#### The SM & Kaizen Culture V.5

Joe Little — Sept 23, 2024

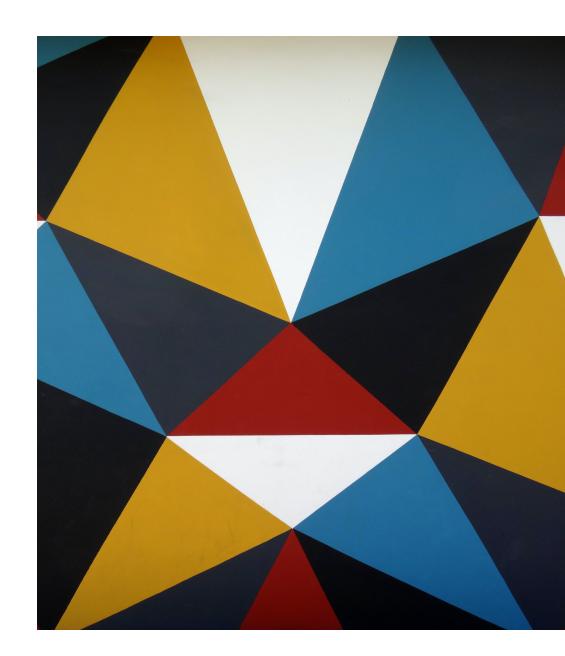
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## Intro



#### Reminder to me...

- · If you want the slide deck (in PDF):
- · I have your email address?
- Or, put you email address in the Chat. Or email me your email address.



#### Recommendation

- "A Scrum Book" by Jeff Sutherland, James Coplien et al.
- It's full of about 94 Patterns in ~500 pages.
- · Patterns movement.
  - See Christopher Alexander, "A Pattern Language." "The Timeless Way of Building."
  - · See wikipedia ("A Pattern Language").
  - See also: <u>ScrumPLOP.org</u> or <u>scrumbook.org</u>



# Let's state & review the idea quickly

- The SM is supposed to help the Team become more effective
- · That means: continuously improving
- · aka "Fixing Impediments"
- · So, an Impediment List
- · But more: You need a Kaizen Culture
- You need the Team, Managers, the whole Company - to have a Kaizen Culture
- · And it starts with **YOU** (the SM or agile advocate).
- · Starting... now.



## Now...

- · Let's discuss
- · Connect the dots



Some Ideas to Share



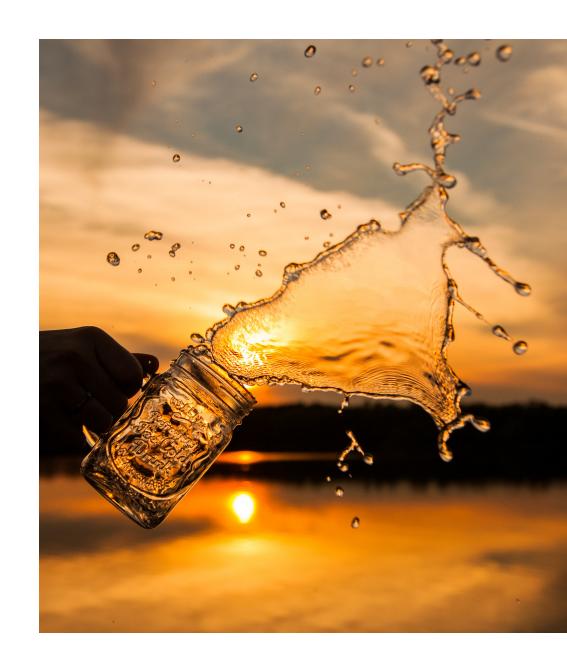
## Talking about change

- We must have a sustainable pace of change
- · Not for you, but "the culture"
- · "Hard to see, this one is"



#### What do we mean?

- First: One impediment at a time. We are fixing them at a speed that "the situation" can sustain.
- "Bend them, but don't break them"
- First problem: Zero pace of change
- BUT: we might start to go too fast
- SECOND: The SM must slowly establish a Kaizen Culture with "everyone".
  - At a sustainable pace
- Most firms do NOT have this (IMO)



## "Begin with the End in mind"

- What does a Kaizen Culture look like when we "get there"?
- First: there is no end point. We can always become better. Always. Always.
- The Lean community says it helps to have a "vision of perfection" that at least seems attainable.
- One example: At one point, Toyota was getting one A3 per person per month.
   More than 1 million per year. Across the whole business. A LOT of continuous change. Most of your situations are NOT there yet. (Also: Toyota was not and is not perfect.)



### One vision of "perfection"

- So, 1 million A3 reports (changes). Now that represents a Kaizen Culture (at least compared to what you currently have).
- Everyone supported it. From the CEO down through "everyone" (Everyone?)
- A SM will NOT get that to happen in one month.



# **Exercise: Write your ideas** and questions, so far

- Take 2 minutes and write as many related ideas as you can.
- · In the Chat window.
- OR: write your questions if you were doing a Socratic dialogue, what would you ask next?
- · Again: In the Chat window.



## Some pieces



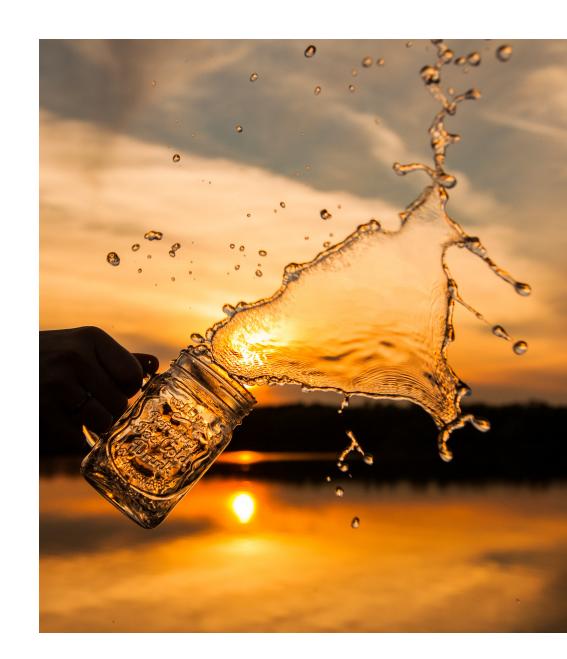
### Set a goal

- "You have to be very careful if you don't know where you're going, because you might not get there." Yogi Berra
- "If you don't set goals, you can't regret not reaching them." Yogi Berra
- Example: Double Velocity in 12 months.
- Maybe two goals: One for you, internally.
  And one for the Team, a bit more public.
- Under-promise and over-deliver?



### **Get Team buy-in**

- · To fixing one impediment (or so) per Sprint
- And to the idea of continuous improvement
- And to sustainable pace
- And to "the most important thing first"
- · To your main Goal
- You can get "Let's try it" fairly easily
- Getting deep buy-in "I'll believe it when I see it."



# Start talking to the manager

- The manager(s) may not know "kaizen", but they always like the basic idea of continuous improvement (ok, almost always).
- Talk to them. Get them to understand the agile-scrum way of doing this.
- Ask the manager to participate some. Ex: Approve an A3.



#### **Connect the dots!**

- As you start to do it (eg, fixing impediments, or, really, continuously improve) - tell people.
- Let them see. Connect the dots. Talk about the small wins. Feel it!
- First: The Team and the manager.
- · Later: More people.
- It will grow more easily if they <u>see</u> the success. You (SM) are the Minister of Transparency.



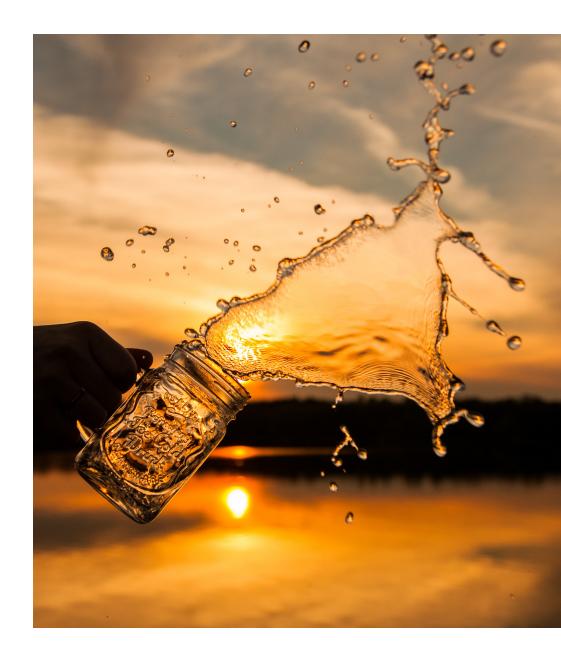
#### Who else?

- "You" could also be any agile advocate (eg, someone who has taken a CSM or CSPO course). A common example: The PO.
- The PO should at least help the SM do this.
- You could also be an agile coach or a manager.



# Now we go into some more detail

· Let's go!



## Some basics



#### YOU!

- You (the SM?) are key to this.
- You must accept this as KEY to your role, mission, etc. (Well, I think.)
- Change your prior view of the job to this one, at least fundamentally.
- Yes, you still coach, facilitate, teach, etc.
  But now you see it as "kaizen".
- You are the "Minister of Kaizen". (Let's have a little fun with it.)



#### Hold on - what if...

- Yes, if could be true that your firm is influenced by Lean, even heavily.
- In that case, you must start to fit this with the existing Lean culture. — Should not be hard.



### **Stephen Covey**

- Most famous: 7 Habits
- "Sharpening the saw"
  - I'm too busy today, but I'll do it tomorrow.
  - · Sure you will!
- So, you must, in yourself first, make "continuous improvement" actually continuous.
- This is a problem! (Yeah, you knew that already, right?)



## **Continuous**

- · But also sustainable.
- · And I'll say next: FUN.

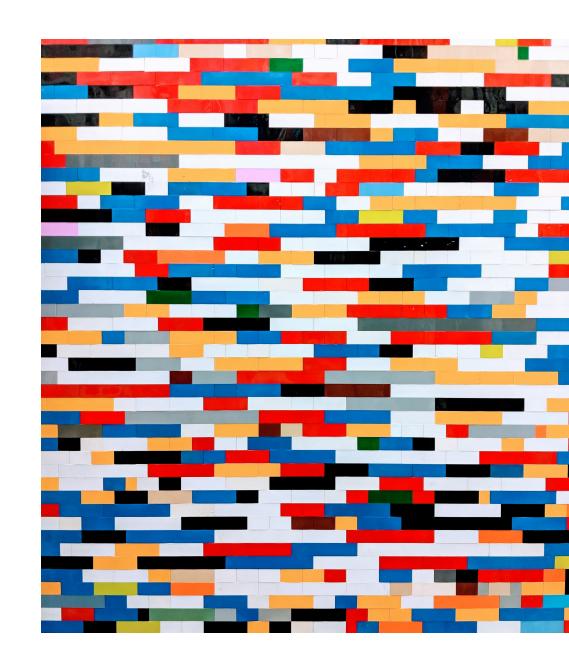


**Impediment List** 



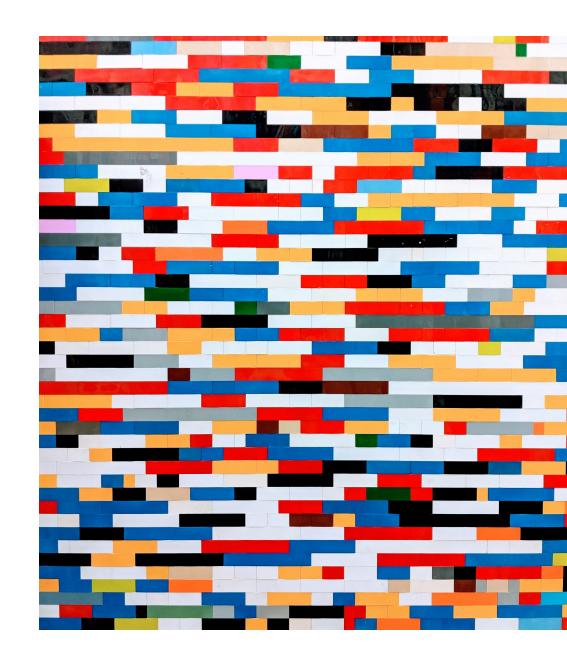
## **Quick Survey**

- · An Impediment List (for a Team) is:
  - Very Common (> 74%)
  - · Common (55-74%)
  - 50-50 ish
  - · Somewhat Common (20-45%)
  - · Uncommon (5-19%)
  - "Never heard of it" (0-5%)



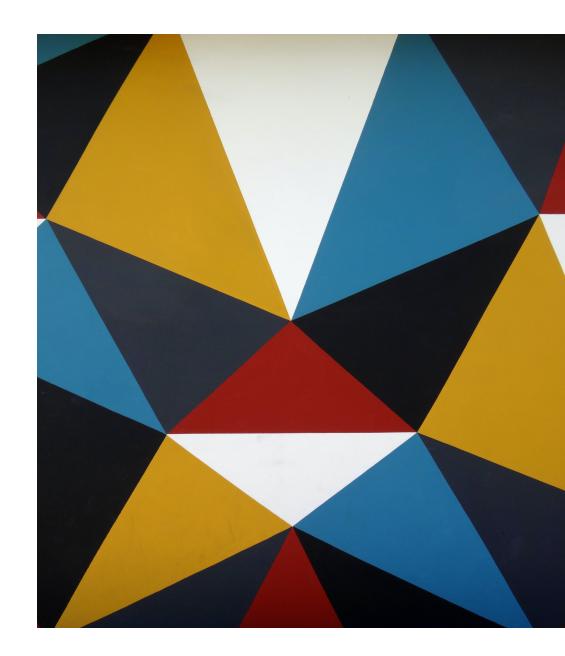
## Impediment List Is a Pattern

- This pattern fits with other patterns (e.g., ScrumMaster, First Things First)
- A pattern (we hope) helps you become better, or your team becomes better. And maybe more broadly, helps others become better.



## Not Just One Pattern, but How It All Works Together

- · Also: Not a noun, but a verb.
- It's not <u>having</u> an Impediment List, it's working the Impediment List to become better.



## What is an Impediment List?

- · A list of Impediments.
- A list of the Top 20 (?) (a) things to fix, or (b) opportunities for improvement
- Prioritized: By benefit (mostly incr. Velocity), ROI (b/c), and other factors
- Prioritized by the Scrum Team
- Part of the social contract between Organization and Team



#### What Is an Impediment?

- Anything that is "slowing us down"
- · Not just "blockers"
- Any "opportunity for improvement."
- · I suck, we suck, they suck.
- From which: A collection of improvements that helps us become 100% more productive quickly. (A subset)
- "What do we need to change around here to become 100% more productive?"



# How Big is an Impediment?

- By the time and impediment gets to the Top...
- (Partly) fixable (can be mitigated enough) in one Sprint
- Slicing and dicing takes cleverness
- Some resulting benefit (ROI on the impediment) starting (we hope) immediately
- Sometimes: "Oh sugar, maybe that was not the right thing to fix!"
- Company Culture is definitely TOO big for one sprint.



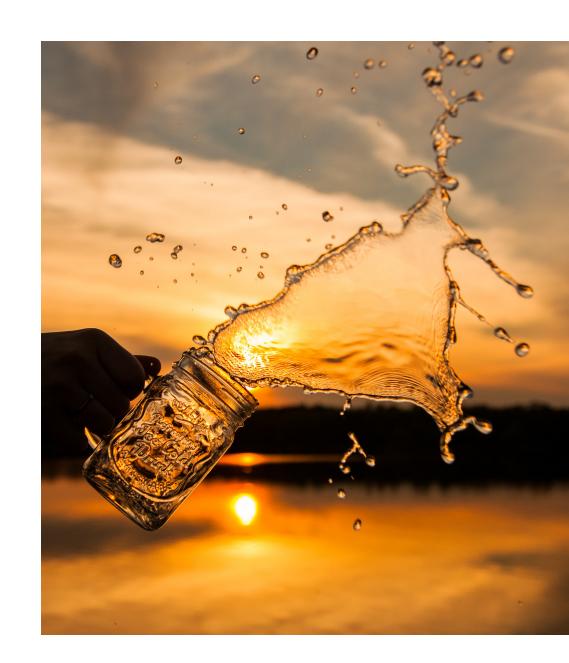
## If you (or any person) or we or "it" is not Perfect

- · ...then you have an "impediment".
- Let's be fair: by that definition everything is an impediment.
- · "The relentless pursuit of perfection."
- · Yes, it is humbling.



#### **Watch Out!**

- Improving also requires these:
  - More happiness / fun
  - Higher quality
  - Fewer hours
  - More BV per Story Point
  - "I never want to leave this team the best 6 months of my work life, ever."
- Otherwise: They will assume that "impediments" is just talk, and assume management wants us to work harder. "Under Pressure"



# **Exercise: Write Impediments**

 Take 2 minutes and write as many impediments as you each can on our mural at <u>mural.co</u>.

· So, you have some examples.



#### **Problems**

- Telling the truth...
- Team members don't want to admit they are not perfect.
- The "organization" does not want to talk about the dirty linen.
- People blame Scrum for the problems Scrum reveals.
- · Hence: "Courage"



# Some Domains for Impediments

- People issues
- · Scrum-Butt
- · Automation (Testing, CI, etc.)
- Distractions
- Organizational impediments (wide range)
- · Unwillingness to change, mindset, culture
- Business side issues (PO sucks, BSHs suck, DOR process sucks)
- · Etc.



#### **Prioritize - factors**

- Benefits:
  - Increased velocity
  - · Higher morale
  - More BV
  - Less confusion
  - Higher quality
- Costs of implementation
- · ROI
- Other factors
- · Make impediments the right size



## "One step at a time."

- · Work on one impediment at a time. Usually.
- Don't get distracted. (So easy to get distracted.)
- Suggestion: Make a list of the impediments fixed or mitigated. And a Velocity chart (improving?) - over time.
- Don't scatter your energies on many small impediments and get nowhere.



The People



## The Team Must Help

- We mean the whole Scrum Team, including the PO.
- Help identify the best impediments
  - · gets better with time
- · Help work on some impediments...



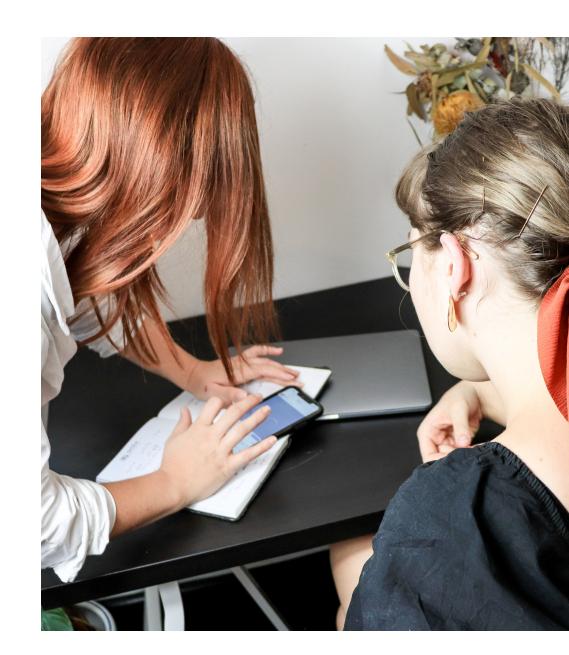
### **ScrumMaster**

- · Guides, cajoles, coaches, etc.
- · Works on some impediments
- Pulls in the other parties, eg, managers
- The main driver ("the straw that stirs the drink")



## The Manager

- · [A Team should have one manager.]
- A manager <u>must</u> encourage them attack impediments — in general and specifically.
- The manager must say yes (sometimes) to people, money or approval, or all 3.
- A manager might actually fix some impediments.



#### **Business Stakeholders**

- They see the list every Sprint (or the Top 3)
- Let the BSHs choose whether to invest in fixing some impediments. (They have some money, normally)
- They should help some (maybe only by saying yes)



# **Summary:** Who fixes impediments?

- · The SM
- The Team (like a PBI in the sprint). The whole Team... (PO)
- The Manager
- Business Stakeholders (BSHs)
- · Other people outside the Team
- People outside the company (eg, a vendor)



**The Bigger Picture** 



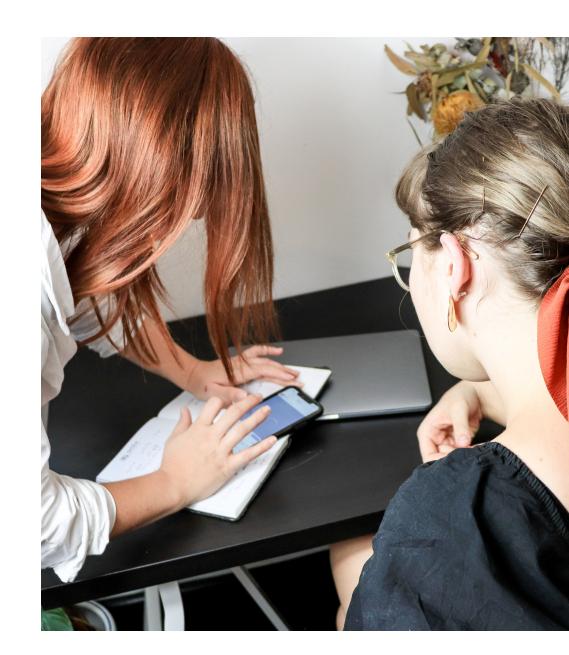
## Impact?

- If you did the Top X [8?] impediments, could you double the Velocity?
- How long to fix the Top X?



#### **Metrics**

- I think you must "add" some good metrics.
- · And talk about them.
- And remember: (a) metrics can lie (or be un-useful, and (b) metrics are never "everything"
- Kaizen culture is really a spirit and a feeling within the people (and the culture). It is: "I like this feeling of continuously improving, and working together on it."



#### Get Feedback / Learn

- · You are not an expert. Get help.
- Get feedback on how it's going, and how it's going for them.
- Yes, surveys or metrics might help too.
  And also some good talking.
- You will always be learning how to do this.
  Well, you can retire when you are Bill Belichick.



## **Transparency**

• The Impediment List brings transparency.



## **How Does It Help?**

- Let's list the ways a good SM with a Kaizen Culture could help.
- In the Chat window please...



#### **Benefits**

- Increased velocity
- Visibility
- Transparency
- First Things First
- Less complaining
- Higher quality

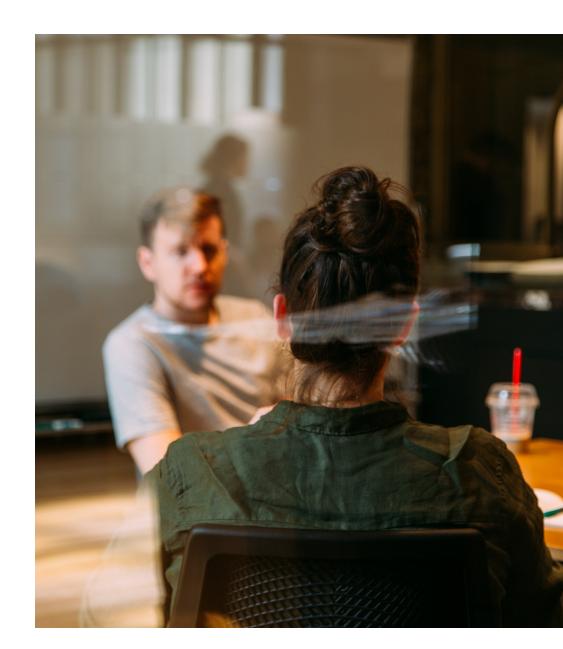
- Less Stupid
- Higher morale
- They learn to identify the important stuff
- SM work list
- SM less distracted

**Discussion, Questions** 



# **Discussion, Questions**

- Don't be shy!
- Just turn off the mute
- · OR: Type them in the Chat



#### **Other webinars**

- Two Types:
  - About courses and workshops (30 mins)
  - About agile questions or issues (60 mins)
- · Where:
  - https://leanagiletraining.com/lean-agileand-scrum-courses/
  - · MeetUp



#### More Info about Us

- Courses & Workshops:
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