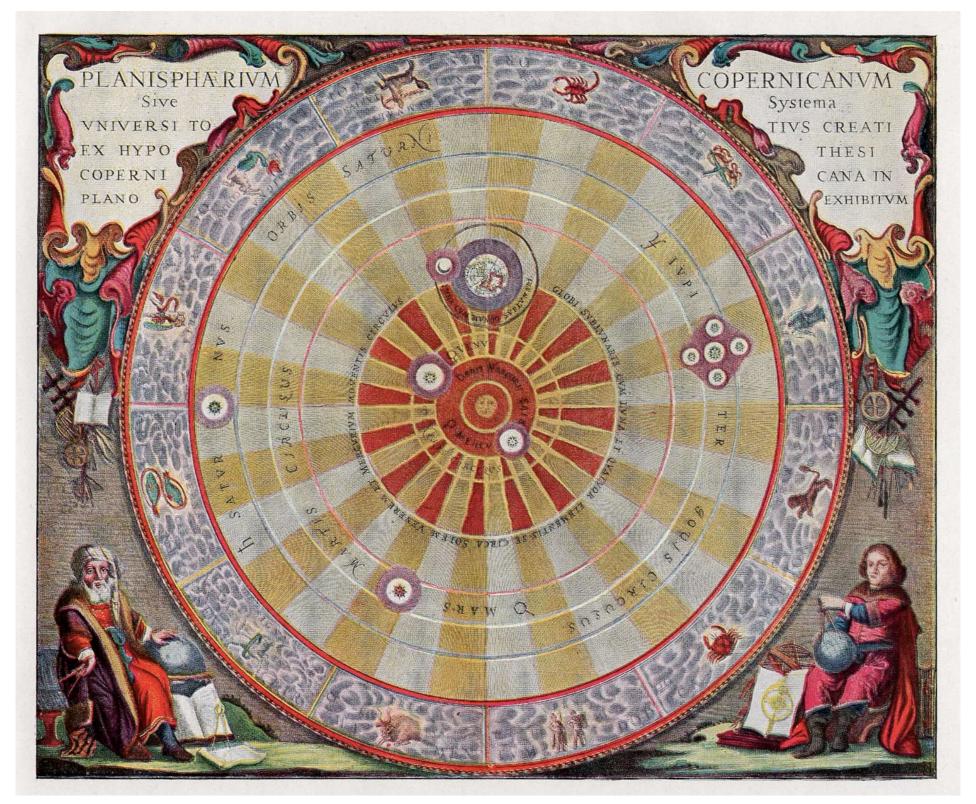


## STATIK Beyond the Classroom: Adopting Systems Thinking with Powerful Simplicity





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# The Systems Thinking Approach to Introducing Kanban

- 1. Purpose of the Service
- 2. Sources of Dissatisfaction
- 3. Demand Analysis
- 4. Capability Analysis
- 5. Workflow Mapping
- 6. System Design
- 7. Socialize



### Systems Thinking

Your organization is an ecosystem of interdependent services, a complex adaptive system.

You introduce Kanban such that the complex system will be stimulated to improve.

The Systems Thinking Approach to Introducing Kanban is how you make this transition more successful.





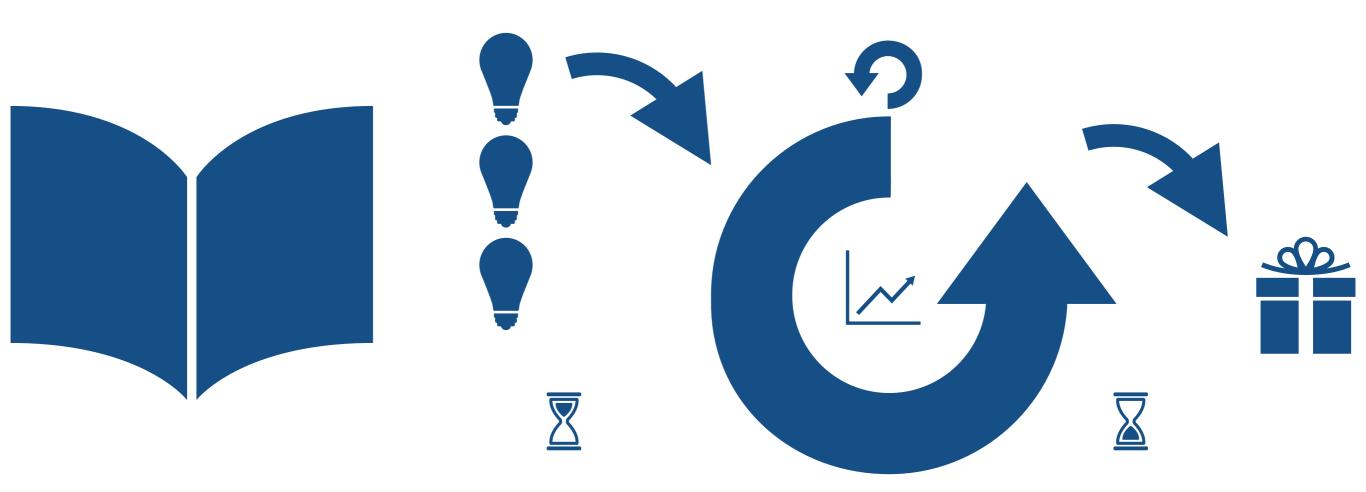
#### Complex Adaptive System

## The observed behaviour of individual parts\* is not predictive of the behaviour of the whole system.

*\*i.e. Agile teams* 



#### Optimization of parts leads to the sub-optimization of the whole.





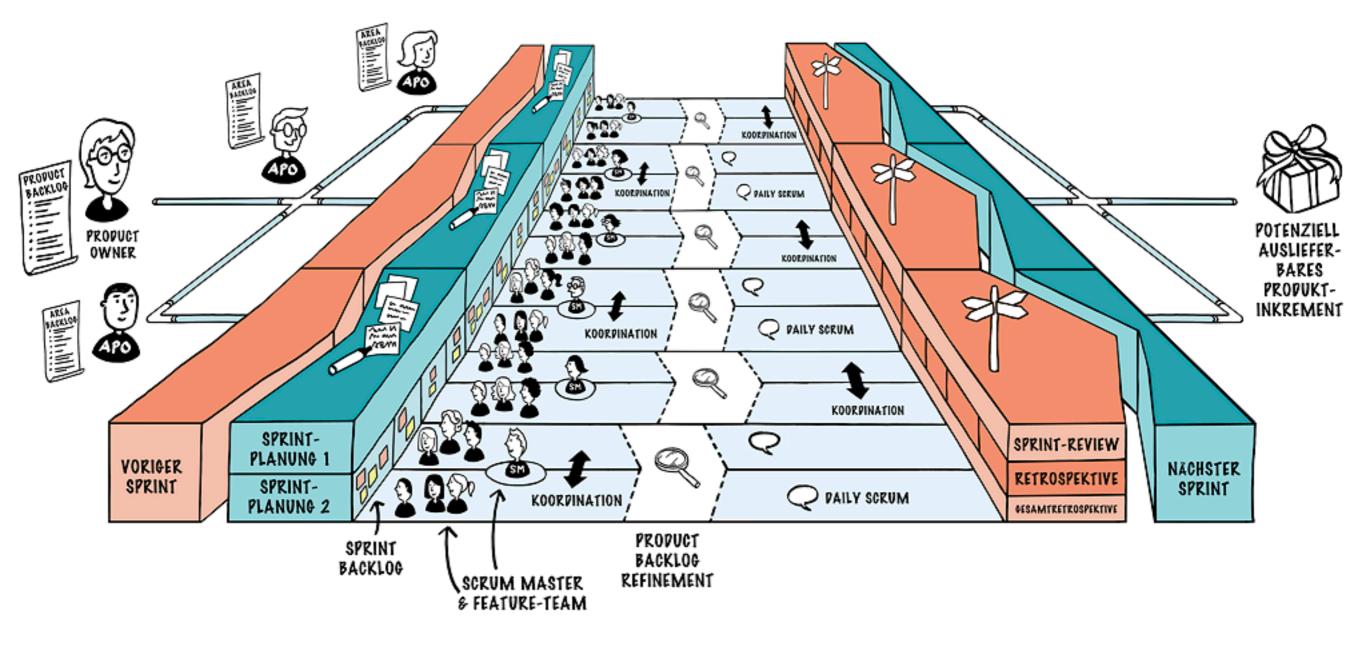
#### Complex Adaptive System

Dynamic networks of interactions;

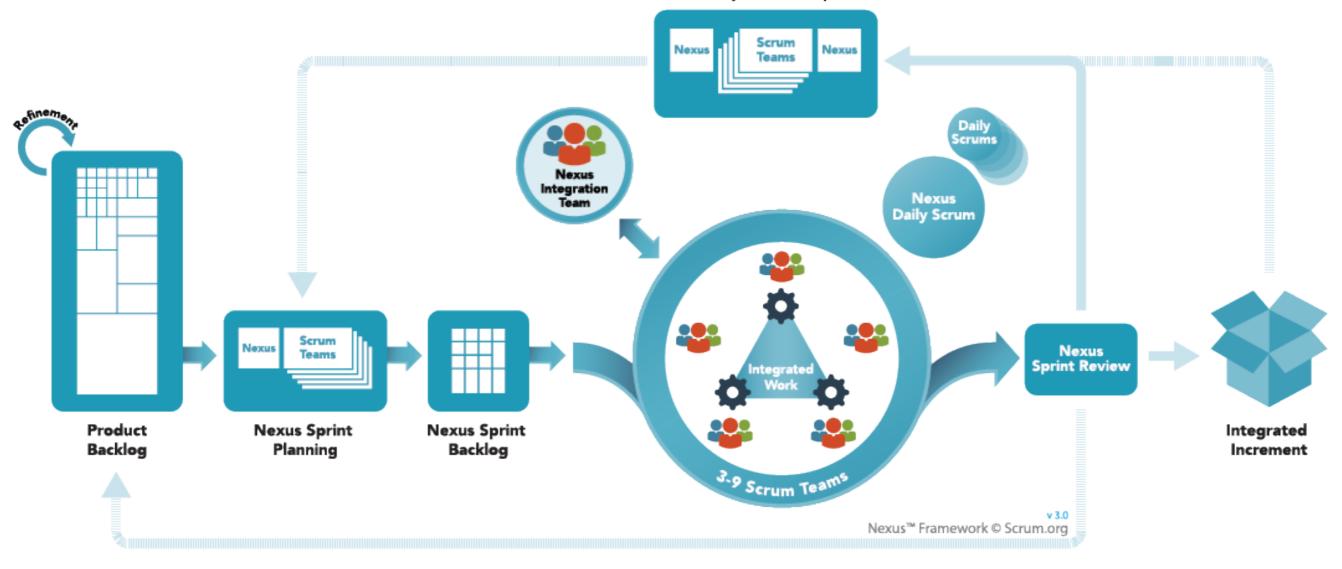
Relationships are **not aggregations** of the individual static entities\*;

\*i.e. "Scaled Agile"



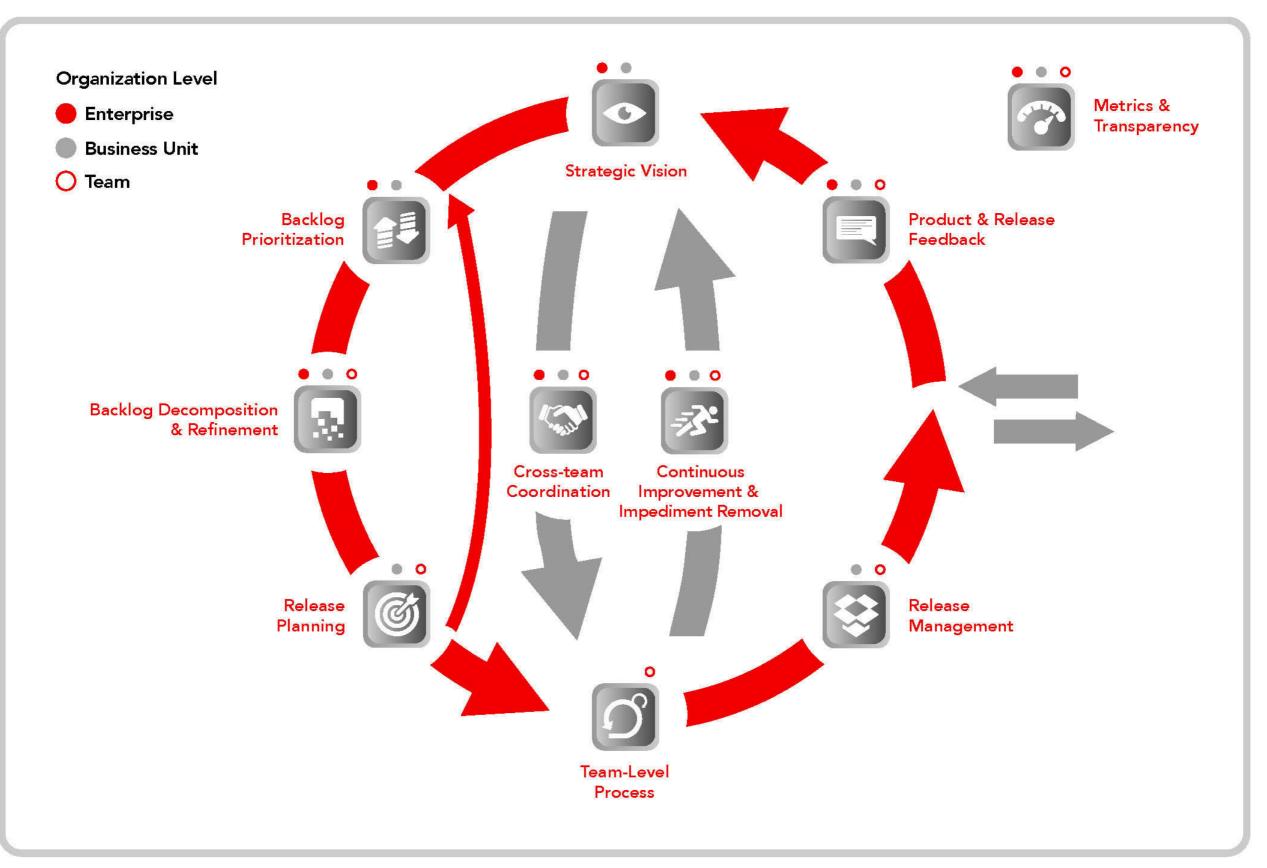




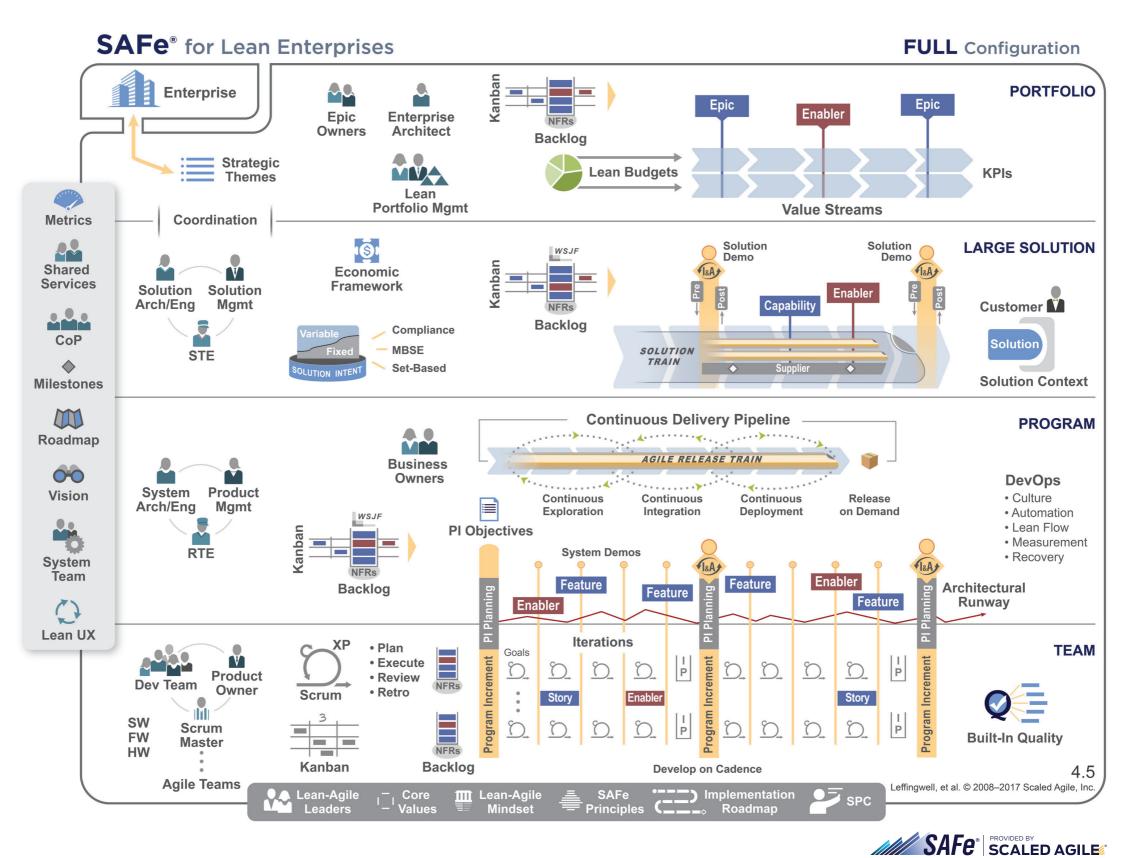


Nexus Sprint Retrospective











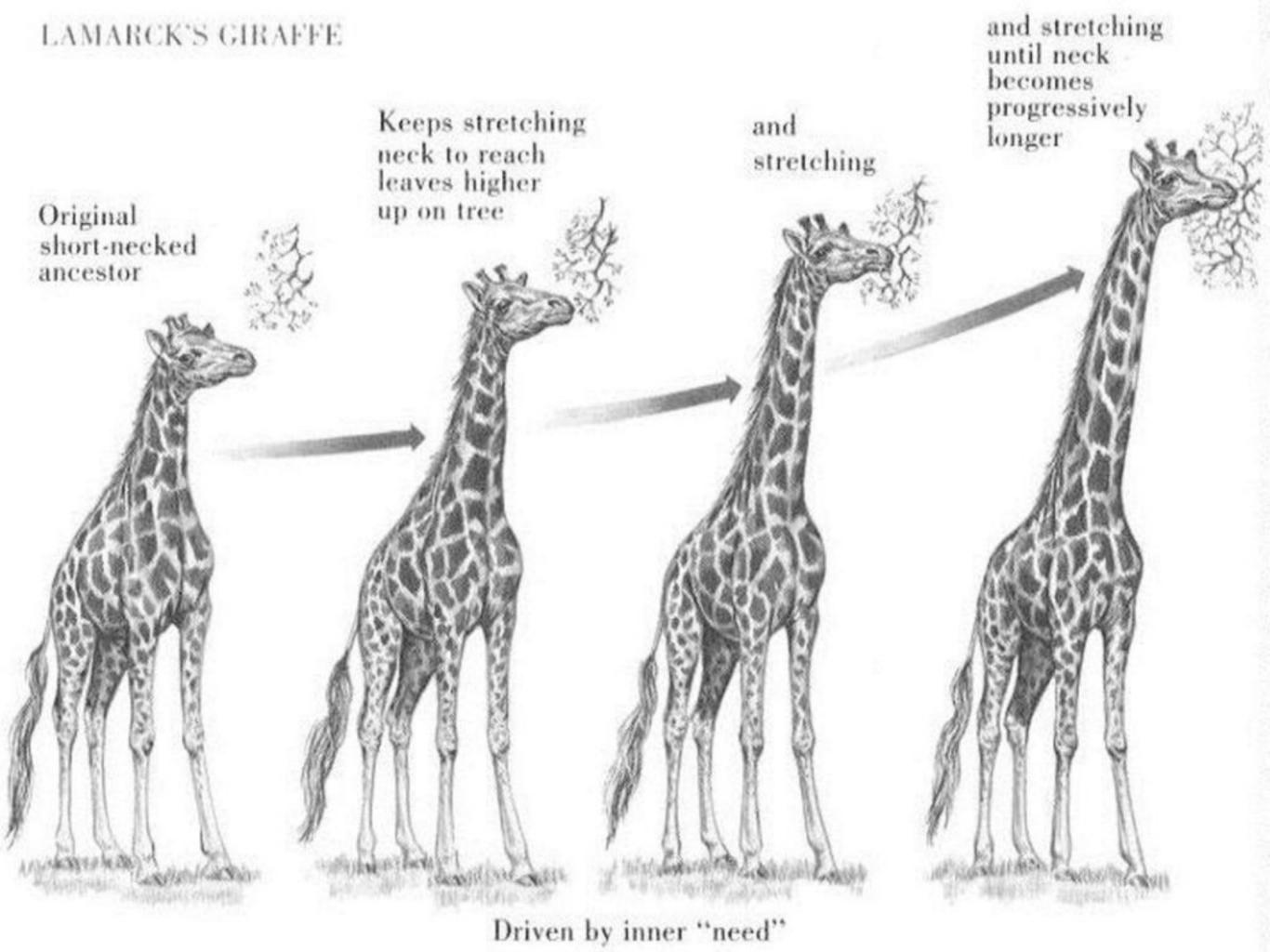


#### Complex Adaptive System

Individual and collective behaviour mutate & selforganize\* in order to adapt to the changes in their environment and increase their survivability.

\*i.e., not necessarily into Scrum Teams with ScrumMasters, Sprints and Story Points.





#### The Need for Change

Our customers are dissatisfied.

We need to focus on making teams more effective.



Let's reorg around Scrum Teams.

Scrum teams aren't solving all of our problems.

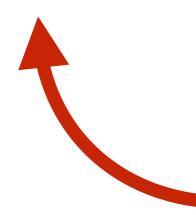


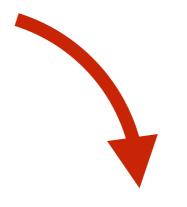
BERTEIG

#### Install Scrum

We need to improve.

## We must be doing it wrong.





#### Let's install Scrum.

Scrum fails to install.



### Leadership Change

Our service delivery to our customers is not fit for their purpose(s).

Empathy, encouragement, cheerleading, hugs. To improve our business, leadership needs to change.





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#### Services: What We Do for Our Customers





#### Services: What We Do for Our Customers





### Big Fix

We are losing market share to our younger, faster, cheaper competition.

We must have the wrong people: complacent, not aligned.

Huge "transformation" J-curve: deep, long, expensive, painful.





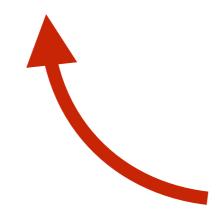


Let's go Agile.

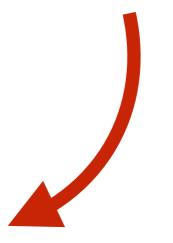
### Big Change with Humans

Our business is struggling.

Resistance causes change failure.



Let's force our people to change.



People resist change.



### How Thinking Really Changes



Strategy or Method

#### Double Loop Learning

Change in course of action decided by rethinking the initial goal and reevaluating beliefs and assumptions.

#### Single Loop Learning

Goal

Change in course of action expected to achieve initial goal.

\*\*\*\*\*

LeanKanban

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#### Systems Change as Thinking Changes





### STATIK Changes Thinking

- 1. Purpose of the Service
- 2. Sources of Dissatisfaction
- 3. Demand Analysis
- 4. Capability Analysis
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- 7. Socialize



## How can a Kanban initiative "take hold" and how can STATIK be used to drive ongoing improvement?

Values	Agendas	Principles	Practices	
Transparency	Survivability	Start with what you do now	Visualize	
Balance		Agree to pursue evolutionary change	Limit WIP	
Collaboration Customer Focus		Encourage acts of leadership at all levels	Manage Flow	
Flow	Service-Orientation	Understand & focus on customer needs & expectations	Make Policies Explicit	
Leadership			Implement Feedback	
Understanding		Manage the work, let people self-organize	Loops	
Agreement		around it	Improve Collaboratively, Evolve Experimentally	
Respect	Sustainability	Evolve policies to improve outcomes		



#### **Powerful Simplicity**

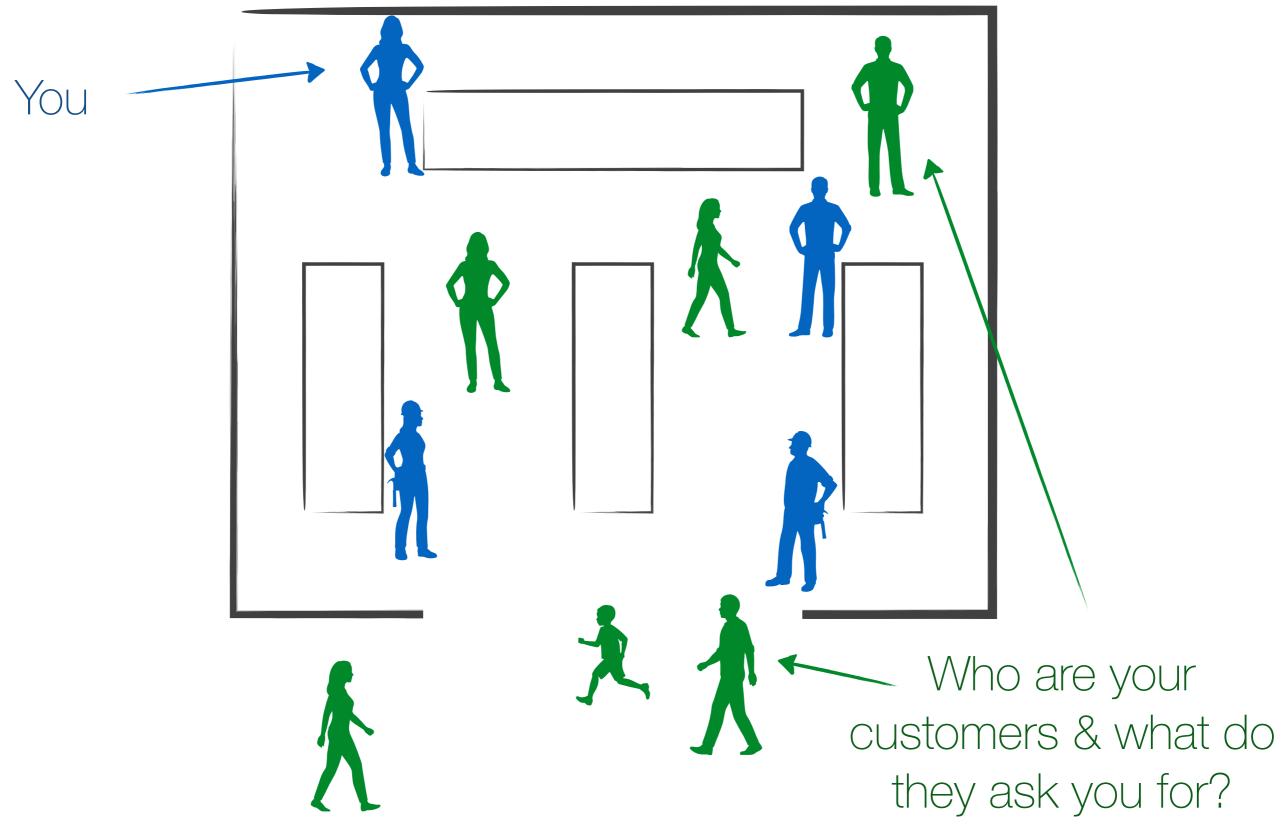
#### Your Service As a Shop





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#### Your Service As a Shop





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#### BERTEIG

#### Demand Matrix

Туре	Source	Destination	Arrival Rate	Pattern	Expectations
Deliverable Request	Requestor	Benefactor, Receiver	Of requests, <u>not</u> promises	Random, Regular, Predictable, Seasonal	Time, Quality, etc.
Add					
Change					
Fix					
Clean Up					



#### Initial System WIP Limit Calculator

Amount of work items in your system now.

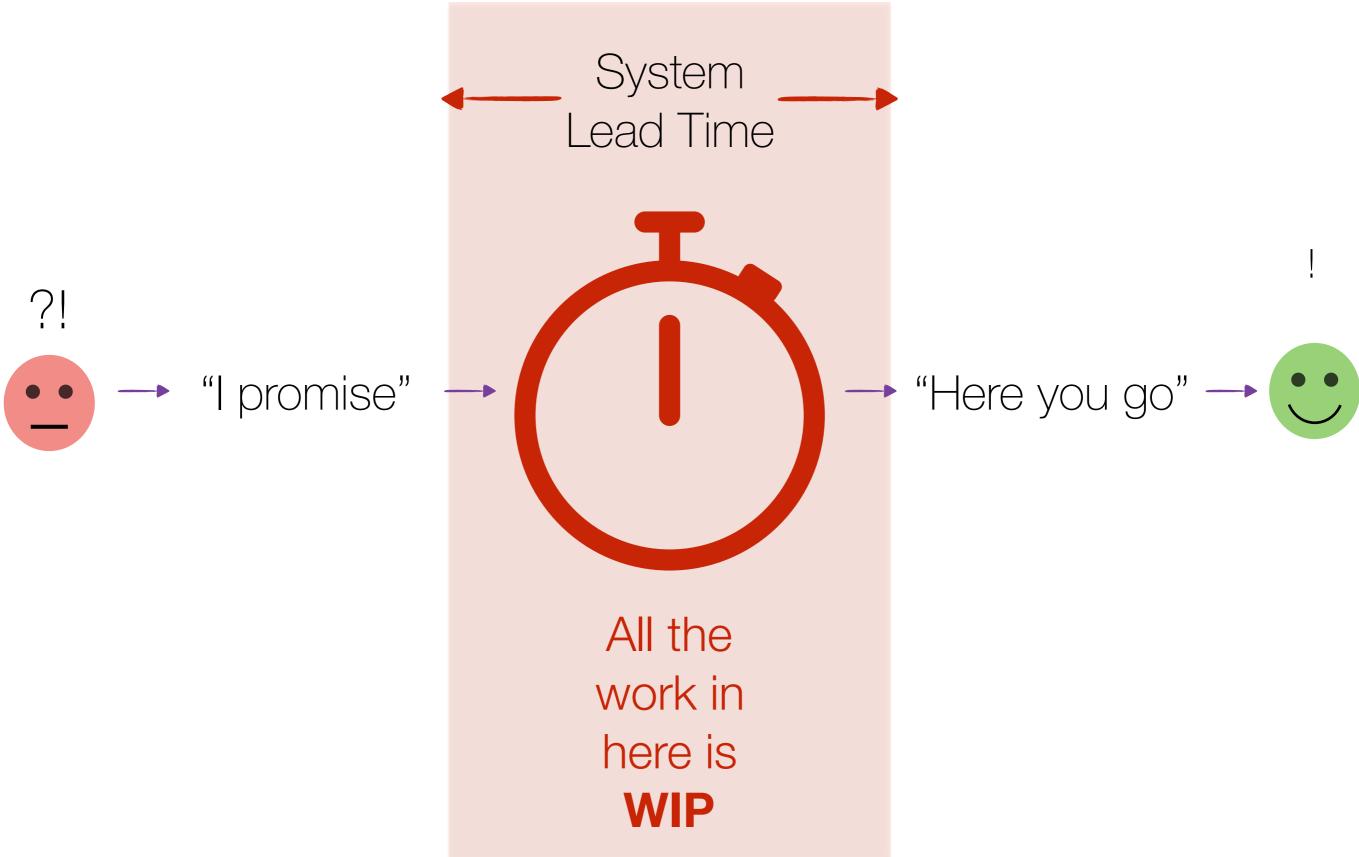


## A number that everyone is comfortable with.

#### Use Little's Law to evolve towards survivability.



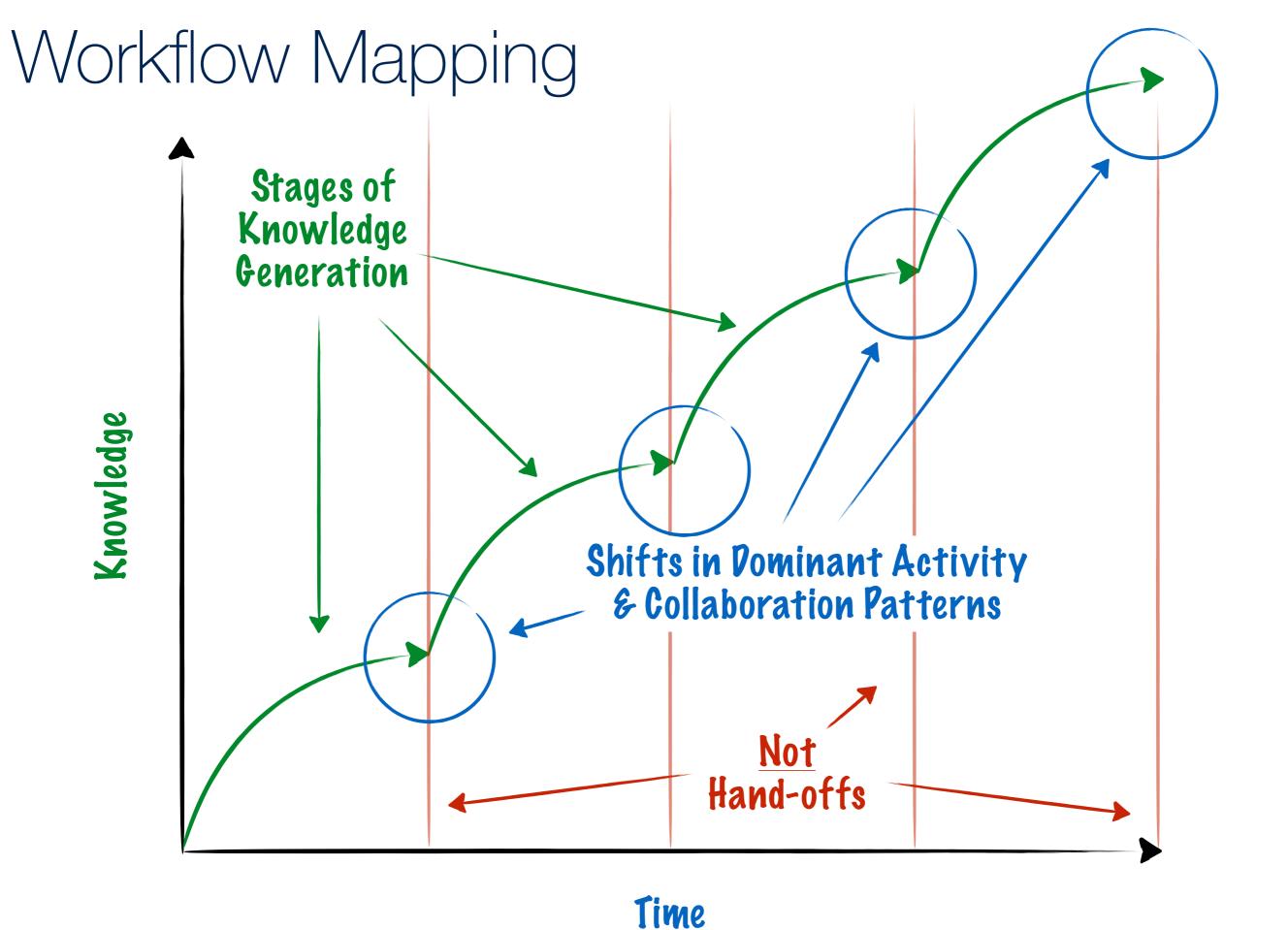
#### System WIP & Lead Time





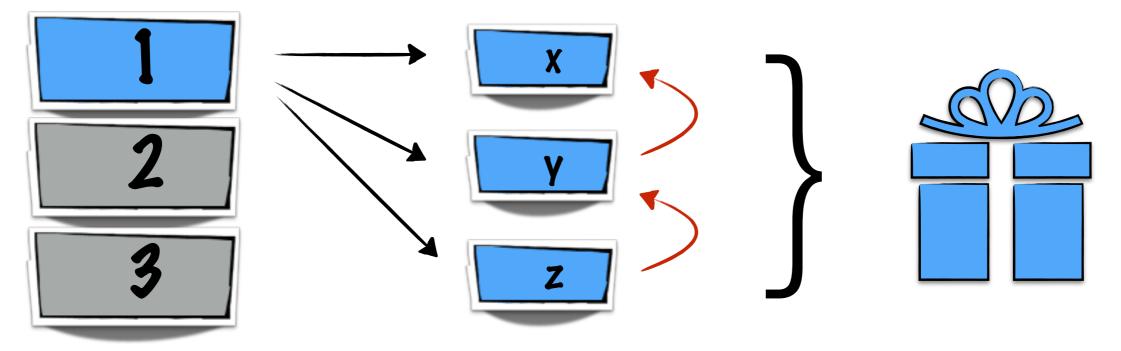
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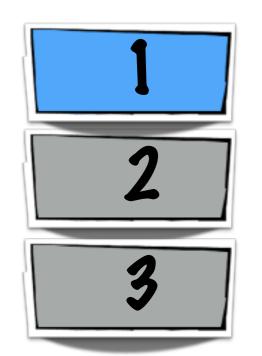




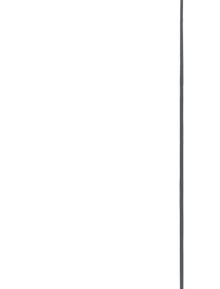
#### Customer-Recognizable Value



Y



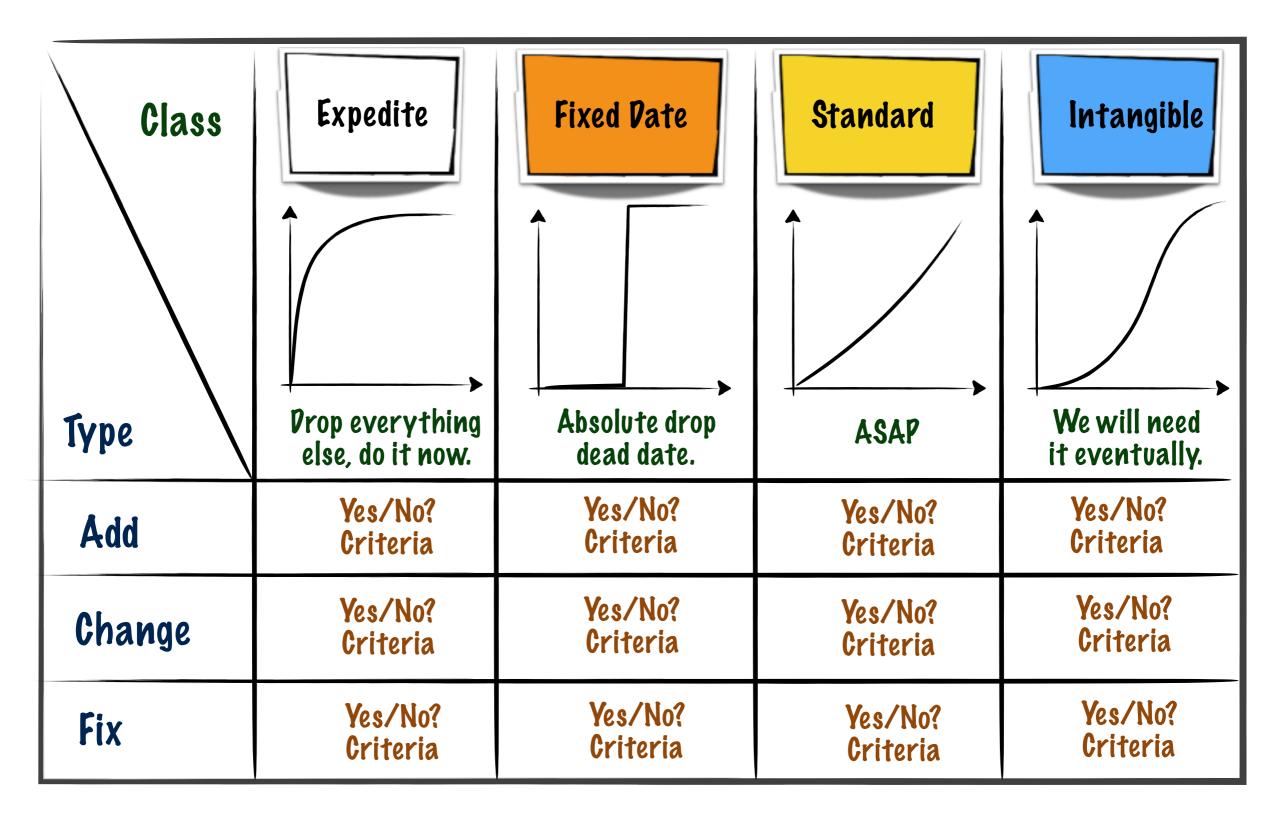
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#### Type/Class Matrix





If you can do a half-assed job of anything, you're a one-eyed man in a kingdom of the blind.

-Kurt Vonnegut

