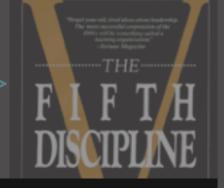
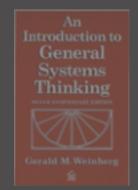
- 1. Today's problems come from yesterday's 'solutions.'

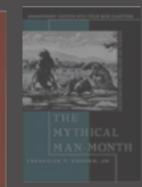
- 5. The cure can be worse than t
- 7. Cause and effect are not clos space.
- 8. Small changes can produce b highest leverage are often th
- 9. You can have your cake and 6 once.
- 10.Dividing an elephant in half
- 11. There is no blame.



# 3. Behavior will grow worse bed What are we applying this week?

- Whole feature team
- Prioritize learning
- Avoid local optimization watch the baton, not the runner
- Understand system forces and how they impact you (this is not about developer productivity)





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Causation Fallacy: Every effect has a cause... and we can tell which is which



## **Lean Thinking**

Sustainable shortest lead time, best quality and best value, most customer delight, lowest cost, high morale, safety

## Respect for People

- -Develop people, then build products
- -No wasteful work
- -Team based organizations
- -Teams evolve their own practices and improvements
- -Build partnerships

## Product Development

Long-term great engineers, mentoring from managerengineer-teacher, cadence, cross-functional, team room, visual mgmt, set based concurrent dev...

### 7 Principles

Eliminate waste, amplify learning, decide as late as possible, deliver as fast as possible, empower the team, build integrity in, optimize the whole

#### Continuous Improvement

- -Go See and Help
- -Kaizen
- -spread knowledge
- -retrospectives
- -root cause analysis
- -eyes for waste
- -Perfection challenge
- -Work towards flow without delay



- 1. Partially done work (WIP)
- 2. Extra features
- 3. Relearning
- 4. Task switching
- 5. Waiting
- 6. Handoffs
- 7. Defects
- 8. Extra processing

Management applies and teaches lean thinking, and bases decisions on this long-term philosophy

Adapted from "Summary of the Toyota Way (Lean Thinking) House" by Craig Larman and Bas Vodde, 2009

