software pilots
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Kanban Kickstart Geeknight

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APPROVED KANBAN TRAINER BY DAVID J. ANDERSON

Agenda

- Introduction + Advertisement (15 min.)
- A Couple of War Stories
- The 5 Principles of Kanban
- Real Life Experiences
- Break: Sandwich and Networking
- More Real Life Experiences
- Discussion Topics

What I Won't Cover

- Kanban's Origins
- Kanban principles In-depth
- A Detailed Comparison of Scrum vs. Kanban

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GOTO; Cph Conference

- Cool Products, Technical Tracks, Architechture
- Agile
  - Mærsk Case Study, Agile Games, David Snowden
- Lean
  - Benjamin Mitchell, Don Reinertsen, (Jesper Boeg)
- Agile UX
  - Chris Nodder, Janne Jul Jensen (Winner of 2 Danish App Awards)
- DevOps/Continuous Delivery
  - Patrick Debois

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Trifork A/S

- Agile Coaching and Training
  - Scrum, Kanban, Lean, XP….
- Software development:
  - Public, Mobile, Security and Finance
- Technical Training
  - Mobile, Java, .Net….
- Conferences
  - GOTO and QCon

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Popular Agile Training

- 1 day in-house Kanban Introduction
- Kanban Kickstart
  - 1 day Kanban Introduction, kickstart + follow up
- 1 day Scrum introduction
- Agile Review
- CSM, CSPO
- New: Kanban 2 day Training
  - March 8-9 Copenhagen
  - April week16

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In general

- Who are we?
- Let me know if you have questions
- Please help me remember the break ☺
- You Will Get the Slides

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A COUPLE OF WAR STORIES

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1: THE CLASSICAL KANBAN EXAMPLE, OPERATIONS

2: ORGANIZATIONAL RESISTANCE

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3: SUBOPTIMIZATION

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4: A MATURE AGILE TEAM

KANBAN PRINCIPLES

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1. PRINCIPLE
VISUALIZE WORKFLOW

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Visualize Workflow

Inbox	specification	Breakdown	Development			Code review	Test locally	Test on Staging	Release
			Planned	In progress	Done				

2. PRINCIPLE
LIMIT WORK IN PROGRESS

WHAT IS WIP IN SOFTWARE?

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Limit Work in Progress
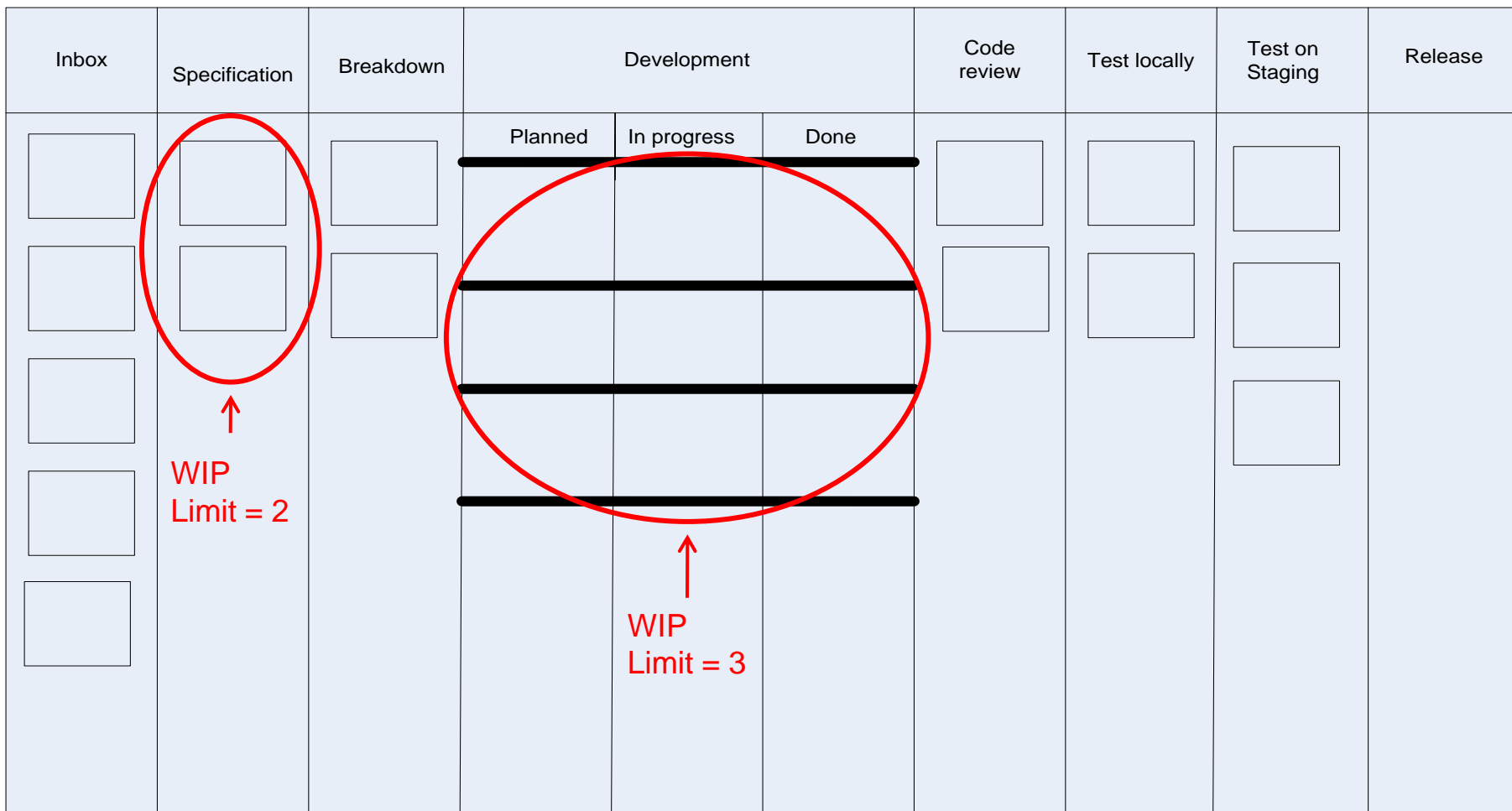
Capacity Constrained System

- You can never overload a Kanban pull system!

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3. PRINCIPLES: MAKE POLICIES EXPLICIT

Make Explicit Policies Visual

Inbox **5**	Specification **2**	Ready for Development **2**	Development **3**			Code review **2**	Test locally **2**	Test on Staging **2**	Release
	In progr. Done		Planned	In progress	Done	In progr. Done	In progr. Done	In progr. Done	
				Refactor TDD					**Released**: -Remove tickets -Write end date -Review deploy - Update CFD, Defect rate and Cycle time
Write Start Date	Accept Criteria!	Plan pairing				Cover: Unittest Int.. Test Code Coverage Depl. issue	Tester and Product Owner need 10 min. preparation	Only Core Functionality	

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4. PRINCIPLE MEASURE AND MANAGE FLOW

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Cumulative Flow Diagrams
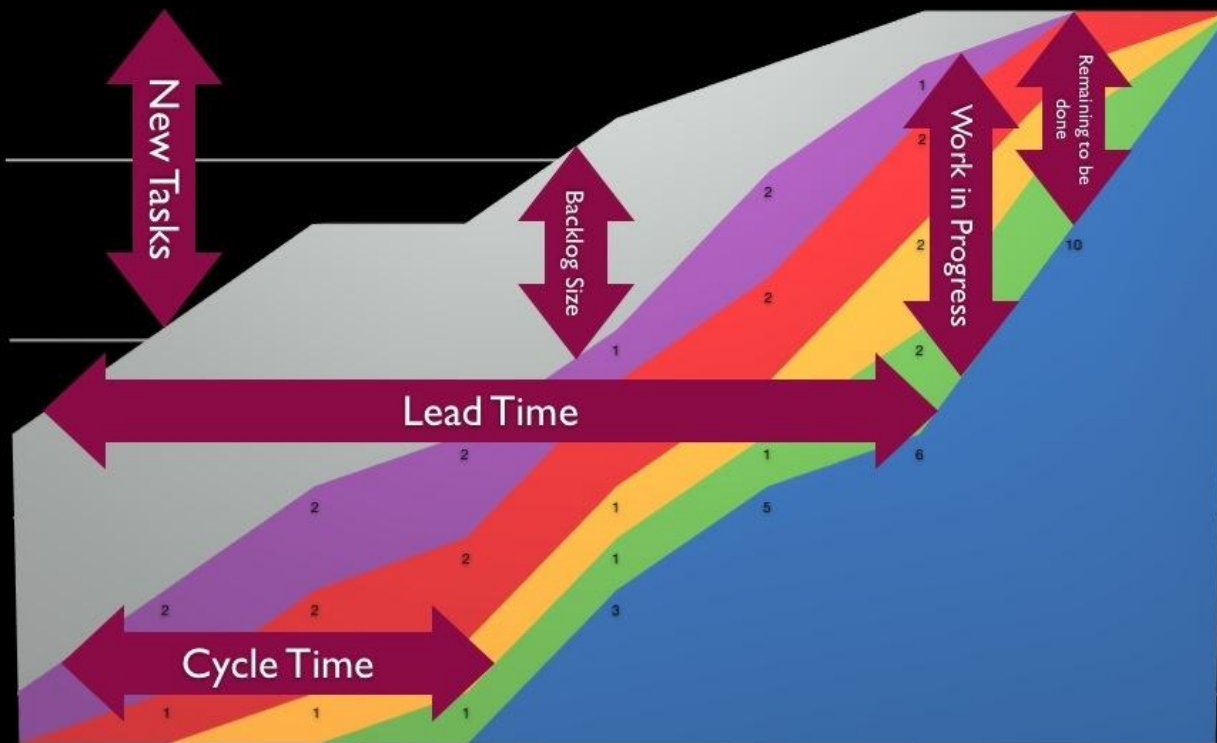
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5. PRINCIPLE IDENTIFY IMPROVEMENT OPPORTUNITIES

WHEN USED RIGHT POLICIES AND METRICS WILL DRIVE CHANGE

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Identify Improvements

"KANBAN IS LIKE GETTING A SHRINK FOR YOUR PROCESS"

- JAN OLOFSSON

Kanban Principles Overview

1. Visualize Workflow
2. Limit Work-In-Progress
3. Make Policies Explicit
4. Measure and Manage Flow
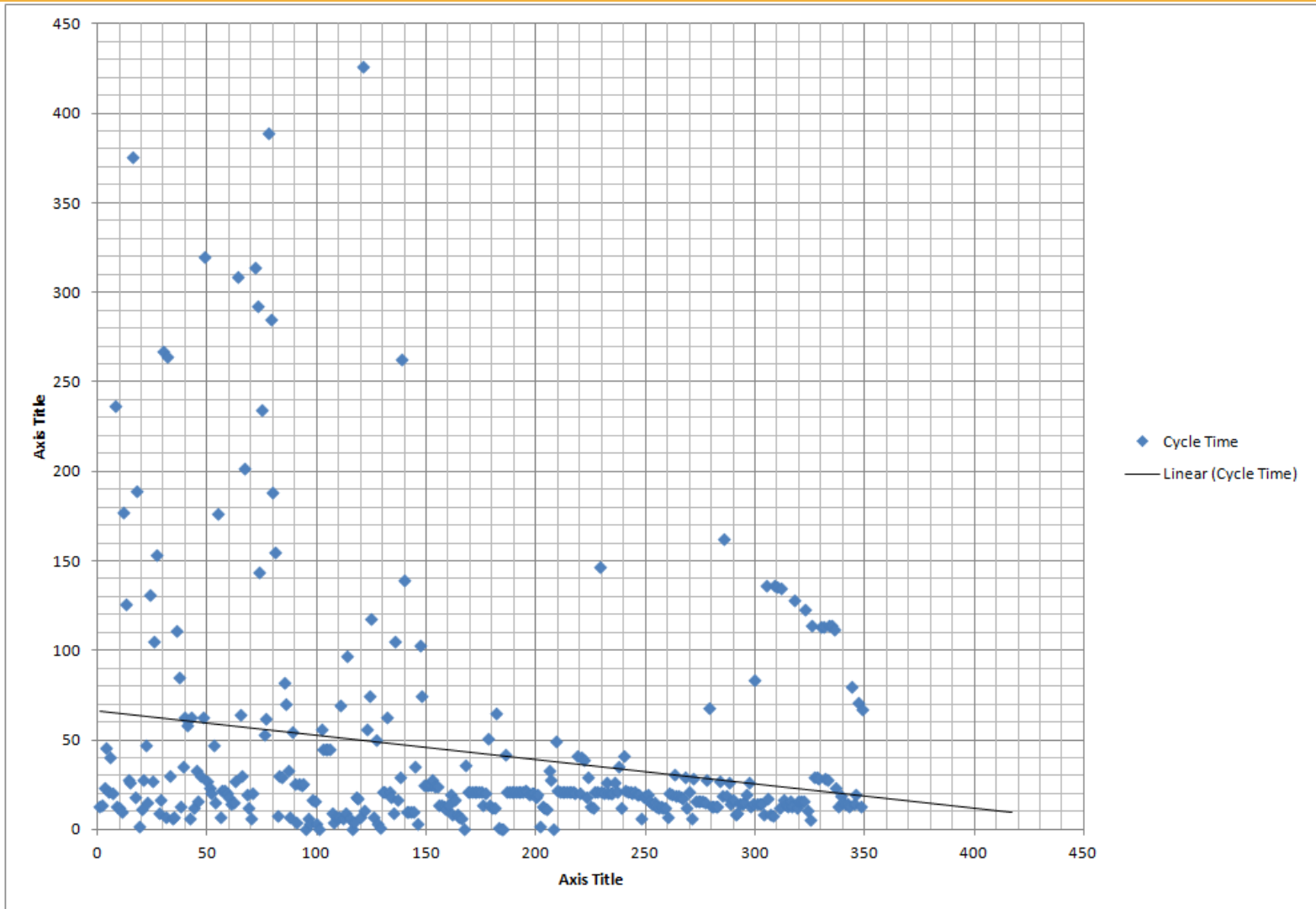5. Identify Improvement Opportunities

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REAL LIFE EXPERIENCES

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FOCUSSING ON FLOW HELPS!

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YOU WILL BECOME MORE AGILE

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A "DRIVER" HELPS

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YOU NEED BOTH THE "WHY" AND THE "HOW"

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CHANGE MANAGEMENT IS STILL HARD ☺

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UNCOACHED INITIATIVES FAIL!

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QUALITY FOCUS HELPS. BUT YOU NEED PATIENCE
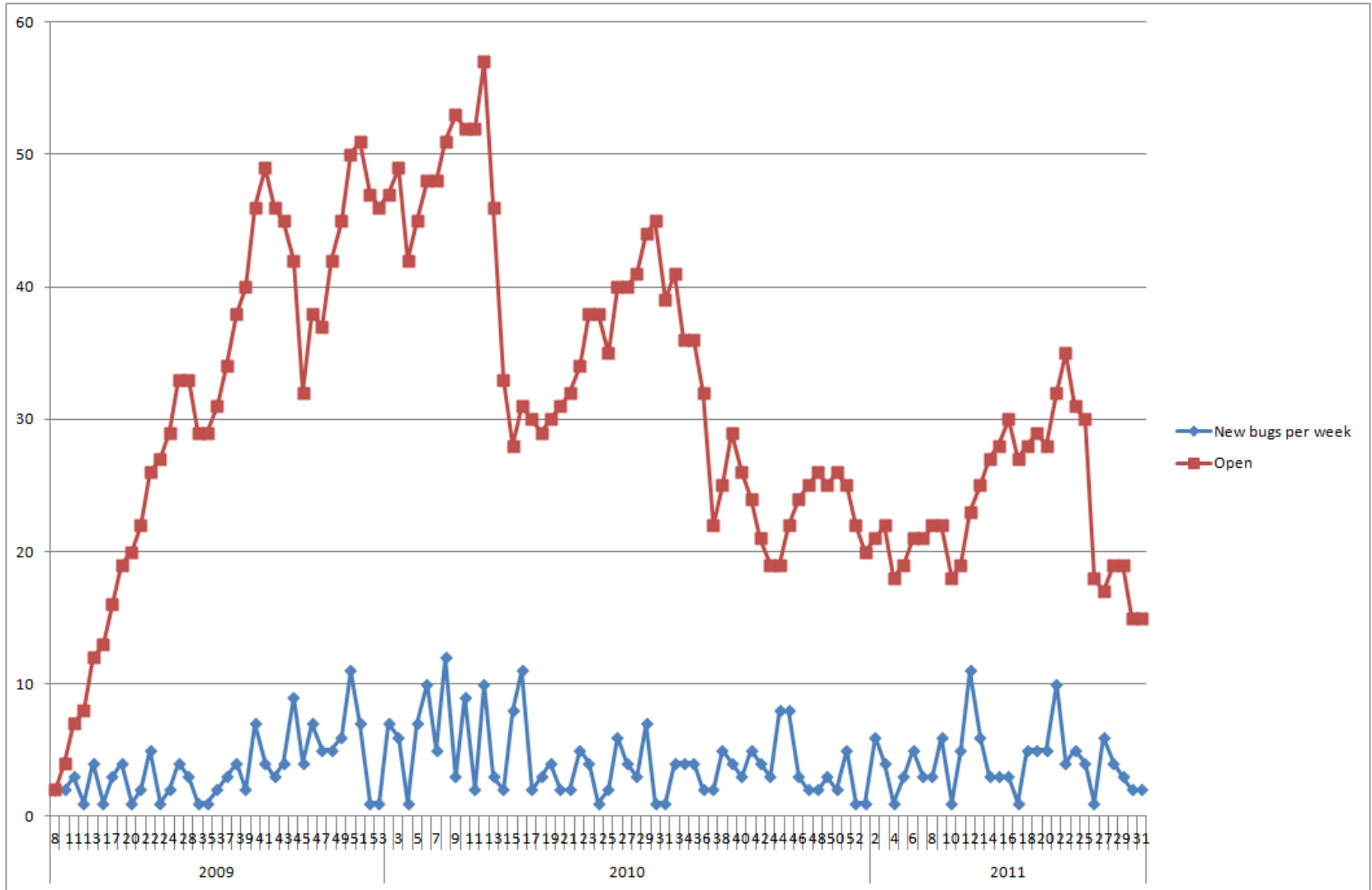
DON'T WORRY ABOUT A LACK OF FOCUS!
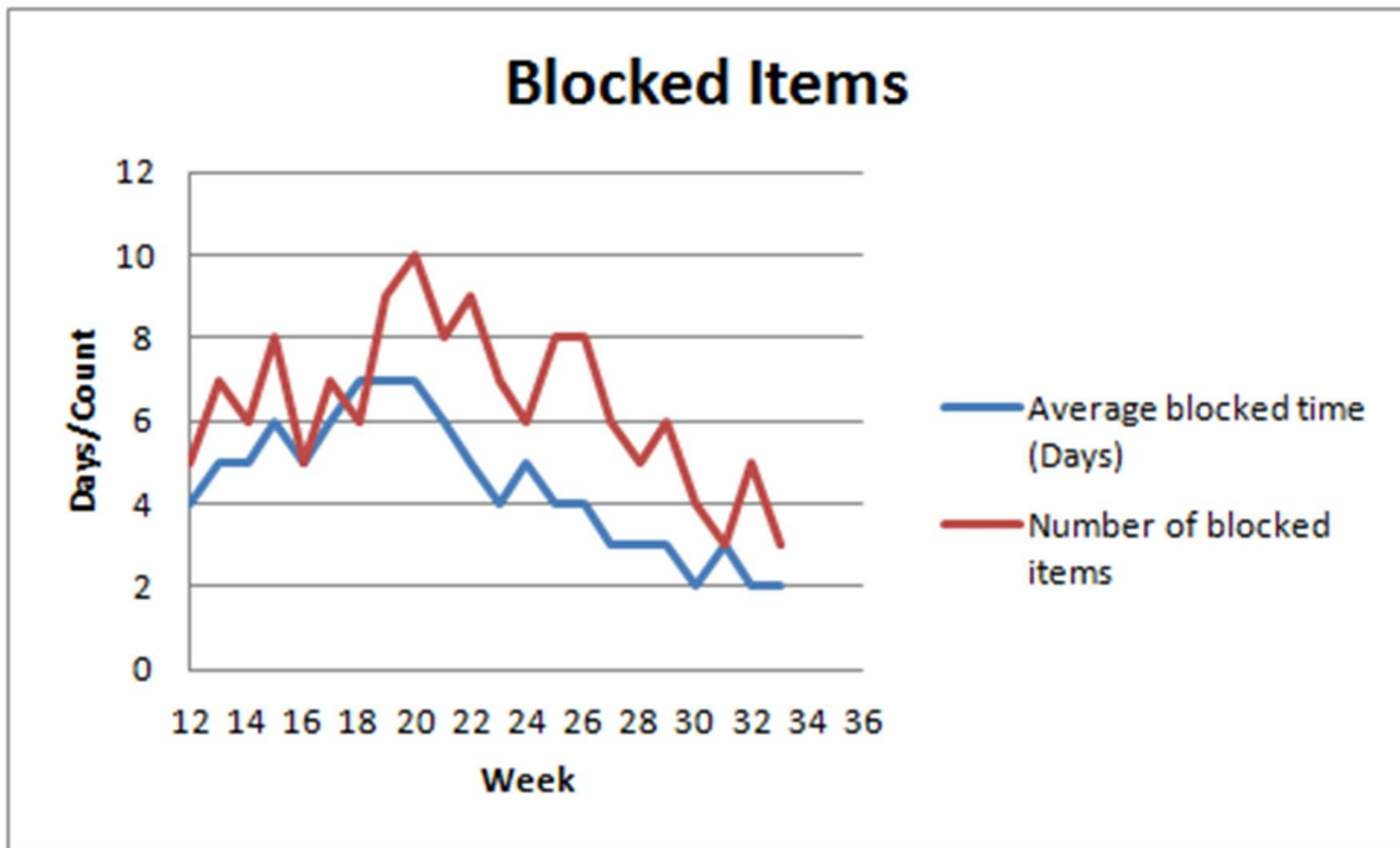
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GETTING PEOPLE TO THINK ABOUT THE ENTIRE VALUE STREAM IS HARD!

Blocked Items

Don't Forget the Vision!

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DON'T WORRY ABOUT PEOPLE USING KANBAN AS AN EXCUSE TO REVERT TO FORMER PRACTICES

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PEOPLE WILL COPY WHATEVER YOU SHOW THEM!

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PLUG-IN AGILE STILL DOES NOT WORK!

Most Failures

- **- fall into one of the following categories**
  - No management commitment
  - No crisis
  - Management wants it but does not live it
  - No autonomy
  - People focus only on the mechanics

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DISCUSSIONS

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