KATA EXERCISE

KATA

The systematic pursuit of desired conditions by utlizing human capabilities in a concerted way

Systematically improving the way of working towards a strategic aim by training new habits

EXERCISE 1

REFLECTION

WHAT IS

WHAT MIGHT OR SHOULD BE

FEEDBACK

EXERCISE 2

WHAT COMES NEXT?

1 3 5

2 4 ?

REFLECTION

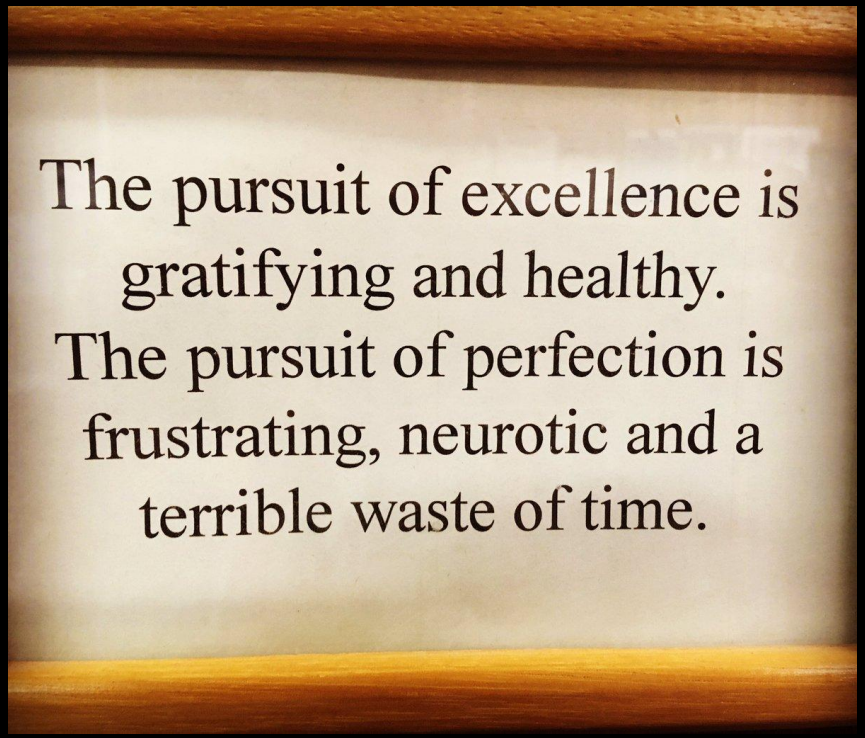
WHAT IS

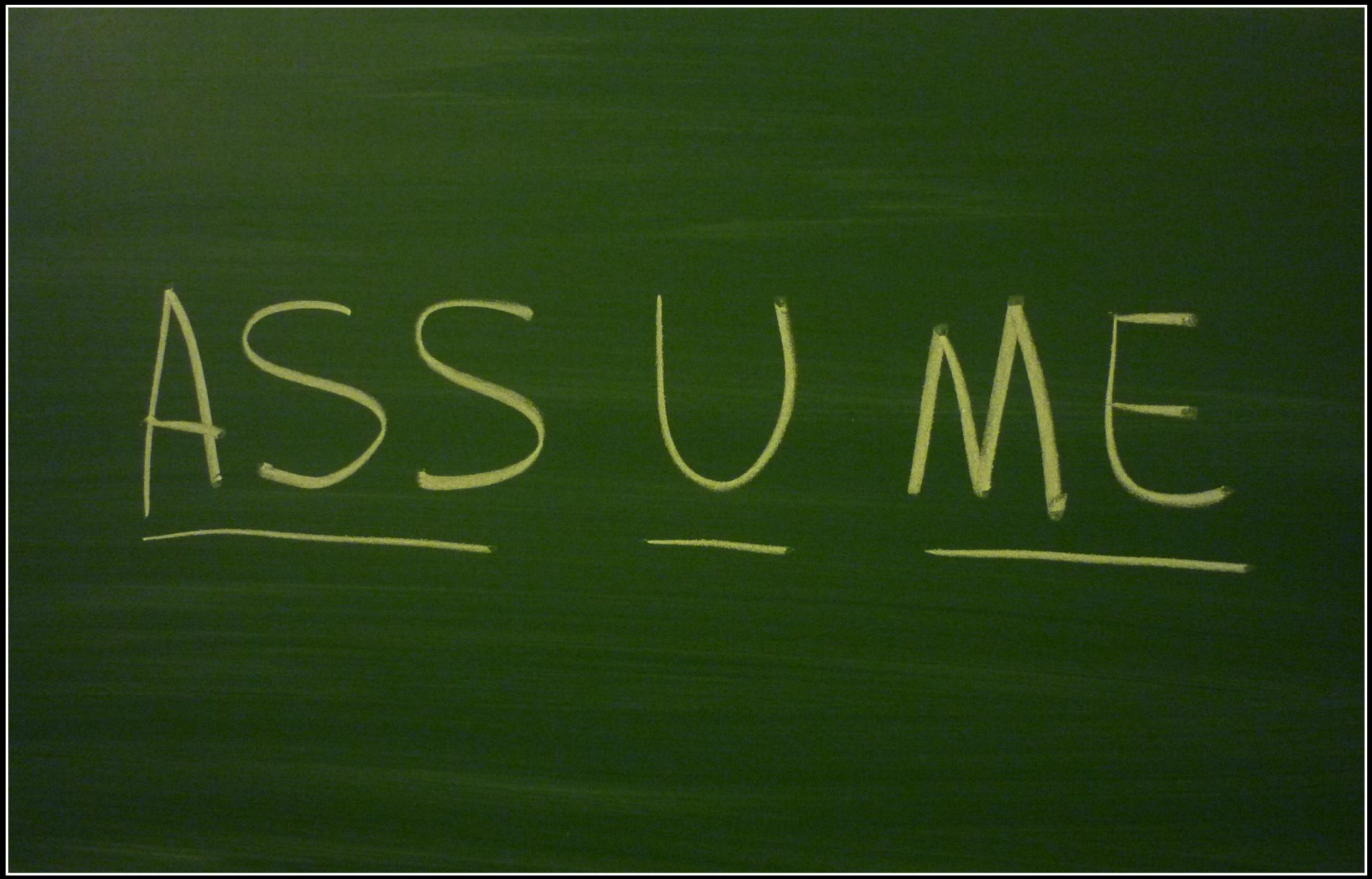
WHAT MIGHT OR SHOULD BE

FEEDBACK

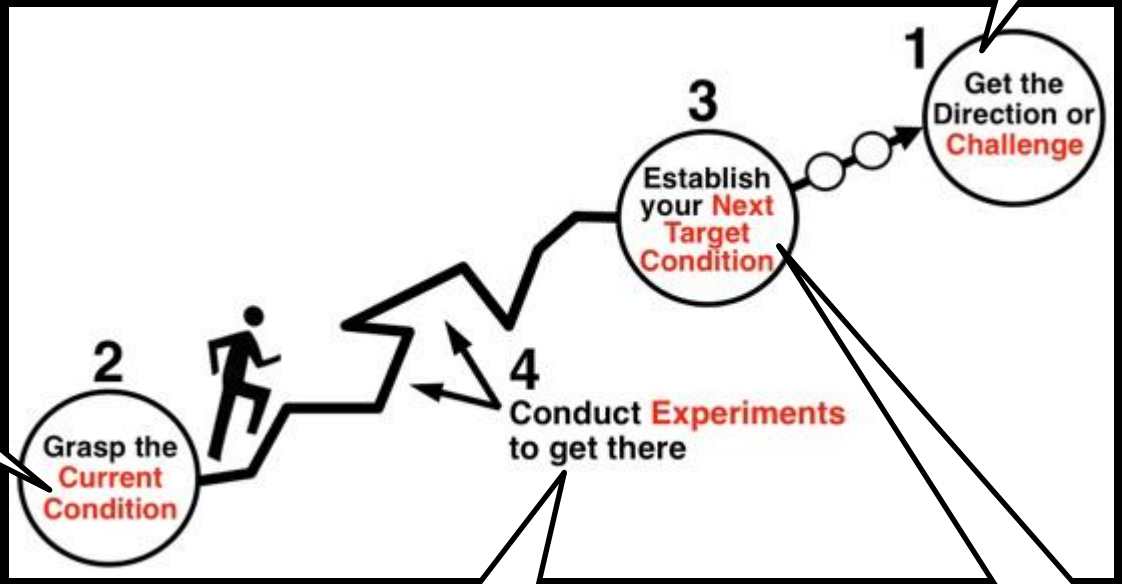
PRACTICE

PRACTICE
MAKES
PERFECT


The pursuit of excellence is
gratifying and healthy.
The pursuit of perfection is
frustrating, neurotic and a
terrible waste of time.


ASSUME

TOYOTA KATA



WHAT MIGHT BE

WHAT IS

FEEDBACK

WHAT SHOULD BE

DOING THE KATA

PREPS

- Gather your team
- Select a time keeper
- Select a note taker

RULES

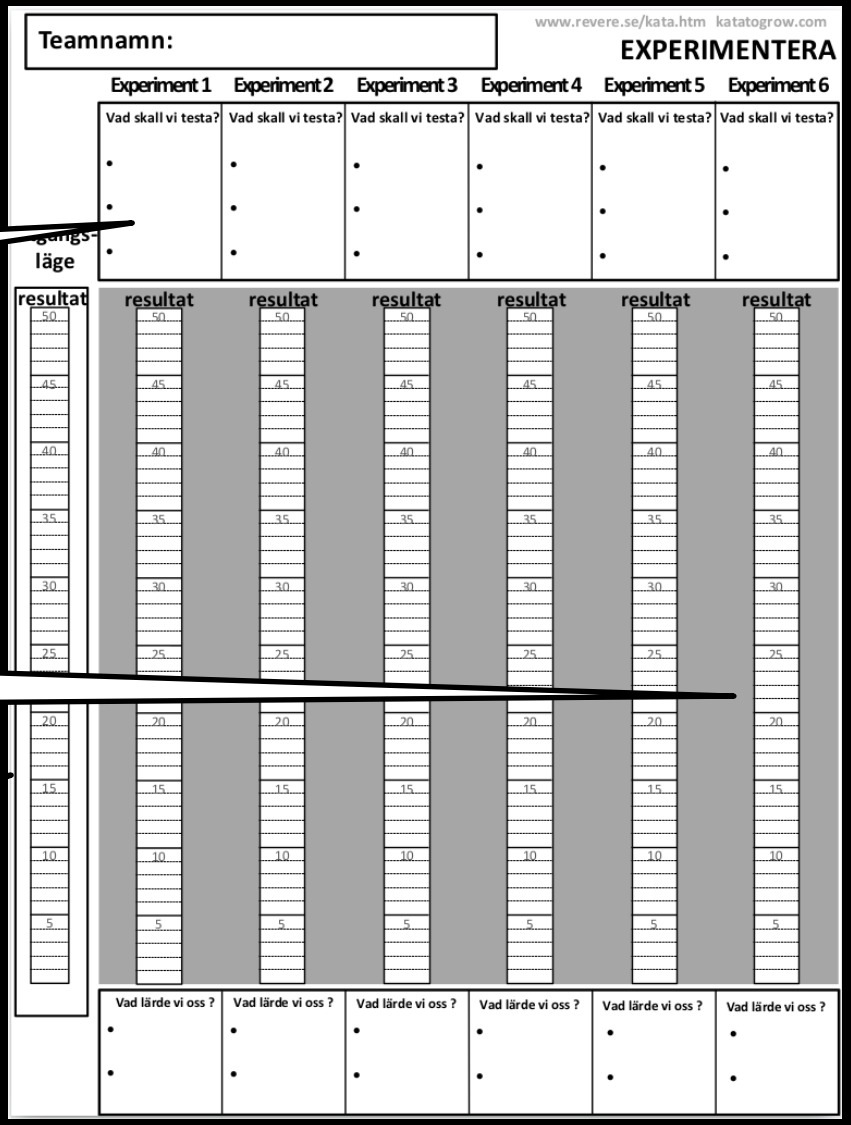
- Place pieces face down
- Shuffle the pieces
- Don’t rush
- Complete the jigsaw
- Note recorded time

DOING THE KATA

WHAT SHOULD BE

WHAT MIGHT BE

WHAT IS



180 SECONDS

PLAN – WHAT SHOULD BE

ACT – CONDUCT EXPERIMENT

REFLECT – FEEDBACK

DO IT!

DOING THE KATA

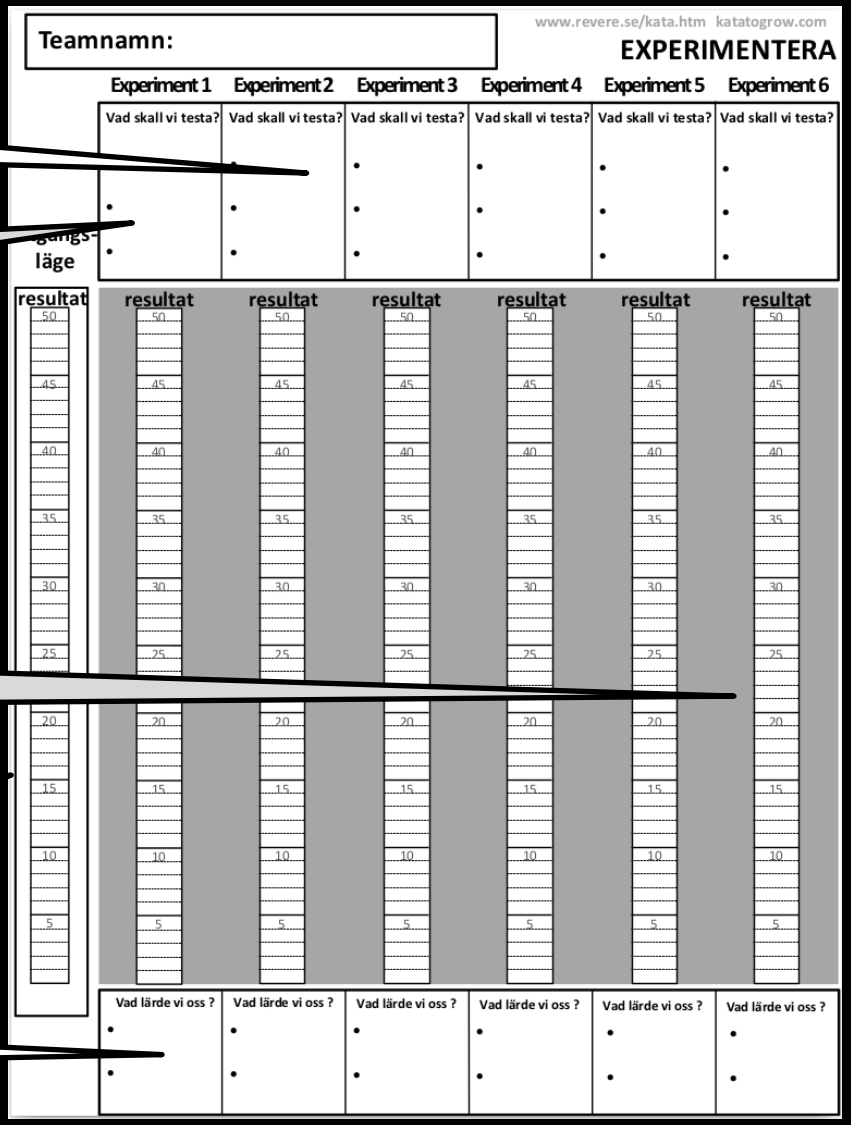
FEEDBACK

WHAT SHOULD BE

WHAT MIGHT BE

WHAT IS

FEEDBACK



DO IT AGAIN!

DO IT AGAIN & AGAIN!

STRIKE FOUR!

FIFTH EXPERIMENT

LAST TIME!

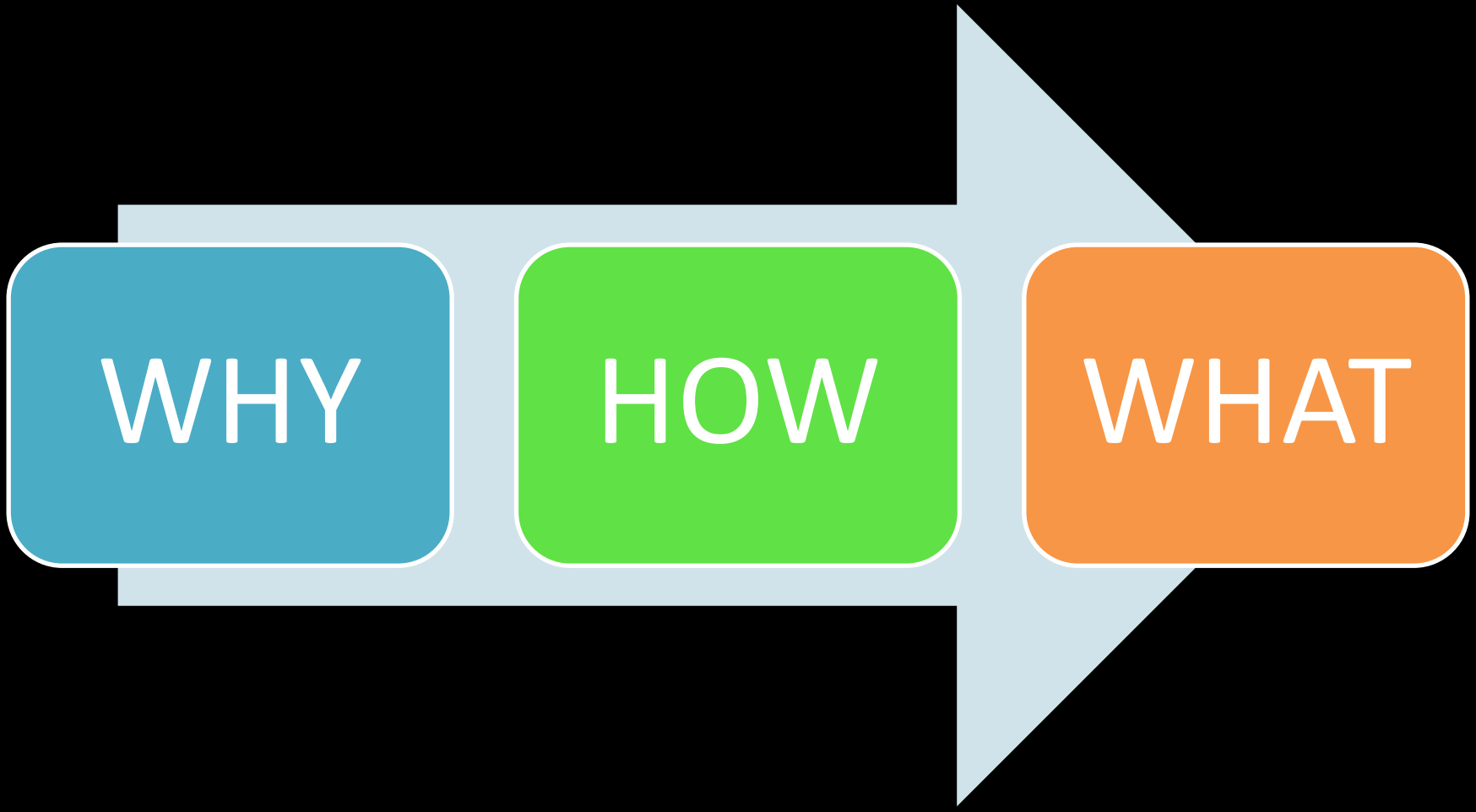
REFLECTION

WHAT IS

WHAT MIGHT OR SHOULD BE

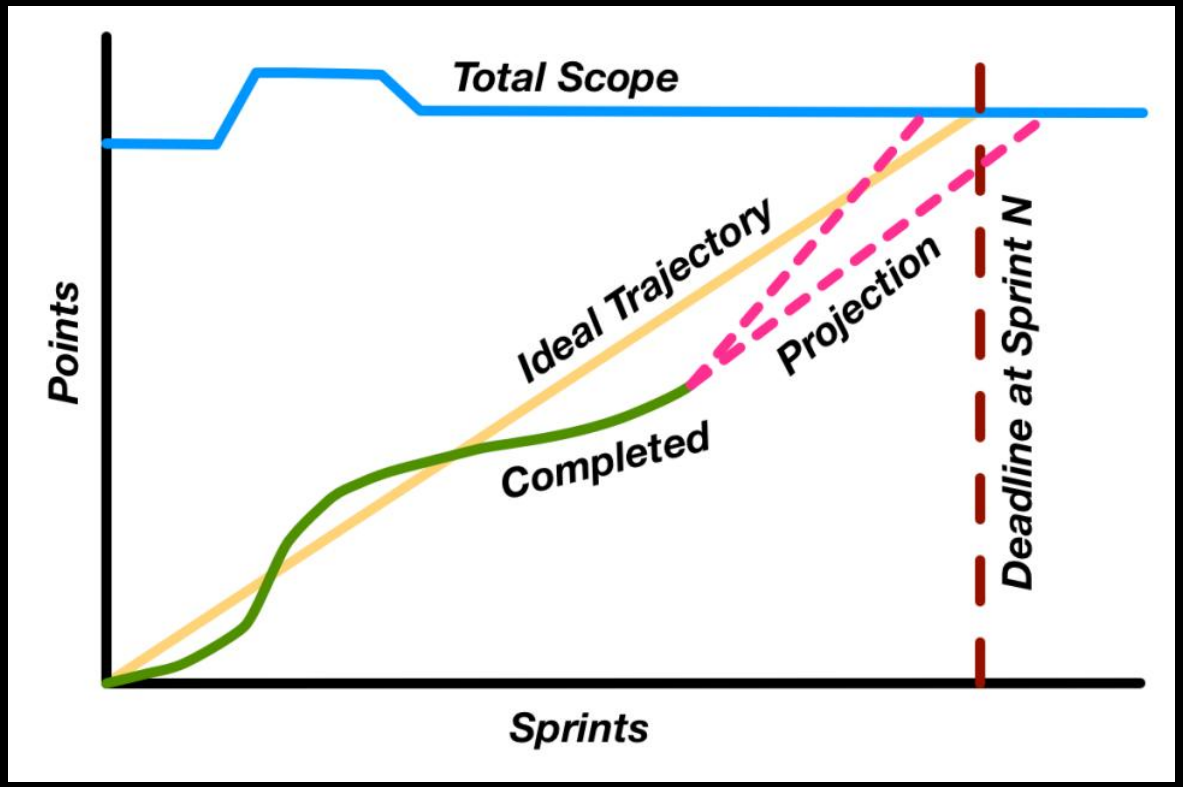
FEEDBACK

GETTING IT DONE



KEY PERFORMANCE INDECES

BURN UP/DOWN CHART



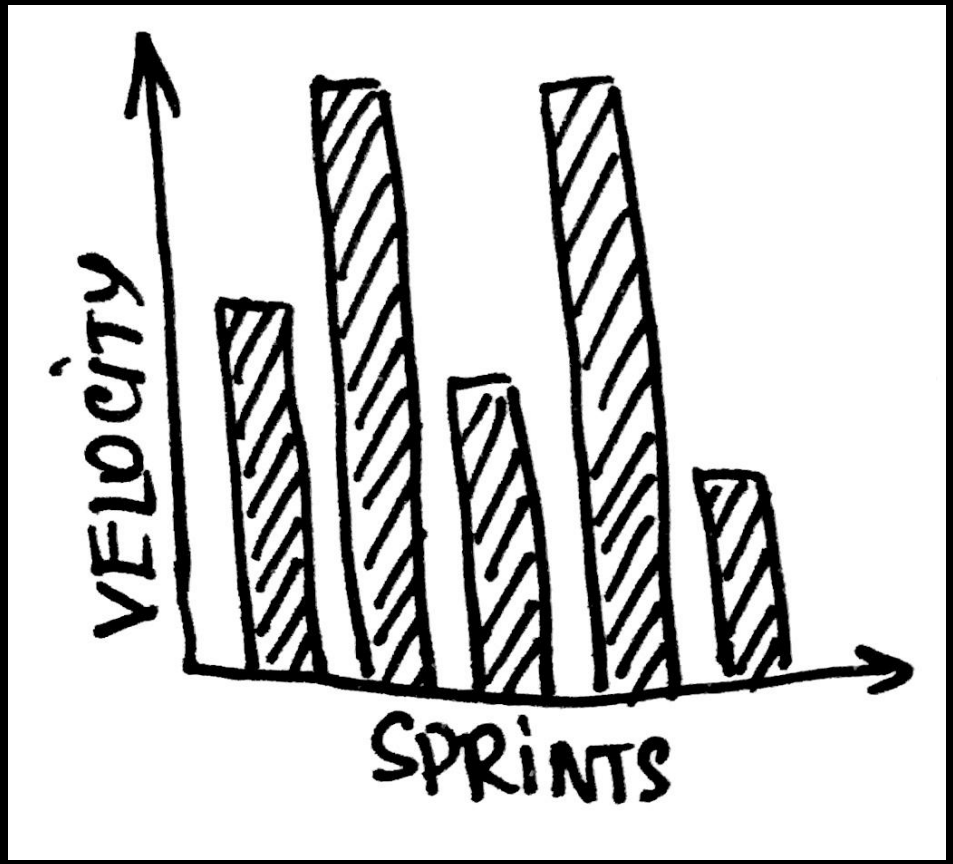
Deliveries

Definition of done

Estimates

What counts?

VELOCITY



Velocity is a measure of the amount of work a team can tackle during a single sprint

- Estimates
- Definition of done
- Quantity
- Customer value
- Sustainable pace

DEFECTS

Quality

Customer value

Definition of defect

Reporting defects

More or less defects?

TECHNICAL DEBT

Technical debt is a concept in programming that reflects the extra development work that arises when code that is easy to implement in the short run is used instead of applying the best overall solution.

Happiness is a
choice!

AARRR - PIRATE METRICS

Acquisition – How do users find you

Activation – Do users enjoy their first experience

Retention – Do users come back

Revenue – Are you making money

Referral – Do users recommend you

DELIVERABLE 1: WHY – HOW – WHAT

- Three KPIs to monitor your proccess
- Social contract
- In your team repo by SEP 01 @ 17:00 CET

- Three lessons learnt from LEGO exercise
- In your team repo by SEP 01 @ 17:00 CET & E-mail to burden@chalmers.se SEP 01 @ 15:00 CET

REALITY CHECK

- What was the purpose of the lecture?
- Which learning objectives were covered? How?
- What was the relationship to the course assessment?

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