

Lean & Kanban 2009 Miami



May 6th-8th MANDARIN ORIENTAL

The Next Wave in Software Process

Net Objectives



Ranked #1
Best Medium Company
to Work for in America

Yet Another Shameless Plug

- UK Lean Kanban Conference
- September 27th – 29th 2009 in London
 - Prestigious RSA venue
- Confirmed speakers include:
 - Mary Poppendieck
 - Don Reinertsen
 - David Anderson
 - John Seddon
 - Jeff Patton
 - Kenji Hiranbe
 - Corey Ladas
- www.ukleanconference.com

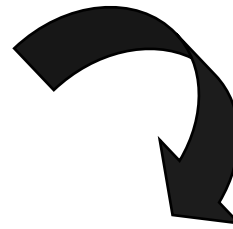


Kanban – It's not all fun and games
Experiences from two projects
Miami 06.05.2009

Rob Hathaway

A Tale of Two Projects

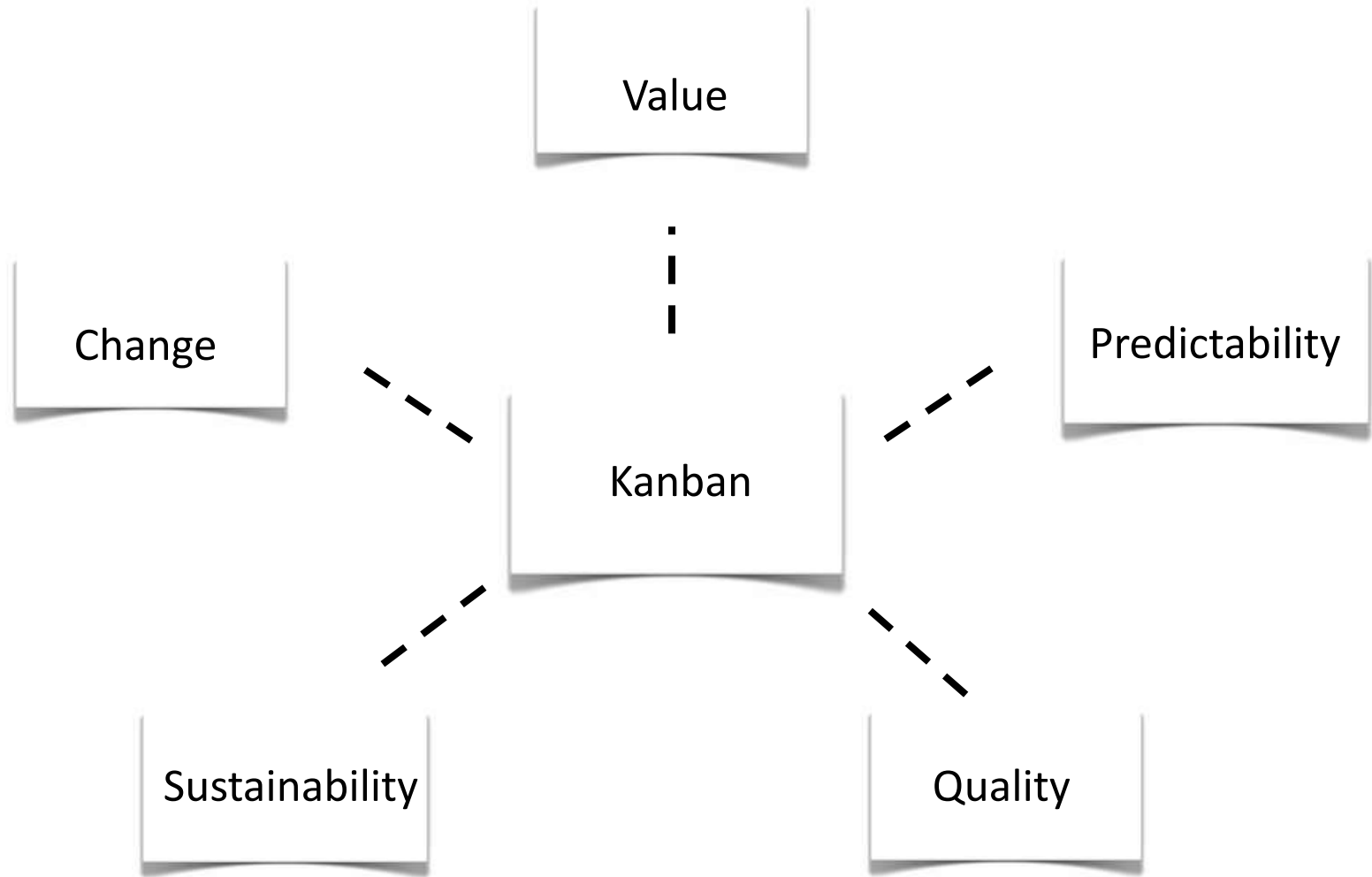
- Online Games
- Fixed Deadline (25 days)
- Small team, all male!
- Empowered product owner



- Leading fashion magazine
- 4 months
- Small team, all male!
- Less flexibility on scope

The Company

- IPC Media
- UK's leading consumer magazine publisher
- Media: Fast changing priorities
- No previous Lean or Agile experience



Project One
ONLINE GAMES

Fun and Games



The Process

- Value
- Prioritisation
- WIP limits
- Quality
- Minimum Deliverable
- Release on demand
- MMF visibility
- Reviews
- Retrospectives



Challenges

Prioritisation

Iterative
Development

Expectation
Management

The Result

- Huge success
- Incremental delivery
- Change (speed, cost)
- Quality
- Confidence
- Options (presentation, site launch)
- Simplicity (technical, process)
- No stress

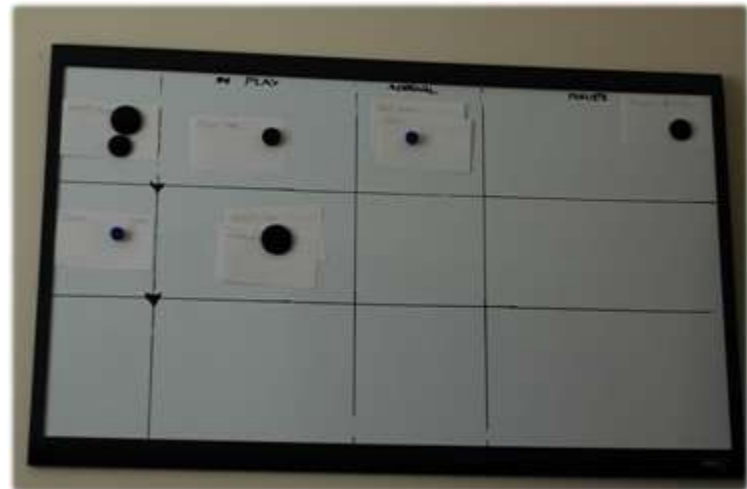
Lessons Learned

Timeboxed
Iterations

Analysis

Planning
through
Cycle Time

Lean: Not Just For Work



Beyond Success

- Wider adoption
- Value
- Trust
- Continual evolution

Project Two

FASHION MAGAZINE

The Process

- Started with the same process
- More product design
- Process evolution

Challenges

Lack of plan
and estimates

Iterative
Development

Prioritisation

The Result

- Will be a success ;-)
- Incremental delivery
- Confidence
- Options (launch date)
- Adaptability
- Scalability

Lessons Learned

Compromising
on quality

Scrum v
Kanban

Final Thoughts

- Learn process from principles
 - Start simple
 - Scrum, XP, Kanban & Lean are toolboxes
- Decouple planning, development and release cycles
- Quality
- Continuous improvement
- WIP limits for everyone



Thank You

Rob Hathaway

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