

VALUE STREAM MAPPING WORKSHOP

Joel Tosi

Slides: <https://www.dojoandco.com/speaking>



ABOUT ME



Joel Tosi

- Dojo Coach for over six years
- Coach in 7 dojos, advisor to others
- 16 years experience coaching teams

EXPECTED OUTCOMES

- Understand Terms
- Able to Start a VSM in Your Org

Start a conversation towards continual
improvement *with intention*

WHY VALUE STREAM MAPPING?

WHY VALUE STREAM MAPPING?

- Find the Constraint
- Address the Constraint
- *Possibly* Address Variation

FIRST EXERCISE

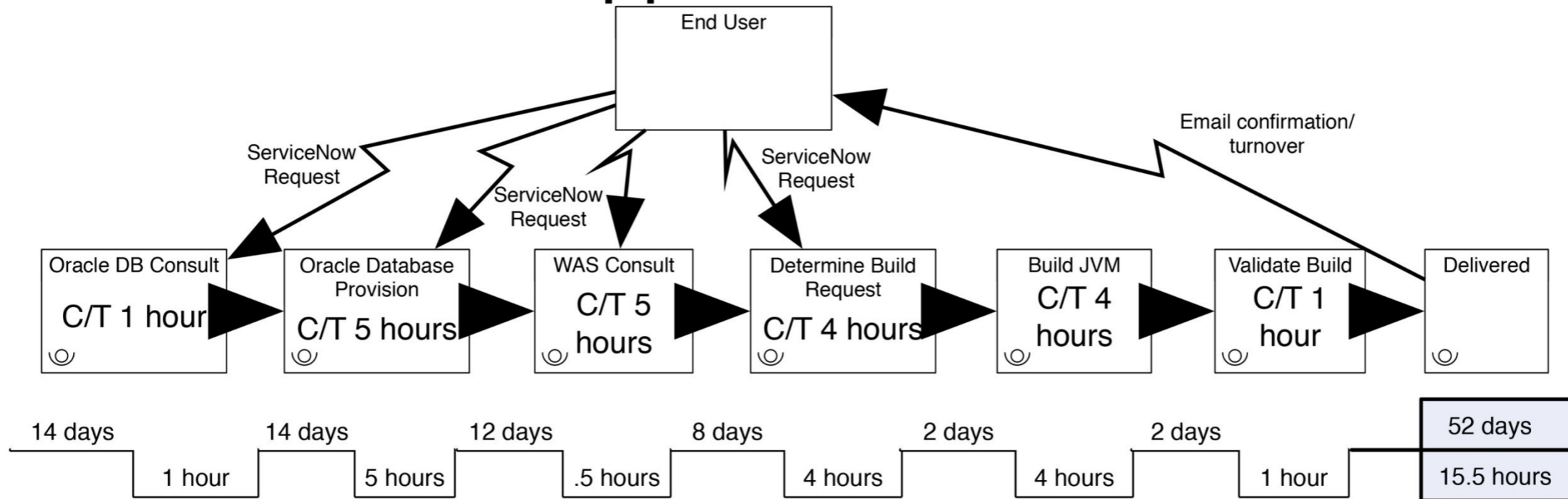
On Your Own

Imagine your company wants to provision a new set of servers for a new product (web, JVM, DB)

Walk through the steps to get that done

A SAMPLE

Value Stream Analysis: Web Application



1.2% work-to-waste ratio

SECOND EXERCISE

In Groups of 2 or 3

- Create the VSM for LC's (completely fictitious) company, including efficiency ratio
- Where would you suggest they focus to improve?

LC's Company is an online e-commerce company, moving to the cloud.

Each time a team wants to deploy a new product to the cloud, the

Following happens:

SECOND EXERCISE

- Request amazon account (Finance)

Finance has an SLA of 1 day for the approval

- Request access to amazon services (Security)

New services require form submission, assessment, and review. SLA from security is one week for any new service

- Request DNS entry (Networking)

Network changes are only done on Thursday

- Update ACL (Networking)

- Get SQL Server license (Windows team)

This requires financial approval first, then the windows team gets involved. Finance is a 1 day SLA, Windows is 3 days

- Create database (DB team)

DB team will only do the work after understanding the work. They meet with teams once a week, new work enters queue

- Get encrypted strings to connect app (DB / Security)

This is automated!

- Update pipeline scripts (Team)

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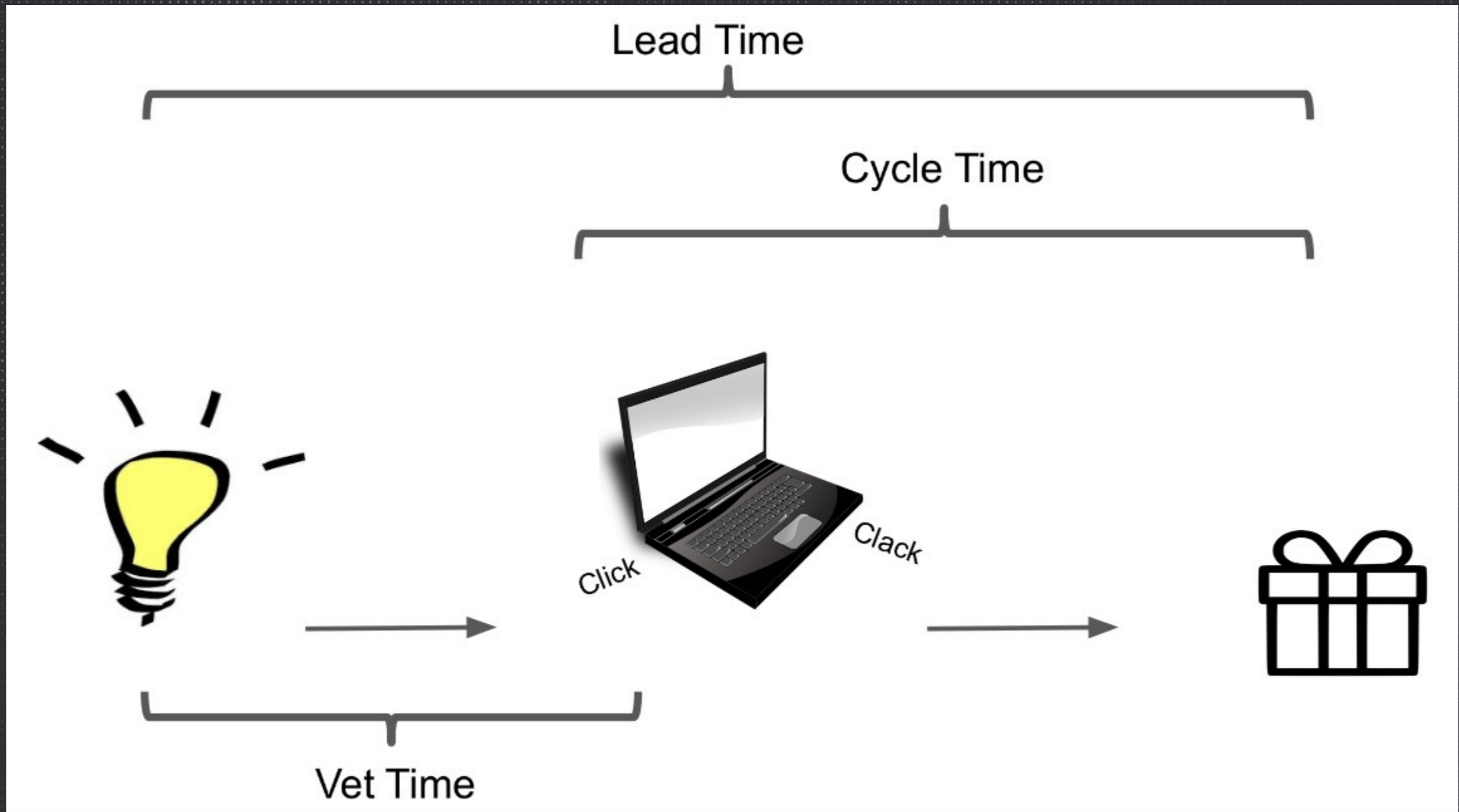
GO!

THE PRODUCT VALUE STREAM

Simplified View, Start Where You Can But Know the Limits



TERMS TO KNOW



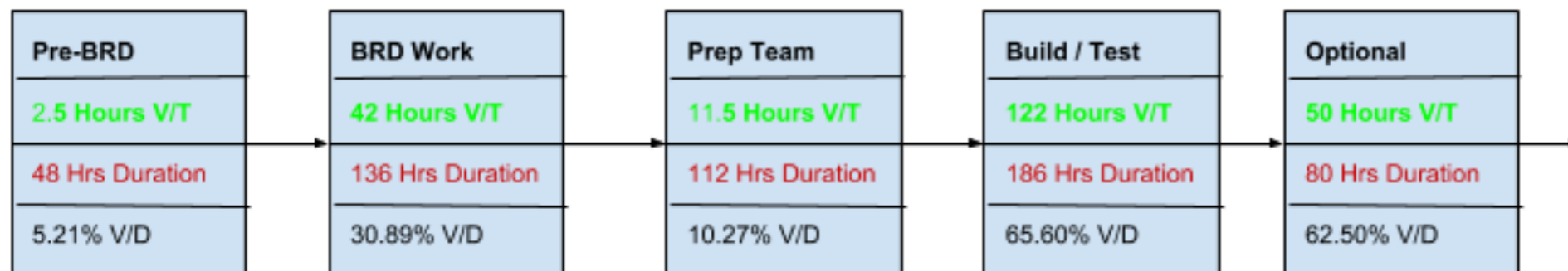
A SAMPLE

Stage	Value Add Time	Duration	Efficiency
Endeavor	.5 hour	5 days	1.25%
Finance approval	2 hours	1 day	25.00%
BRD writer assignment	1 hour	1 day	12.50%
Write BRD	40 hours	3 weeks	33.33%
Work Request released	1 hour	1 day	12.50%
Front Door	1.5 hour	1 day	9.38%
Assigned to PM	1 minute	1 day	0.21%
BRD Walkthrough	4 hours	7 days	7.14%
Arch Review / Strawman	4 hours	3 days	33.33%
UI Mockup	2 hours	2 days	12.50%
HLD	20 hours	10 days	25.00%
Build / Code	7 days	10 days	70.00%
Test / SIT	5 days	10 days	50.00%
Ceritfications /Legal	10 hours	5 days	25.00%
Go / No Go	1 hour	1 hour	100.00%
CETC	3 days	3 days	100.00%
Pilot	5 days	5 days	100.00%
Go / No Go	1 hour	1 hour	100.00%
Totals	248.02	642	38.63%

A SAMPLE

Total Cycle Time - 16+ weeks; Condensed View

248.02 Value Add Hours over 642 Total Hours Duration - 38.63% Efficient



Lead Time – 642 hours
Cycle Time – 266 hours
Vet Time – 376 hours

*** Assumes No Interruptions ;) ***

THIRD EXERCISE

In Groups of 2 or 3

- Create a new VSM for LC's, including efficiency ratio; lead time; cycle time
- Where would you suggest they focus to improve?

LC's is in the cloud and are building new products. When there is a new idea to build, the following happens:

THIRD EXERCISE

- Approve budget / move forward of idea

Finance has an SLA of 5 days for the approval; Legal takes 2 weeks

- Define Requirements

Business Analyst team creates BRD – 2 weeks (meetings, etc)

- Hire Design Firm

Have to get the cheapest! 2 weeks

- Complete Design (UX)

4 weeks per contract

- Turn over requirements and design to engineers

2 hour meeting

- Build

Engineers can code really quick – they knock out (their understanding of the product) in 4 weeks

- Test

Testing starts a week behind coding; but data delays happen and runs 2 weeks after coding

- Cross fingers and deploy!

Requires change control (weekly) and coordination with Release Engineers (every other week)

GO!

TERMS TO KNOW

% Complete / Accurate – How often a piece of work makes it through and does not need to be reworked

The variance in your measurements

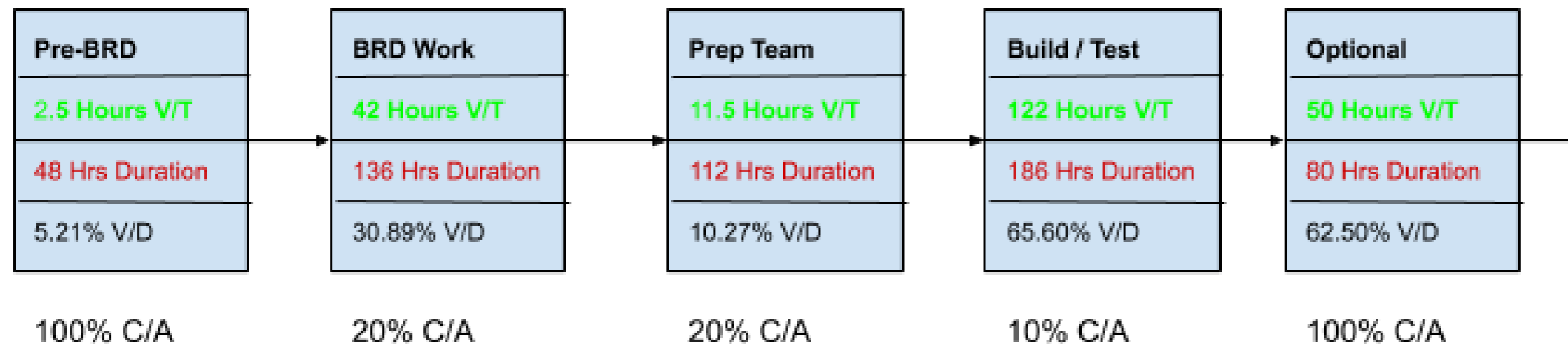
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Totals	248.02	642	38.63%	20%

A SAMPLE

Total Cycle Time - 16+ weeks; Condensed View

248.02 Value Add Hours over 642 Total Hours Duration - 38.63% Efficient



WHERE WOULD YOU START?

TERMS TO KNOW

EFFICIENT – All the pieces are busy – no slack or wasted time

PRODUCTIVE – Stuff is coming out! We are making things

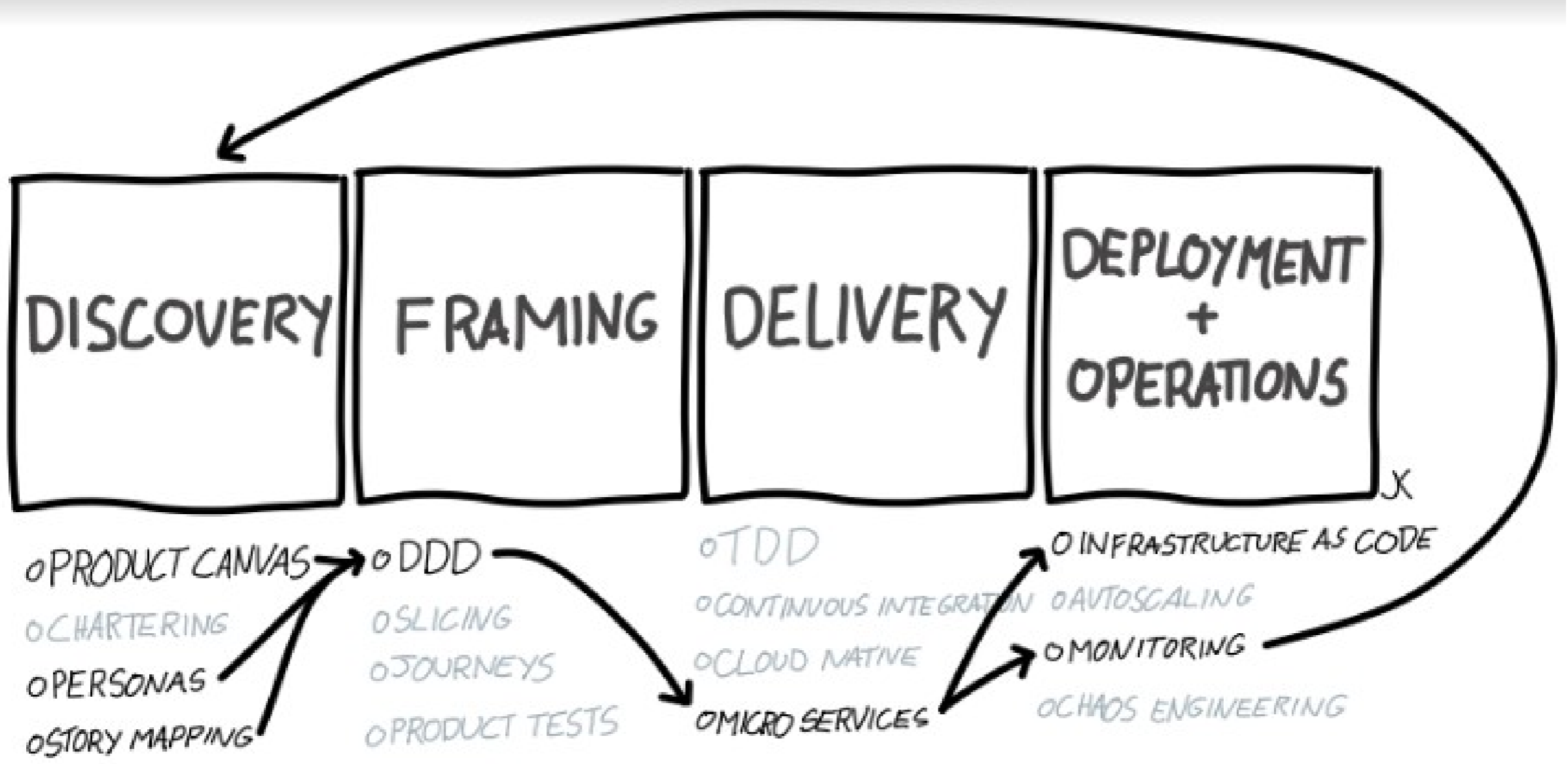
EFFECTIVE – We are making the *right* things

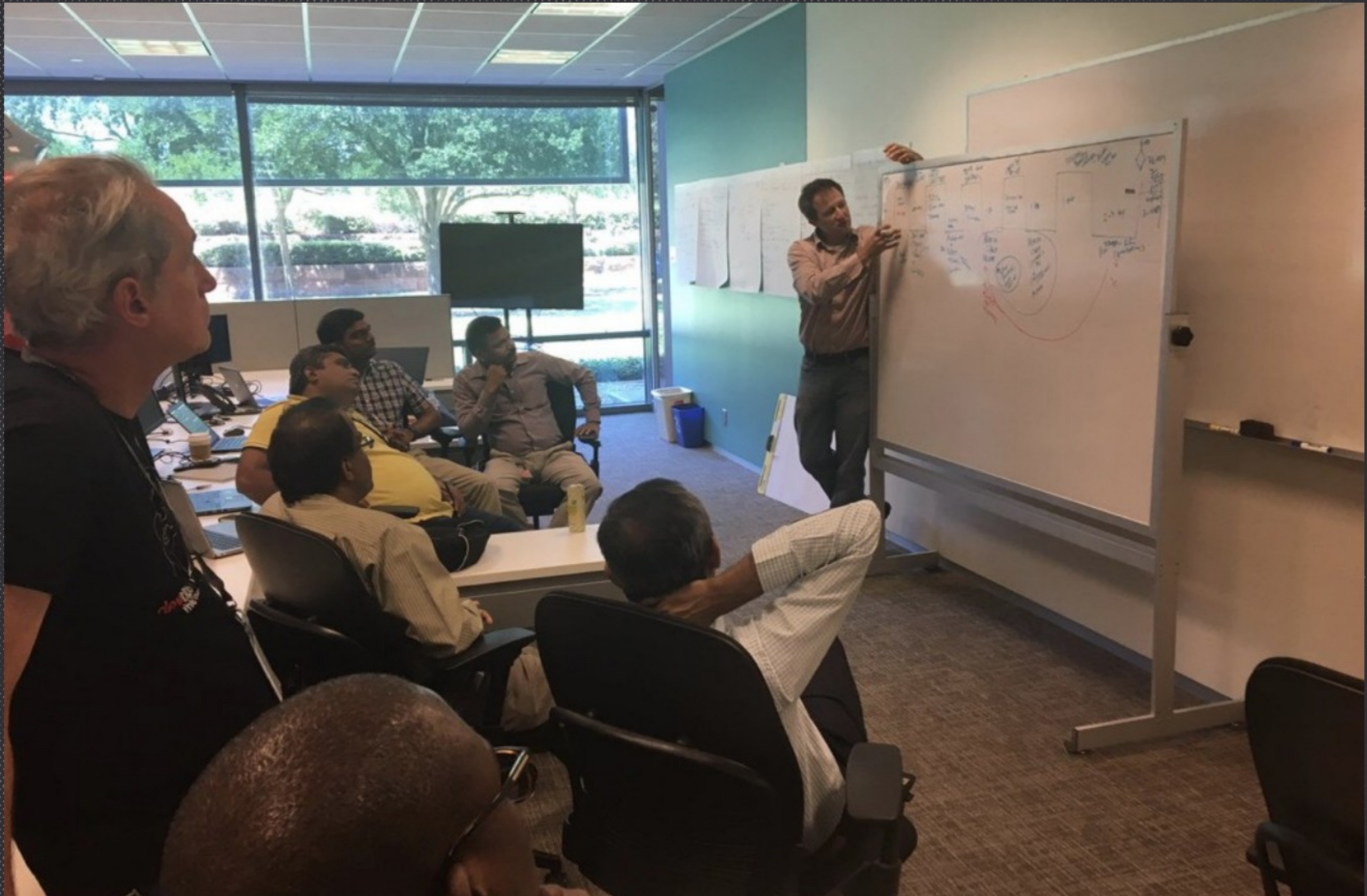
Often the most effective flows will not look very efficient

THE PRODUCT VALUE STREAM

Simplified View, Start Where You Can But Know the Limits





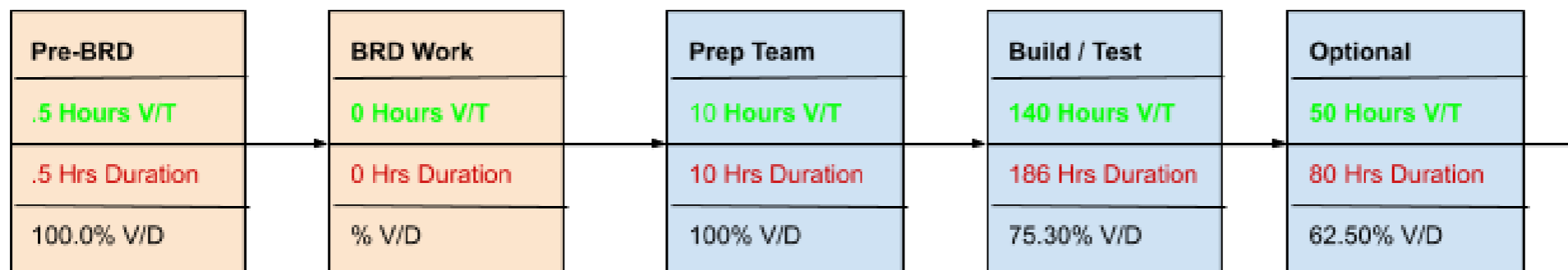


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PROGRESS

Total Cycle Time - 6.9 weeks; Condensed View

200 Value Add Hours over 276.5 Total Hours Duration - 72.33% Efficient



STARTING AT YOUR COMPANY

Start with the question you want to answer

Get all parties together

Map out the flow

Trace *one* piece through the system

Record

- Value add time
- Wait time
- Percent Correct and Accurate

DON'T FIX BUSINESS OF QUEUES

ADDRESS THE FLOW OF IMPACT

STARTING AT YOUR COMPANY

Create Your Ideal Flow

What will you change first to get there?

Measure; Update; Repeat

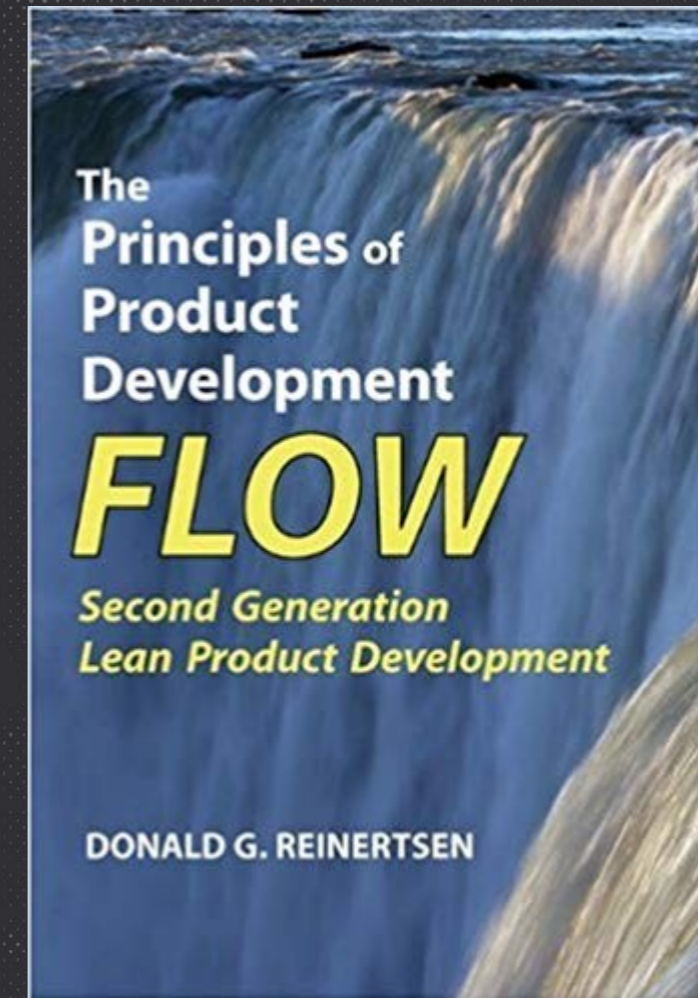
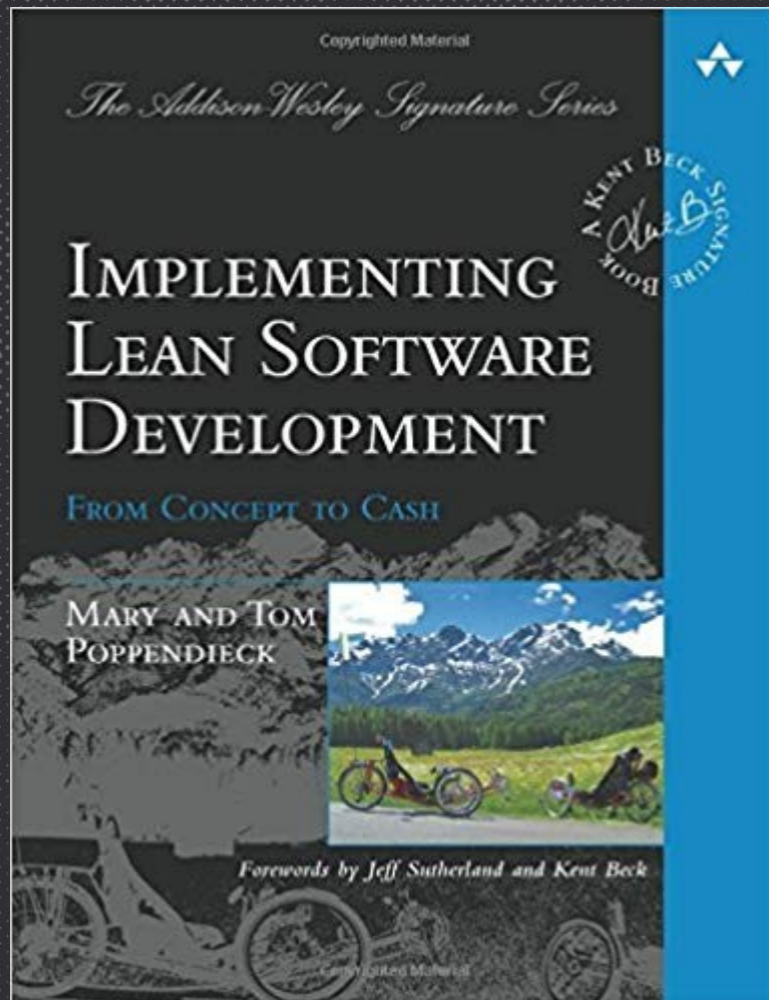
IF YOU WANT TO LEARN MORE

Blog - www.dojoandco.com/blog

Podcast - www.dojoandco.com/podcast

Workshops - www.dojoandco.com/workshops

RECOMMENDED READING



CREATING YOUR

DOJO

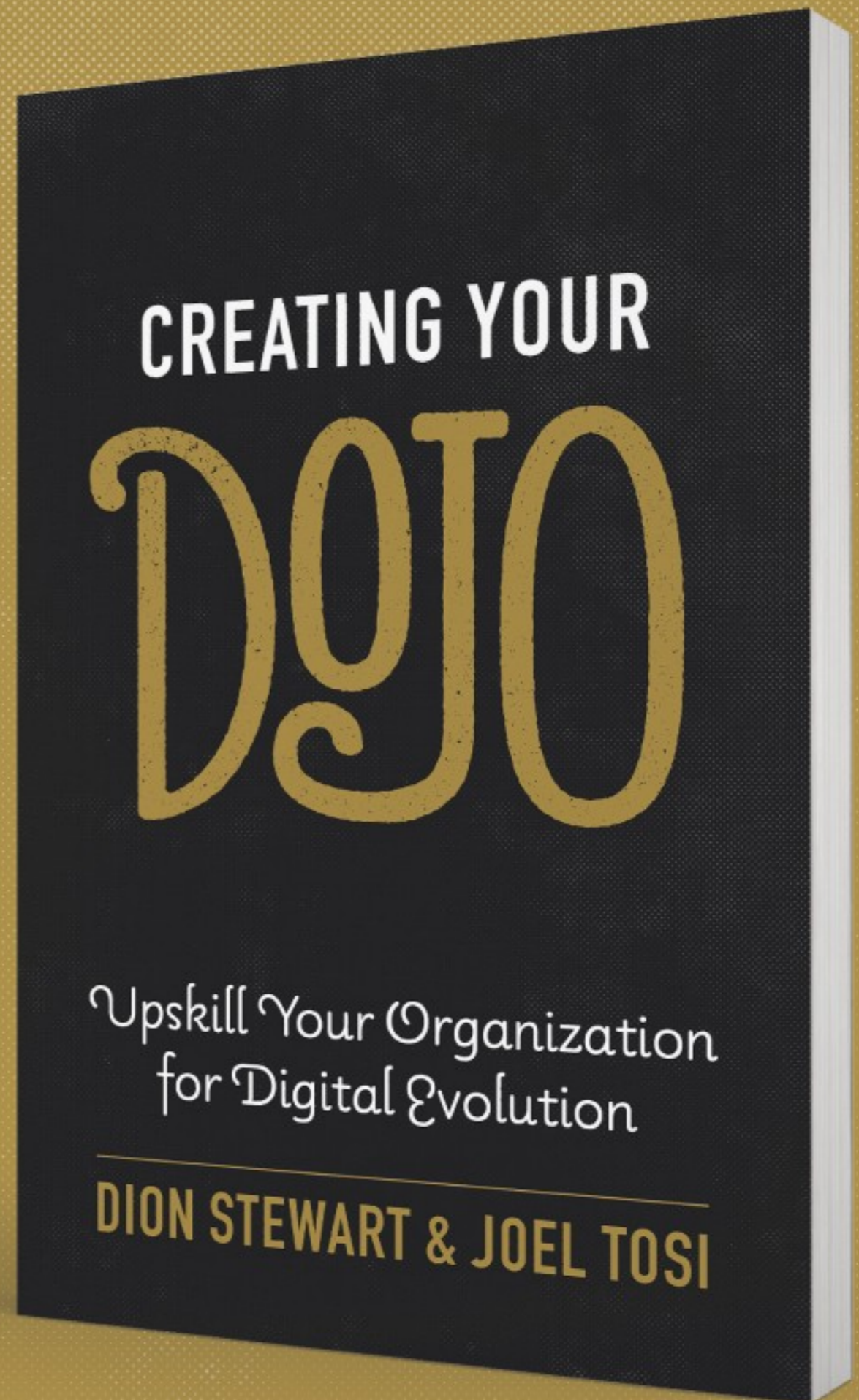
Upskill Your
Organization for
Digital Evolution

DION STEWART & JOEL TOSI

COMING

Nov 19, 2019

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WHAT ARE YOUR QUESTIONS?

THANK YOU

Joel Tosi

Slides: <https://www.dojoandco.com/speaking>

