Lesson 2.8: Addressing DevOps Myths: Work in Process

DEVOPS CULTURE AND MINDSET

Addressing DevOps Myths: Work in Process

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Slide 1: This simply is not true!

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Myth: Having a lot of work-in-process is the *best* way to get more done

Slide 2: Learning Objectives

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Discuss effective strategy to increase **productivity**

Identify 5 **Thieves of Time**

Address challenges from stakeholders in setting **limits on work-in-process**

Slide 3: Combine Tools for Stronger Performance

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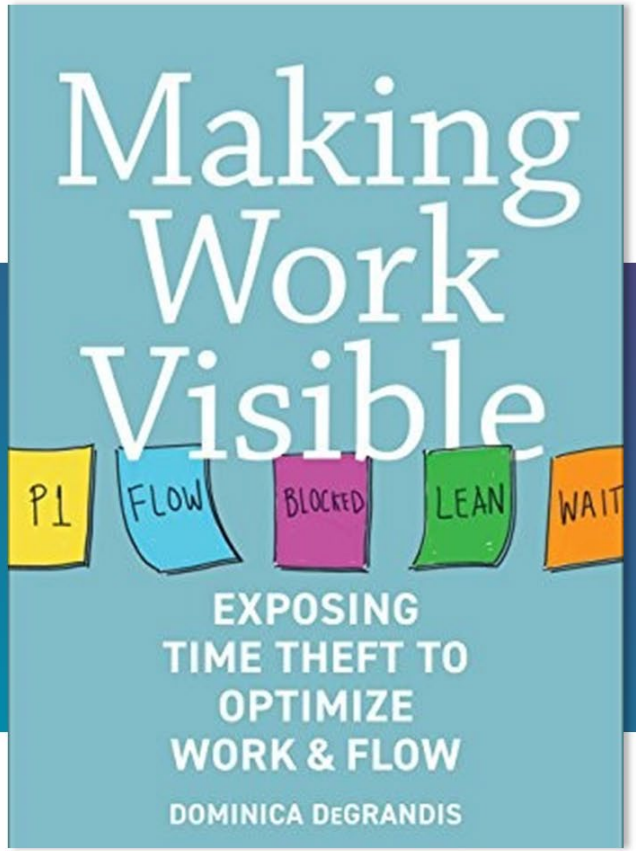
Maintain work-in-process **(WIP) limits**

Combine WIP with **visual displays**

Use **feedback loops** back to dev teams

Slide 4: The Thieves of Time



The 5 Thieves of Time

1. Too much work-in-process
2. Conflicting priorities
3. Unknown dependencies
4. Unplanned work
5. Neglected work

Slide 5: How to Apply WIP Limits

How to Apply WIP Limits

Only work on a set number of things at once

Start next thing only after **finishing something**

You may have to **challenge** your own **beliefs and instincts**

Slide 6: This Will Take Time

This Will Take Time

It will get **harder** before it gets better

Past work-arounds **masked problems**

Now you'll face the **elephant in the room**

Slide 7: People May Resist at First

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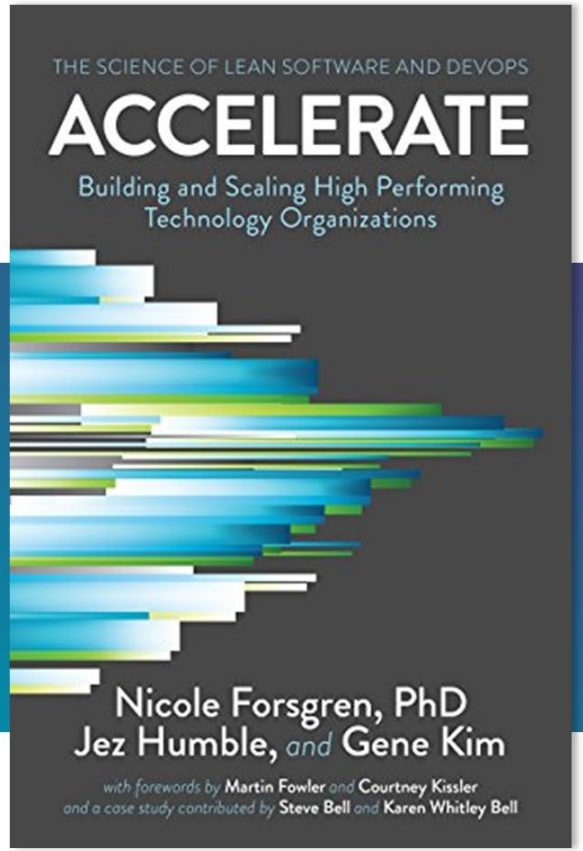
Applying WIP limits may cause **frustration**

Persist until results **prove effectiveness**

Slide 8: Implement the Entire System



Implement the Entire System

Limit work in process

Visually display work

Use feedback loops