**Limiting Work in Process (WIP)**  
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In DevOps, there’s a lot of talk about speed and efficiency, but one principle that really keeps those things in check is **Limiting Work in Process (WIP)**. In plain language, it’s about not juggling too many tasks at the same time so work can actually get finished instead of just sitting “in progress.”

According to Atlassian (n.d.), setting WIP limits helps teams stay focused, cut down on task-switching, and quickly spot roadblocks that could slow things down. When too much is going on at once, nothing moves forward smoothly. Keeping things limited makes it easier for the team to rally around a problem, fix it, and keep the work flowing.

Planview (n.d.) puts it another way: *“Stop starting, start finishing.”* They explain that when a team focuses on finishing what’s already started, it reduces delays, miscommunication, and unnecessary handoffs. Visual tools like Kanban boards make it clear where work is stuck and help teams work together to fix it.

For me, the biggest win from limiting WIP is how it exposes bottlenecks you might not notice otherwise. Once those trouble spots are visible, the team can take action to fix them. I’ve seen this in my own work—keeping fewer things on my plate means I finish faster, make fewer mistakes, and feel less stressed.

In short, WIP limits aren’t about doing less—they’re about doing things better and delivering value without burning out.

**References**

Atlassian. (n.d.). *Working with WIP limits for Kanban*. <https://www.atlassian.com/agile/kanban/wip-limits>

Planview. (n.d.). *Why we need WIP limits*. <https://www.planview.com/resources/articles/wip-limits/>