

### **THREE STREAMS**

I'll be talking about:

- ➤ Lean Manufacturing
- ➤ Agile Software Development
- ➤ Business Agility

I'll leave it to you to spot which is which 😐



# A QUICK GENBA WALK





You get efficiency from repeatability



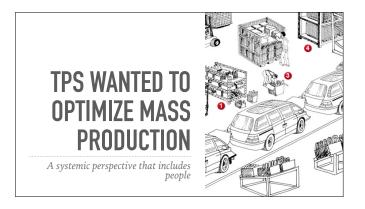


Check that things are as expected



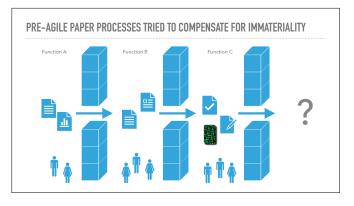






# **MOVING TO AGILE**





### THE ORIGINS OF AGILE

Create software products with the same discipline and maturity of TPS and Lean

AND

Take into consideration the immaterial nature of our product and the humans dynamics of the people who make the product

#### anifesto for Agile Software Developme

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

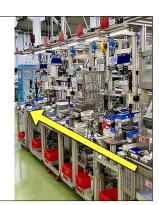
viduals and interactions over processes and orking software over comprehensive documenta ustomer collaboration over contract negotiati Responding to change over following a plan That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck Mike Beedle ie van Bennekum

James Grenning Jim Highsmith Andrew Hunt Ron Jeffries

### **AGILITY CAN BE MATERIAL TOO**

- ➤ In manufacturing Agility is not in the product, it's in the process (the line)
- ➤ Safety and Quality and Flow are a must, but adaptability is still required
- ➤ Exploration and Exploitation are separate in manufacturing, but they overlap in software development



#### LEARNING INCREMENTALLY TOGETHER WITH RAPID FEEDBACK

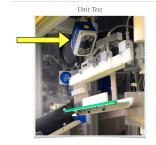


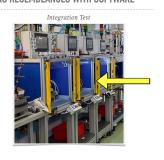




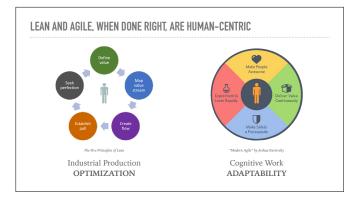


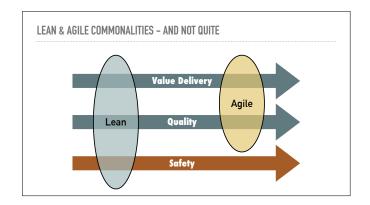
### AUTOMATED QUALITY ASSURANCE BEARS RESEMBLANCES WITH SOFTWARE





**COMMONALITIES** (AND NOT QUITE)





### **SAFETY**

#### LEAN

- ➤ A critical aspect of Lean Production (ethical and economical)
- ➤ Multidimensional
- ➤ A priority in an healthy company

#### AGILE

➤ Let's face it, we don't take good care of workers' safety



# KNOWLEDGE WORKERS INCUR SAFETY RISKS

Stress, burnout, frustration, anxiety and poor physical health



#### MEASURING THE WRONG THINGS

- ➤ KPIs can measure a visible and quantifiable process
- ➤ When we learn by experimenting and failing, OKRs or similar approaches seem more fit to promote virtuous behaviors in cognitive workers
- ➤ Hint: read "Hitting the target but missing the point" by Bjarte Bogsnes

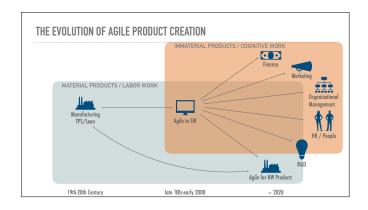


### **OUTCOME OVER OUTPUT**

- ➤ If the desired result and how to get it is clear, we can focus on maximizing Output (work done)
- ➤ When the goal is more abstract, and the conditions change unpredictably, we focus more on maximizing Outcome
- ➤ In the industrial mentality, it's easy to confuse Output (work done) with Outcome (valuable results)



# **LEAN AND BUSINESS AGILITY**



# MOST ORGANIZATIONS ARE DEFINITELY NOT THERE

I see very little of both Lean and Agile at the organizational level



## **SOME LESSON LEARNED**

# TECHNICAL AGILITY IS ESSENTIAL

To embrace later change gracefully



### SHOW ME THE WORK

- ➤ In many organization we see Workers, Activities, Hierarchies, ...
- ➤ We usually don't see the Work (in the physical sense)
- ➤ And so our processes are messed up



#### AN EXTRA LAYER OF LEADERSHIP SKILLS

#### LEAN

- ➤ Management approach is "Just-in-Time"
- ➤ Manager is frequently "the Expert" (tends to create specialists and silos)
- ➤ OK when you there are few surprises

#### AGILE

- ➤ Leadership based on the assumption that things are uncertain by nature
- ➤ Foster a safe environment where people can be effective in uncertainty while also being efficient



