On the 15th of July 2021 we were introduced to Lean Thinking which is based on looking for ways to eliminate or decrease waste time, ways to limit work in progress and ways to make things easier. We covered the following head sections:

1. Lean Thinking History

-Here we touched bases in regards to Toyota Production System.

-It actually explains about how the roots of the system were created and how they can be traced back.

2. Lean Thinking and Lean Waste

- We learned how important it is to understand lean Thinking and how to apply it.

-We learned that Scrum and Agile are written in lean Thinking.

-We learned about the 3m’s which Toyota system refers to them as min waste activities, here are they:

A. MUDA (wasteful activities)

-Transportation, Inventory, motion, waiting, overproduction, overprocessing, defacts.

-In inventory a code is developed that hasn’t gone in yet because we are waiting for something else to happen or for a group.

-In waiting it’s a hand offs between one another.

- waiting for the other group by the time they are finished, here we have to start from scratch as a lot will have been changed.

-In overproduction is developing features that users haven’t asked for or even don’t need.

B. MURA ( Unevenness, IRREGULAR)

-it’s about uneven flow and irregularity. It’s about context switching.

-Many teams needs to work on many different projects at the same time.

- The context switching work can be very expensive.

-Different types of work i.e. features VS defacts.

-This context switching between work types can be a big source of time wasting and have a huge transaction cost.

C. MURI (overburden)

-When a machine is overburden it becomes costly defacts in the clock.

-When people in teams have to much work in progress it leads to pressure, rush and often to defact of a software.

- When service/products are put under loads that they can’t handle they often crash.

-Scrum and many other Agile method use principle behind lean Thinking in their methods.