Software Kanban

A Visual Process-Managment System for Software Development

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Benefits of Kanban

General Information

- ► Kanban = signboard
- ► Developed by Taiichi Ohno in 1947
- ▶ Worked for Toyota
- Scheduling system for lean manufacturing and just-in-time manufacturing

Taiichi Ohno



Figure: Taiichi Ohno, father of Kanban (1912 - 1990)

Goals and Reasons

Reasons:

- ► Too high storage cost
- ► Too little productivity
- ► Increasing customer requirements

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- ► Too high storage cost
- ► Too little productivity
- ► Increasing customer requirements

Goal:

- ► Steady flow in the production process
 - \Rightarrow less inventory needed

Kanban in SWE

- ► First use in 2004 by Microsoft
- ► Lean Software Development
- ► First public presentation in 2007 by David J. Anderson
- ► Anderson: Father of Software Kanban

Kanban in Software Development

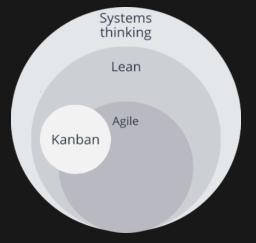


Figure: Kanban has elements of agile and lean SWE

Variations



Figure: A very basic Kanban-Board

Variations

Backlog	Eingeplant	Entwicklung	Test	Auslieferung	Produktiv
'					

Figure: Kanban-Board with more sections

Variations

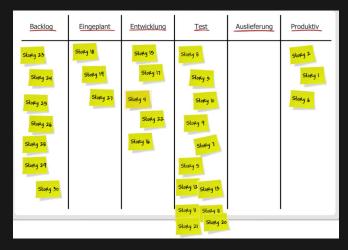


Figure: Same Kanban-Board in Action

Variations

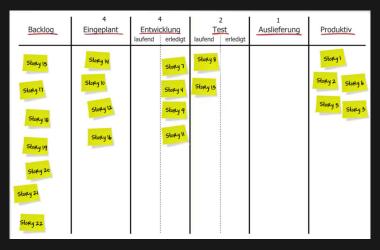


Figure: Kanban-Board with limits

Other useful Information

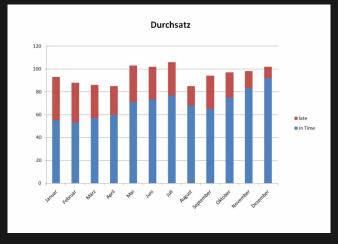


Figure: Throughput

Other useful Information

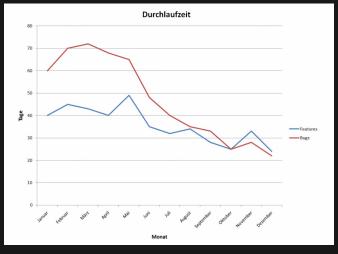


Figure: Cycle Time

Other useful Information

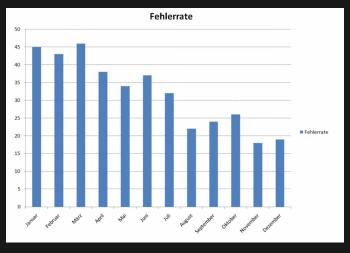


Figure: Rate of Errors

Conclusion

Kanban is

- ► easy to learn
- ▶ versatile

Mehr Zeug einfügen!!!

Sources

- ► Epping, Thomas: *Kanban für die Softwareentwicklung*. Springer-Verlag 2011
- ► https://www.youtube.com/watch?v=ndWPFk7GR8k
- Wikimedia