

Agile_Kanban

29022020 Kanban

Training Clarusway

Pear Deck - February 28, 2020 at 4:42PM

Part 1 - Summary

Use this space to summarize your thoughts on the lesson

Part 2 - Responses

Slide 1

 Kanban

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Your Development Journey



Use this space to take notes:

Slide 2

► Table of Contents



- Review Previous Lesson
- Kanban Overview
- Kanban vs Scrum
- Principles of Kanban
- Practices of Kanban



Use this space to take notes:

Slide 3

Your Response

A quick review might be good about previous lesson



Students choose an option

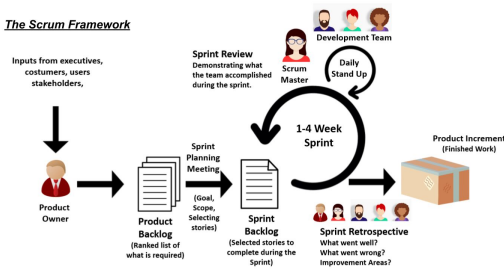
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Use this space to take notes:

Slide 4

Scrum Review

The Scrum Framework



Use this space to take notes:

Slide 5

How was the homework assignment about Scrum Framework?



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Your Response

How was the homework assignment about Scrum Framework?



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Kanban

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WAY TO EXCELLENCE TOGETHER



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Slide 7

► A Brief History on Kanban

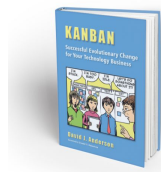


- Dates back to the 1940s
- Toyota updated its production method based on the model that supermarkets use to manage stocks on shelves
- To monitor capacity levels in real-time, the company started using a card called "kanban" between different production teams

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► Kanban in Software Development »

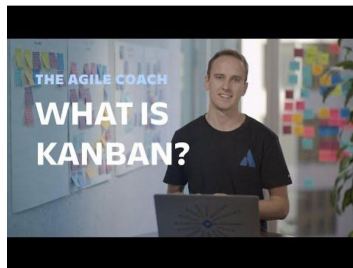


- In 2004, David J. Anderson introduced the idea of using the kanban concept for software development
- In 2010 he wrote a book named "Kanban: Successfully Evolutionary Change for your Technology Business "
- Kanban's use in software development begins after these attempts by David J. Anderson.

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Slide 9

► Kanban Overview »



Link(s) on this slide:

- <http://www.youtube.com/watch?v=iVaFVa7HYj4>

Use this space to take notes:

Slide 10

Your Response

You Chose

► Comparing Kanban with Scrum »

What do you think?

Which one is a more flexible method?

- **Kanban**

Other Choices

- **Scrum**



Students choose an option

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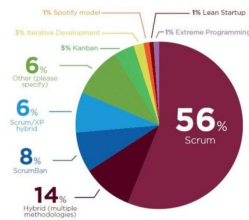
► Comparing Kanban with Scrum »

SCRUM	KANBAN
<ul style="list-style-type: none">Work is done within time-boxed sprints, generally of 2-4 weeks. The goal is to produce a potentially shippable product after each sprint.Product is released on a particular cadence, which is determined by the sprints' length. So a team may release after 3 sprints, or every 6 weeks.There's a heavy focus on cross-functionality. Teams have no specified roles; everyone is a "marketer."Sprint kickoffs, daily standups, sprint reviews, and sprint retrospectives are vital rituals within the Scrum process.	<ul style="list-style-type: none">There are no fixed-length sprints. Instead teams pull tasks from a prioritized backlog of things that need to be done.Releases occur continuously, or whenever there is a shippable product created.Team members can specialize and pull tasks related to their area of expertise, but too much specialization will reduce a team's effectiveness.There is an emphasis on continually improving processes, but no standardized regular meetings or rituals.

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Slide 12

► Popular Agile Methods



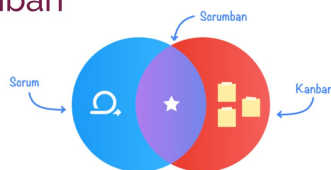
- Standalone Scrum : 56%
- When hybrids included : Scrum 83%
- Kanban+Scrumban : 13%

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Slide 13

► Scrumban



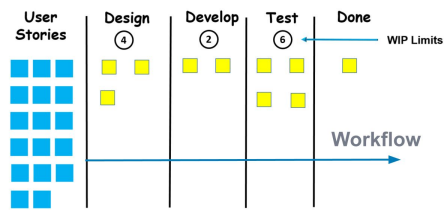
- Scrumban combines the structure of Scrum with the flow-based methods of Kanban
- It is a Scrum-like process which is being improved with Kanban

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Slide 14

► Workflow and WIP Limits on Kanban Board ►►



- WIP Limits: The maximum number of cards that can be in a column at any given time

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Use this space to take notes:

Slide 15

► Lead Time ►►

Lead Time?



- Lead time is the period between creating a task in your workflow and its final departure from the kanban board.
- Kanban helps you monitor workflow, identify blockages, and make adjustments to improve the flow for reducing the lead time.


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Slide 16

Your Response


Drag your dot to how you are feeling:




Keep going, I understand



I'm a little confused



Stop, I need help!


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Use this space to take notes:

Slide 17

► Kanban Board



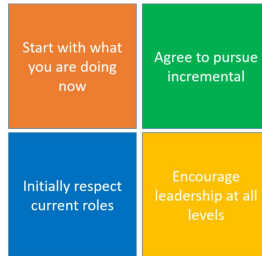
The team had found another useful use for their Kanban Board.

►

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Slide 18

► Principles of Kanban



Use this space to take notes:

Slide 19

► Start With What You Are Doing Now



- **First Principle**

- Do not make instant changes to the existing setup or process
- Kanban must be directly applied to the existing workflow
- Necessary changes should be made slowly and gradually



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Slide 20

► Agree to Pursue Incremental



- Second Principle



- Make minor incremental changes rather than major changes
- Major changes lead to resistance within the team



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Slide 21

► Initially Respect Current Roles



- Third Principle



- You do not need to modify your existing roles and functions that perform well
- The team will coordinate and implement the necessary changes to the roles and titles



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Slide 22

► Encourage Leadership At All Levels



• Fourth Principle

- Constant improvement at all levels of the organization is encouraged
- It is desirable that all team members produce ideas and show leadership

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► Kanban



"Since it's Christmas, I turned our Kanban Board into a Christmas Tree. Let's see if the Agile teams can figure out which items to work on next."

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Slide 24

Your Response

I think Kanban is much better than Scrum

Agree

Disagree

Students, drag the icon!

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▶ Practices of Kanban

Visualizing the Workflow

Limit Work in Progress (WIP)

Managing Flow

Making Process Policies Explicit

Implementing Feedback Loops

Evolving Experimentally

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► Visualizing the Workflow



• First Practice

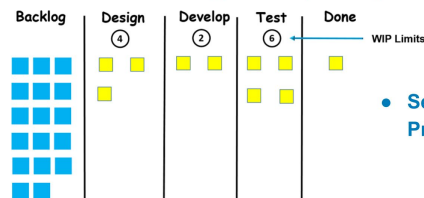
- Visualization is the first step to start with Kanban
- When you visualize the process, it can be seen what you and your team are currently doing

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Slide 27

► Limit Work in Progress (WIP)



• Second Practice

- When you assign a limit to each column, your team doesn't work more than they can handle

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- <https://lms.clarusway.com/mod/lesson/view.php?id=429&pageid=432>

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► Managing Flow



- **Third Practice**



- As you manage the flow and improve it, your team's pace becomes more predictable
- This makes it easy for you to make commitments to your customers



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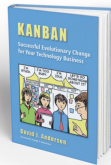
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► Making Process Policies Explicit



- **Fourth Practice**



- Being explicit allows the team to follow the process easily and make proposals for the improvements
- Team members who are not clear about the existing process can not improve the system



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- <https://lms.clarusway.com/mod/lesson/view.php?id=429&pageid=433>

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Slide 30

► Implementing Feedback Loops



- Fifth Practice

- You should know what your customers and the end-users think



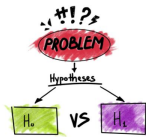
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► Evolving Experimentally



- Sixth Practice

- Kanban encourages you to use scientific methods like you form a hypothesis and test it
- By using hypothesis testing, you can assess whether a change helps you improve or not
- Then you make a decision about whether to try some other solutions or to keep the current status



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- <https://lms.clarusway.com/mod/lesson/view.php?id=429&pageid=435>

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Slide 32

Your Response

Circle how you are feeling:



Students, draw anywhere on this slide!

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Use this space to take notes:

Slide 33



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Link(s) on this slide:

- <https://create.kahoot.it/details/kanban/c44b4703-7d33-4f15-8cf1-71cf4d492b53>

Use this space to take notes:

Slide 34	Your Response

In one minute,
write the most
important thing from
today's
lesson.



Students, write your response!

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Slide 35

THANKS!

Any questions?

You can find me at:
kсения@clarusway.com



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