



Kanban

A Lively

Introduction



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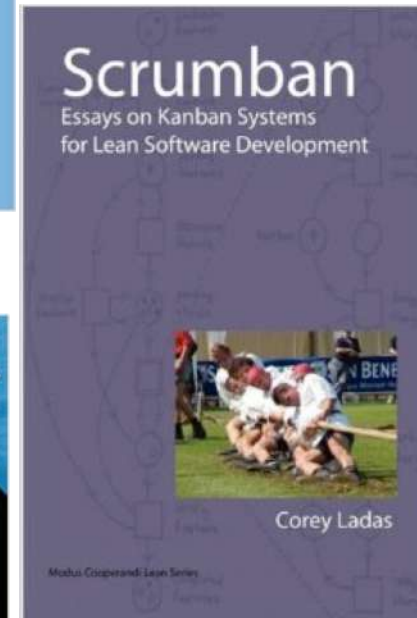
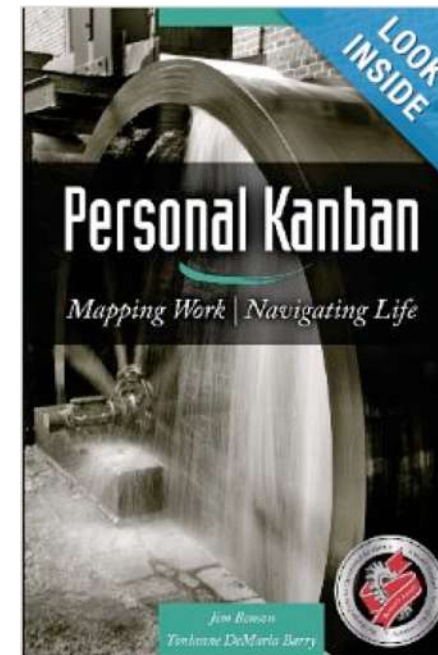
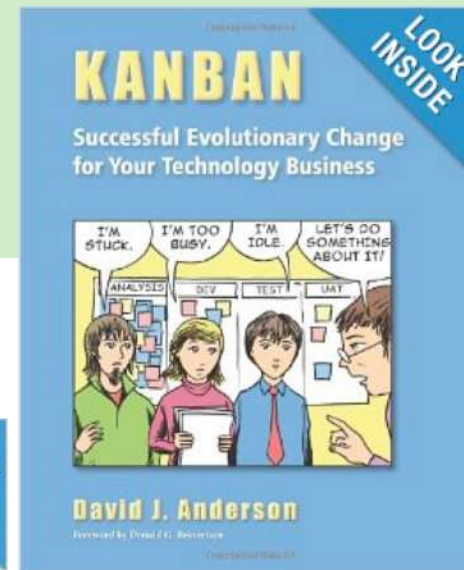
Agile Trainer & Coach at
RGalen CG

- Somewhere “north” of 30 years experience
- Wide variety of technical stacks and business domains
- Roots of a software developer
- Senior/Executive software development leadership for 20+ years
- Agile “Coach of Coaches” and Leaders
- Deep XP, Lean, Scrum, and Kanban experience since late 1990’s
- From Cary, North Carolina; husband, father, grandfather, and dog lover



What is Kanban for Software Development?

- Corey Ladas: ScrumBan (2009)
- David Anderson: Kanban (2010)
- Henrik Kniberg: Kanban & Scrum (2010)
- Jim Benson: Personal Kanban (2011)



What is Kanban?

- Kanban is a way of visualizing work activities and limiting the quantity of Work in Progress
- Kan means 'visual' and Ban means 'card' or 'board'
- It is a pull-based system because work is pulled into the flow when there is capacity to handle it. Rather than being pushed into the system on-demand
- In order to be a Kanban System, there must be explicit limits to WIP and a signaling system to pull new work into the flow.

What is Kanban?

- Kaizen – Continuous Improvement culture
 - In Japanese, kaizen literally means “continuous improvement”
- Focus on quality
- Deliver often
- Expose bottlenecks and optimize flow
- Seamless flow; no artificial time-boxes

Foundational Principles (David Anderson)

- Start with what you do now
- Agree to pursue incremental, evolutionary change
- Initially, respect current roles, responsibilities, and job titles
- Encourage acts of leadership at all levels from individual contributors to senior management



Core Practices (David Anderson)

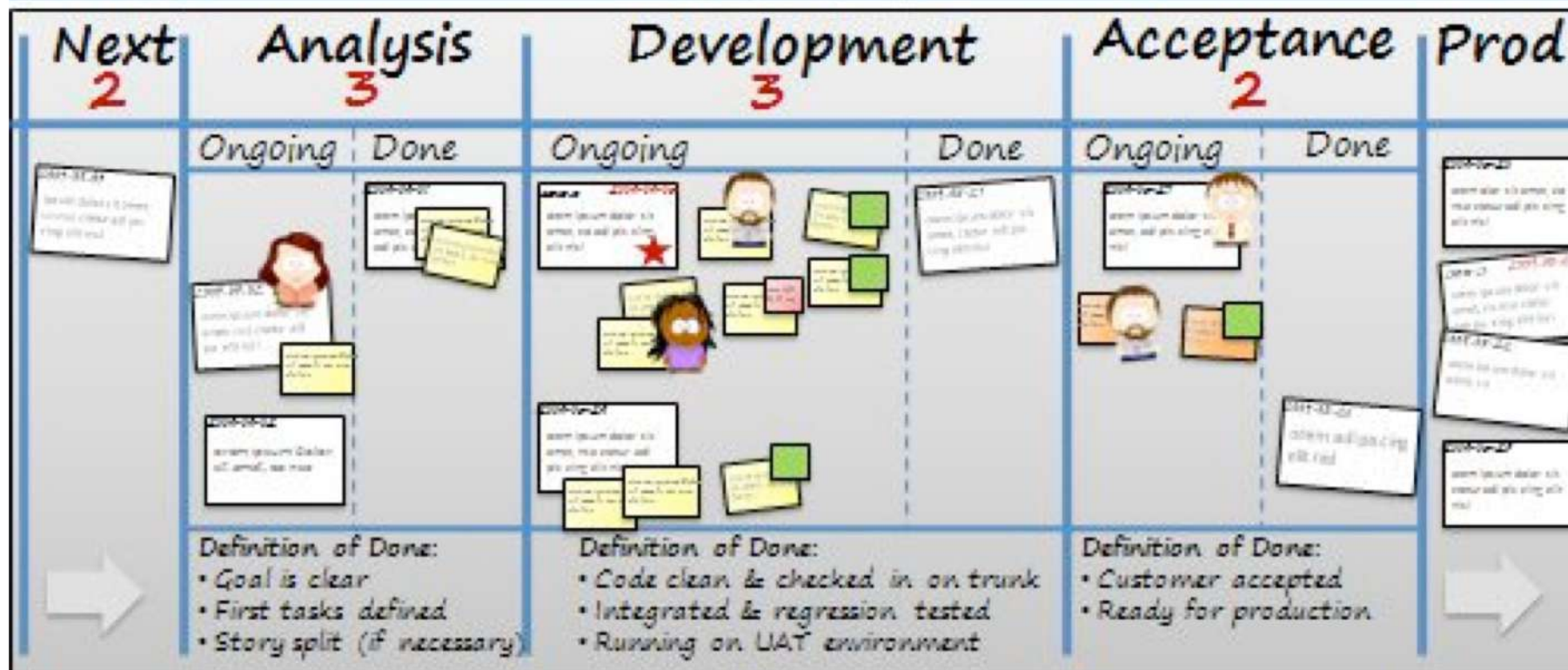


1. Visualize
2. Limit Work-in-Progress
3. Manage Flow
4. Make Process Policies Explicit
5. Implement feedback mechanisms
6. Improve collaboratively, evolve experimentally (using models and scientific method)

Kanban kick-start example

www.crisp.se/kanban/example

version 1.2
2009-11-16



Feature / story



Task / defect



What to pull first

1. Panic features ★★ (should be swarmed and kept moving. Interrupt other work and break WIP limits as necessary)
2. Priority features ★
3. Hard deadline features (only if deadline is at risk)
4. Oldest features

Kanban Pizza Game



Kanban Pizza Game

Materials

- Break up into teams of from 4-6 individuals
- Get your materials:
 - Post-Its in three colors: yellow (pineapple), pink (ham*) and green (rucola i.e. rocket salad)
 - Index cards (white or yellow or some other light color so that you can draw tomato sauce on them)
 - Red markers
 - Glue or transparent tape (to make the Post-Its stick)
 - Masking tape (aka. painter's tape)
 - Scissors (one small + one large per team)
 - Stopwatch
 - Order cards - one set per team
 - Oven plate - one per team
 - The Kanban Pizza Game slides



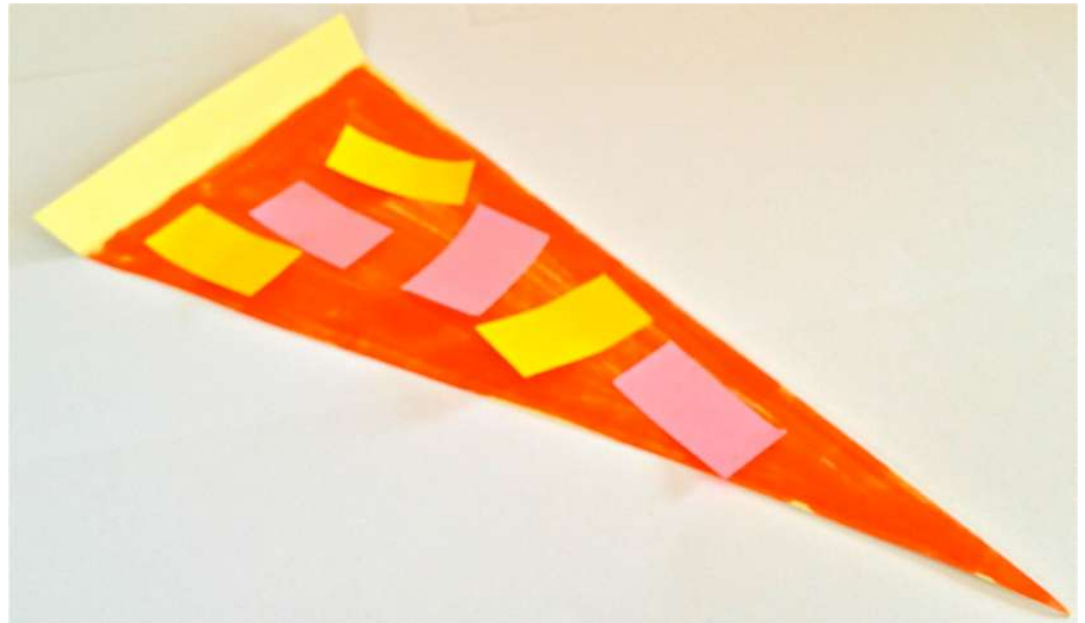
Kanban Pizza Game

Objective

- Make as many pizza's as you can in the allotted time
 - ❑ I will keep time and stop you at some point; I will also keep counts for each team/round
 - ❑ **Round one** – make Pizza (1 kind – Hawaiian)
 - Kanban
 - ❑ **Round two** – develop Kanban board, make Pizza (1 kind)
 - Improve & modify system
 - ❑ **Round three** – customer orders, 2 styles of Pizza Hawaiian and Rocket Salad)
 - Improve system
 - ❑ **Round four** – final round, fine-tune the system
 - ❑ Visualize the process on the tables; then debrief as a group

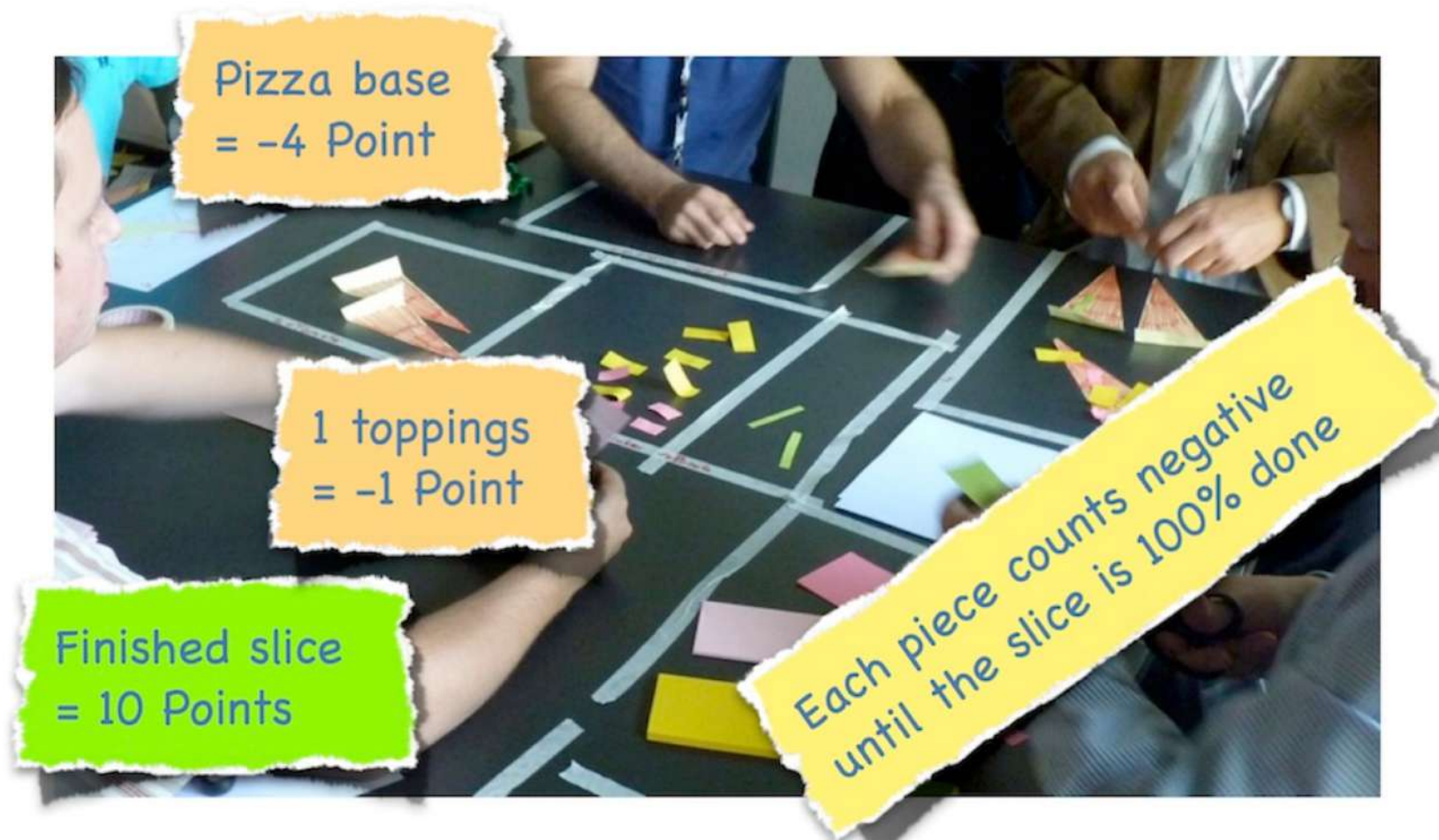
Kanban Pizza Game Rules

- Pizza composed of crust, sauce, toppings,
- Up to 3 slices in the oven at once, 30 seconds minimal cook time
 - No adding / removing slice while cooking
- Hawaiian style: 3 pieces of Pineapple, 3 pieces of Ham
- Rucola style: 7 pieces of rocket salad applied AFTER baking



Kanban Pizza Game

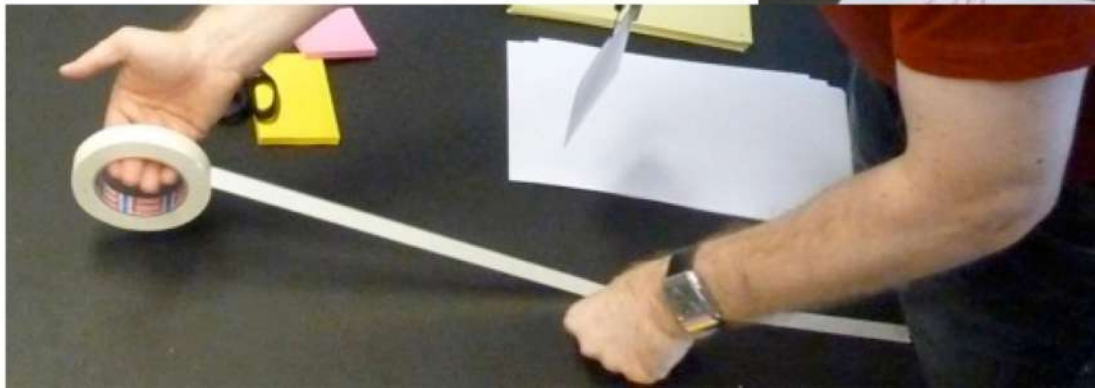
Scoring



Kanban Pizza Game

Table Setup, Round 2-4

make your workflow explicit
Limit the WiP for each station



Kanban Pizza Game Table Setup



Kanban Pizza Game

New! New!! New!!! “Pizza Speciale”

Slim green post-its as rucola
(rocket salad)

Each piece has 7 of them

Rucola burns in the oven
(Pieces have to be put on a baked pizza)



Kanban Pizza Game Credits

- Agile42 and Ralf Kruse
- Slide Deck - <http://www.slideshare.net/ralfhh/kanban-pizzagame>



Kanban Pizza Game

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Further information:

www.agile42.com/training/kanban-pizza-game
info@agile42.com



Wrapping up...

- What did you learn from the Pizza Game?
- Final questions or discussion?



Contact Info

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Podcast on all things 'agile' -

<http://www.meta-cast.com/>

