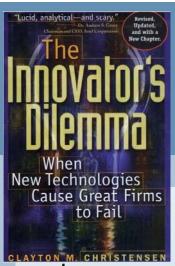


# 1 e a n software development

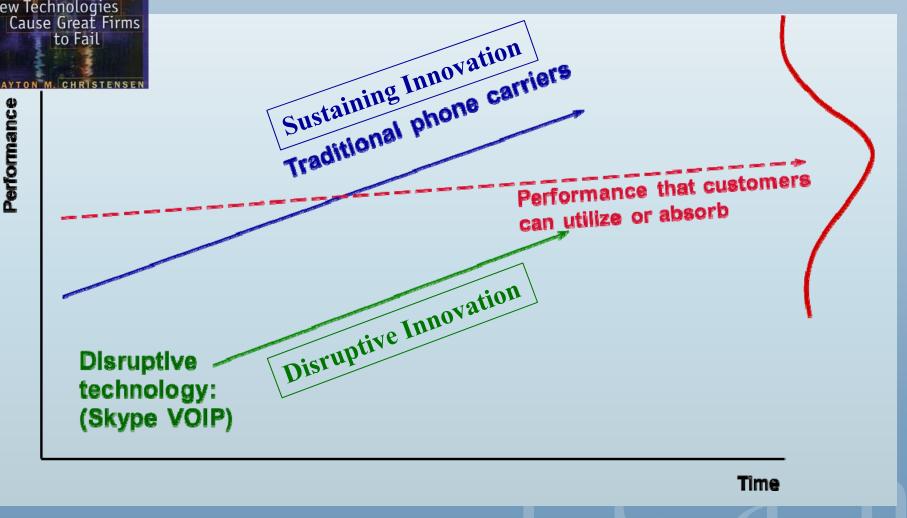
## The Lean Mindset

Financial Results are a Second Order Effect



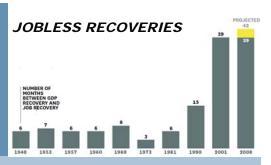
## The Innovator's Dilemma

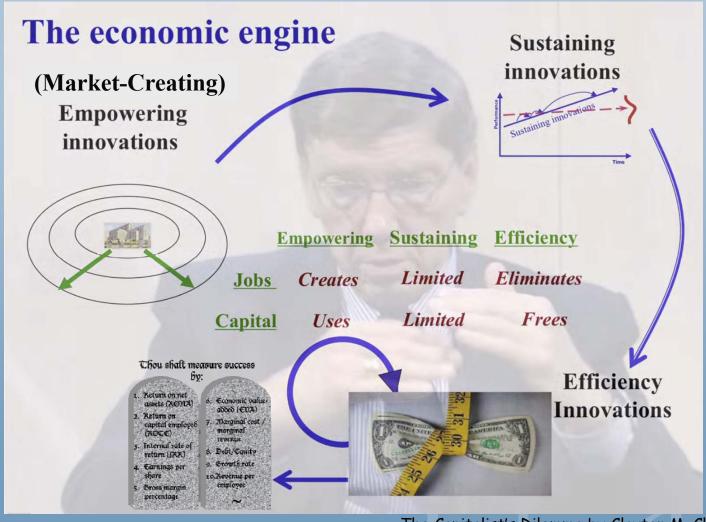
Doing the right thing for current customers is the wrong thing for creating or surviving disruptive innovation.



## The Capitalist's Dilemma

Doing the right thing for long-term prosperity is the wrong thing for investors, according to the tools that guide investments.





## Shareholder Value

#### 1950: War Generation

"We try never to forget that medicine is for the patient. It is not for profits. The profits follow; and if we have remembered this, they have never failed to appear. The better we have remembered it, the larger they have been."

--- George Merck, President, Merck & Co.

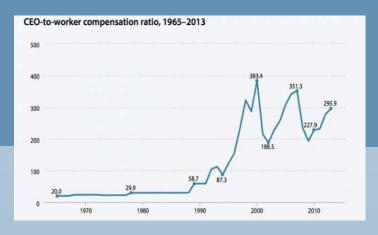
#### 1975: Boom Generation

"The Purpose of Business is to Maximize Shareholder Value." US CEO Income 1976 30XAvWkr 1993 100XAvWkr 2013 300XAvWkr

#### 2000: Tech Generation

"We don't build services to make money; we make money to build better services."

--- Facebook





Yes, the planet got destroyed. But for a beautiful moment in time we created a lot of value for shareholders.



## Spreadsheets



## The Fast Food of Strategic Decision Making\*

Just as abundant, cheap fast food helped create an epidemic in obesity and diabetes, the popularity of spreadsheets has given rise to an unhealthy dependence on [financial] metrics.

One simple way to put [this tool] in its proper place is to resolve never to begin or end an investment conversation with reference to a spreadsheet.

But how do we make decisions without financial metrics?



## The Lean Mindset

#### "mindset" {noun}

a set of beliefs or a way of thinking that determines one's behavior, outlook and mental attitude.

## Financial Results are a Second Order Effect.

#### Lean Levers

- 1. Energized Employees
- 2. Delighted Customers
- 3. Making a Difference
- 4. Rapid Flow of Value

#### Lean Analytics

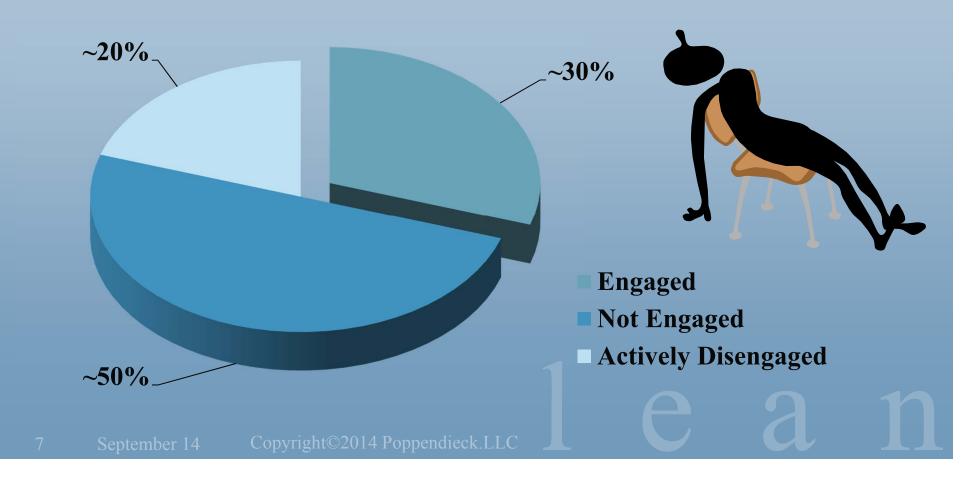
- 1. Engagement
- 2. Reputation
- 3. Impact
- 4. Flow

If we get these levers right, the financial results will follow.



## Engagement

Survey after survey has reached the same conclusion: About 70% of Employees are Not Engaged.



## Analyzing Engagement

Gallup has measured employee engagement for a decade, using a twelve question survey.\*

- 1. I know what is expected of me at work.
- 2. I have the materials and equipment I need to do my work right.
- 3. At work, I have the opportunity to do what I do best every day.
- 4. In the last seven days, I have received recognition or praise for doing good work.
- 5. My supervisor, or someone at work, seems to care about me as a person.
- 6. There is someone at work who encourages my development.
- 7. At work, do my opinions seem to count.?
- 8. The mission or purpose of my company makes me feel my job is important.
- 9. My associates or fellow employees are committed to doing quality work.
- 10. I have a best friend at work.
- 11. In the last six months, someone at work has talked to me about my progress.
- 12. This last year, I have had opportunities at work to learn and grow.

Gallup Q12 Survey 2012 Reports
Companies on the top quartile on engagement

less absenteeism and employee turnove (on average)
fewer safety incidents

fewer product defects

higher productivity

22 higher profitability

## How Spotify Monitors its Engineering Culture



#### Primary Value: Small, Autonomous Squads

- 1. My squad has a dedicated product owner that prioritizes the work and takes both business value and tech aspects into consideration.
- 2. My squad has an agile coach that helps us identify impediments and coaches us to continuously improve our process.
- 3. I can influence my work, be an active part in planning and choose which tasks to work on. I can spend 10% of my time on hack days.
- 4. My squad can (and does!) get stuff live with minimal hassle and sync.
- 5. My squad feels ownership of its process and continuously improves it.
- 6. My squad has a mission that everyone knows and cares about, and stories on the backlog are related to the mission.
- 7. My squad knows where to turn to for problem solving support, for technical issues as well as "soft" issues.

https://dl.dropboxusercontent.com/u/1018963/Articles/SpotifyScaling.pdf

## Engagement at Scale



#### Use Everyone's Brainpower



1. Understand What People Do

*Understand how the Work Works* 

2. Create Stable Squads Give Tough Problems to Strong Teams

- 3. Increase the Power of Integrators Integrators Create Constructive Cooperation
- ••• 4. Extend the Shadow of the Future Make Consequences a Consideration

5. Increase Reciprocity Use Rich Objectives

Blame is for failing to help or to ask for help

For the Good of the Whole



6. Reward Cooperation

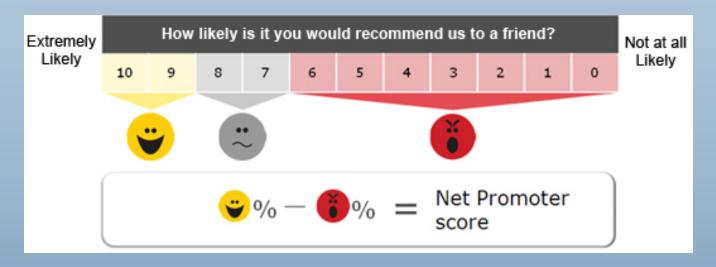
Six Simple Rules: How to Manage Complexity without Getting Complicated by Yves Morieux and Peter Tollman (Boston Consulting Group)



## Reputation



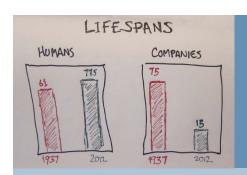
#### Net Promoter Score



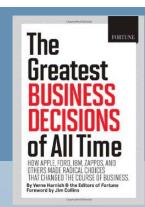
## Most important – Everyone is asked:

What is the main reason for your answer?

NPS does not improve unless the causes of low scores are understood and addressed!



## *Impact*



## **Beyond Spreadsheets**

1914: Ford doubles workers wages

1925: 3M's 15% rule's first success

1933: Nordstrom's policy that accepts any return with no argument

1952: Boeing bet the company on the 707, its first commercial plane

1957: The "HP Way" – shared values of trust, teamwork, & risk taking

1961: Toyota adopts Deming's quality principles

1962: WalMart's Saturday morning meetings – execs & workers

1981: Softsoap buys the entire US supply of plastic pumps

1982: Johnson & Johnson pulls Tylenol from the shelves

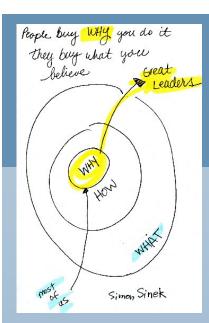
1989: "Intel Inside" consumer-focused campaign in a B2B company

1990: Samsung gives star employees sabbaticals in other countries

1993: IBM's Gerstner sends ~300 execs to visit and listen to customers

1996: Apple brings back Steve Jobs

1999: Zappos – free shipping & returns



## Impact-driven Development

## Work Backward from Impact

1. Start with WHY – Purpose, Problem



- 2. Understand the desired impact:
  - a. Who cares about the impact of potential solutions?
  - b. How will these people measure the impact of outcomes?
  - c. What changes can create outcomes that move the metrics– in the right direction enough to matter?
- 3. Experiment: Prototype the most promising changes.
- 4. Implement a change only if its impact is validated.
- 5. Iterate rapidly until the desired impact is achieved.

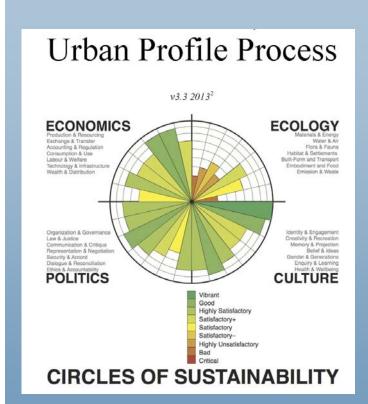


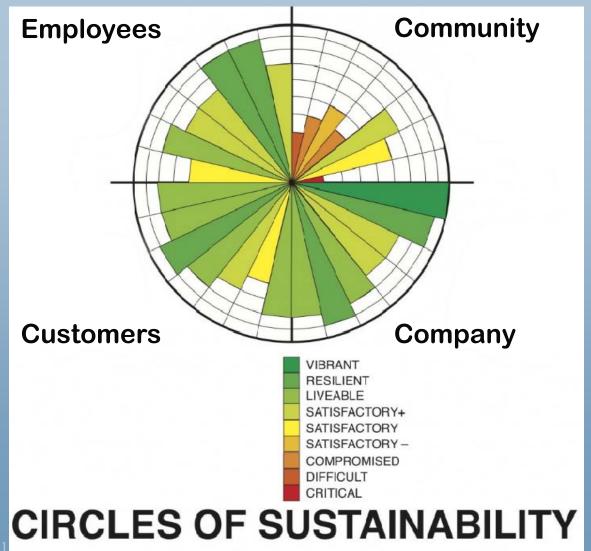


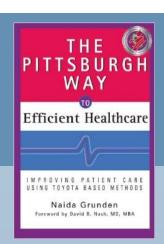


## Analyzing Impact

#### **United Nations**







## What is Efficiency?

#### Move the Camera

#### From The Resource



Eliminated the waiting room
Eliminated Code Red in the Emergency Room
Streamlined the Ambulatory Surgery Center
Streamlined the scheduling of vulnerable patients

#### To The Flow Unit



## The Efficiency Paradox



#### **Sources of Inefficiency:**

#### Long Throughput Times

- ✓ New Needs Arise
- ✓ Windows of Opportunity Close

#### Many Flow Units

- ✓ Handling, Scheduling
- ✓ Storing, Finding

#### Many Restarts

- ✓ Get-up-to-Speed Time
- ✓ Waiting for Others to be Available

#### Complexity

- ✓ Confusion, Mistakes, Defects
- ✓ Information/intellectual Overload

#### **Busy** ≠ **Efficient**

Failure Demand

Superfluous Work

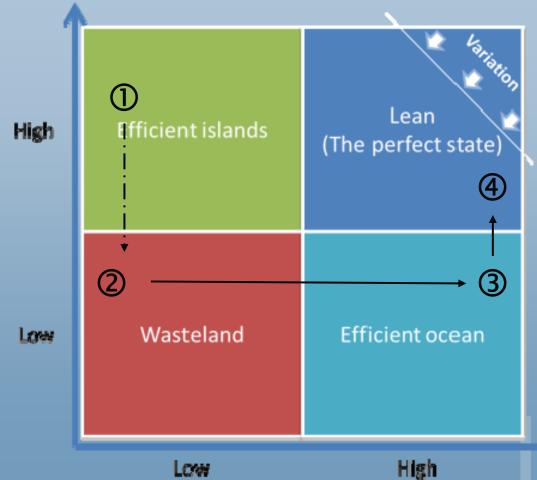
Valuable Work

Resource Efficiency is not as efficient as you think!

## The Efficiency Paradox



#### Resource efficiency



You think you are here.

You are probably here.

Start with Flow Efficiency.

Then add Resource Efficiency.

Flow efficiency

From This Is Lean, by Modig and Ahlström



## Analyzing Flow

#### Flow Efficiency =

Time you spend actually working on a problem



Time the person with the problem spends waiting for it to be fixed





## Lean Analytics

# Engagement



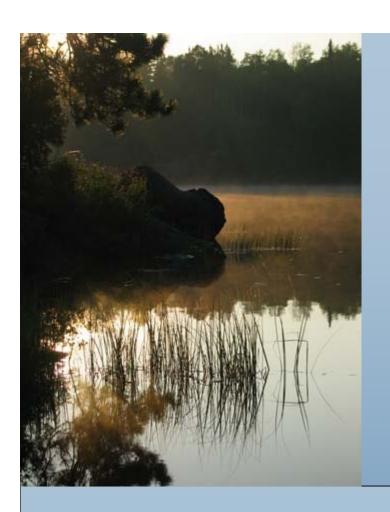


Reputation









## l e a n software development

## Thank You!

*Get more information here*  $\Rightarrow$ 

