducing waste in a manner that reduces system productivity.

Lean is a systems thinking approach and all decisions should be made in the context of the whole system, and not local optimization.























CATEGORIES OF WASTE

OVER PRODUCTION

There is nothing so useless as doing efficiently that which should not be done at all.

Peter Drucker



- Cancellation
- Features that the customer has not asked for
- Low value feature before high value
- Features that are not used
- Features that will not be released
- Features that do not add value

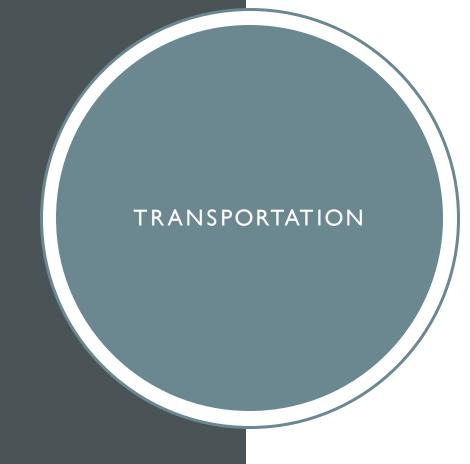
INVENTORY

Give me six hours to chop down a tree and I will spend the first four sharpening the axe.

Abraham Lincoln



- Knowledge
 - Written stories, Mockups/Wireframes, Ideas/Brainstorming
- Code on a branch (in progress)
- Completed Stories
 - Feature toggles, Pending Release, Future Release



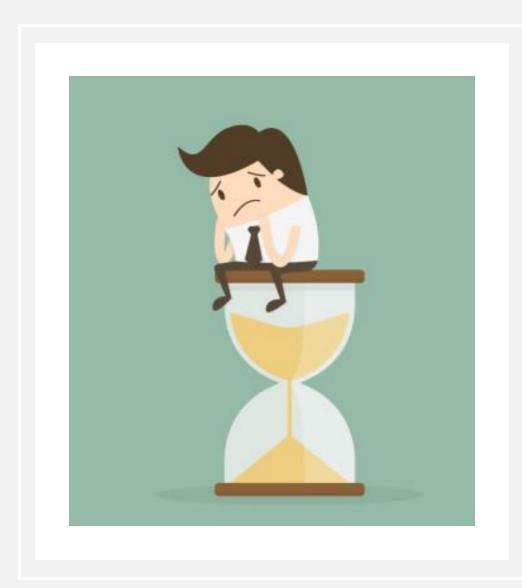


- Hand-offs (bringing up to speed)
- Knowledge silos
- Onboarding
- Deploying



OVER-PROCESSING

- Doing more than is necessary for a feature
 - Extra functionality
 - Extra code reviews
 - Over testing
- Unnecessary New Technology EDD/RDD
 - EDD Ego Driven Development (complex code to impress peers)
 - RDD Resume Driven Development (using unnecessary tools to pad resume)
- Re-Learning



WAITING

Examples:

Done columns

Review columns

Blocked cards

Completed but not deployed

Ready columns

MOTION

- Context-switching
- Right Tools
- Right Environment
- Communication Barriers
- Teamwork





DEFECTS

Examples:

Bugs

Bounce-backs

Escaped defects

System down time

Slow response rates



QUESTIONS