You get what you're organised for



What does a restaurant teach us about how to learn Good and deliver enough Expert > knowledg faster?

1 metaphor - 2 restaurants - 3 key principles - & 3 tools to take with you











Alkermes Patient inspired Thank you so much for tuning in!

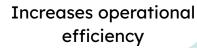


Shortens time to deliver

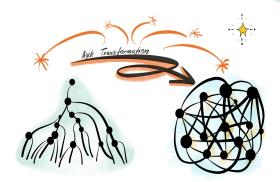
Accelerates innovation



Lowers development costs



3 AGILE Design Principles





HOW DO THEY DO IT?

Many organizations (and teams!) have benefited by using these 3 critical AGILE design principles that we will introduce to you today!



Today's **Agenda**

- 3 Agile design principles
- Metaphor
- Debrief / Q&A (save Q's to end)

Appendix in your PDF copy:

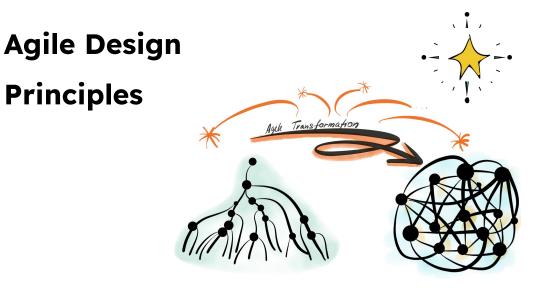
- More info around the tools
- Free Dandy resources!





Design Principles

GI





AGILE DESIGN PRINCIPLES are **guidelines** that can provide a systematic approach for organizing a company's structure so that **decision-making power is pushed into and throughout the organization**.

The flow of decision-making becomes more like a web (or a "Network") instead of a top-down hierarchy! Like the picture!

3 Critical Agile Design Principles





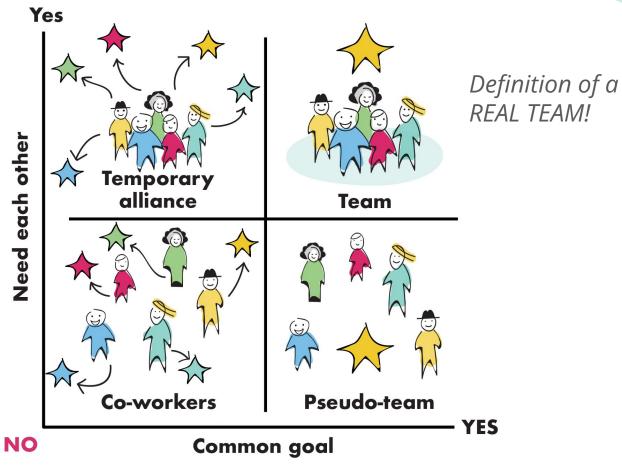
- 1. Organize for CROSS-FUNCTIONALITY and LEARNING, not functional specialization
 - Teams have the required cross-skilling, autonomy, and independence needed for delivering value <u>even if one person</u> <u>leaves the team or bottlenecks occur!</u>
 - Teams have the structure, time, and mandate to learn how to learn together as a team <u>and not just as a group of individuals</u> so the team can deliver as a whole (not sum of parts)

3 Critical Agile Design Principles





- 1. Organize for CROSS-FUNCTIONALITY and LEARNING, not functional specialization
- 2. Form REAL TEAMS and bring decisions to these teams (which is where the work is!)
 - REAL TEAMS need to be empowered to make decisions with REAL-TIME DATA from the front lines!



DANDY PEOPLE

Cessan & Lindbohm

3 Critical Agile Design Principles





- 1. Organize for CROSS-FUNCTIONALITY and LEARNING, not functional specialization
- 2. Form REAL TEAMS and bring decisions to these teams (which is where the work is!)
- 3. CONTINUOUSLY evolve structures and processes to optimize value and minimize waste *Wait times! Handoffs! Defects! etc.*

3 Critical Agile Design Principles





*** meant to be **principles** for **guiding your thinking**, not rules

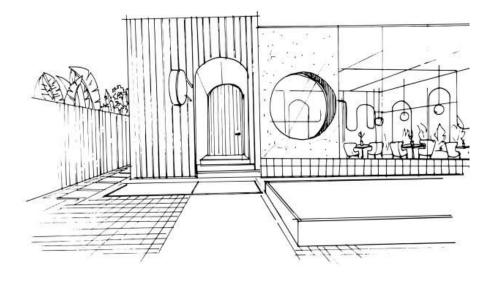
*** they are **context dependent** (e.g., not every organization can support "real teams", in which case some tradeoffs are needed, etc.)

As you'll see, WHEN USED TOGETHER, these principles REALLY CAN provide a **powerful approach** to building an AGILE organization (OR TEAM!) that continually innovates, evolves, and operates in an agile manner, *EVEN WHEN tradeoffs need to happen!!*



We're going out to dinner

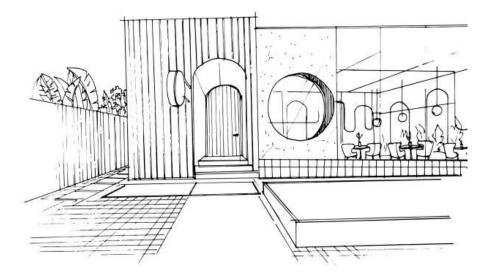




Relatable to anyone on any team in any function or industry!

Restaurant Metaphor

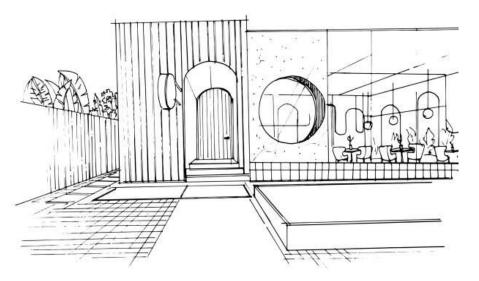




Just like your org or team, a restaurant needs to stay relevant and adaptive to thrive in today's fast-paced world of CHANGE!

Restaurant Metaphor





- CONSTANTLY

revamp what they have to offer

- QUICKLY RESPOND to customer feedback
- **CONTINUOUSLY** evolve their processes

Restaurant Metaphor





RESTAURANT A:

Not built on our 3 Agile principles

RESTAURANT B:

Built on our 3 Agile principles

Cessan & Lindbohm



Restaurant

Meet

сс Дуу

Restaurant "A"

Restaurant A uses THE OPPOSITE principles

- 1. Organize for functional specialization, to make sure one person performs a role best
- 2. Bring all decisions to management, to keep everything secure
- 3. Organize to keep pre-determined processes going, not risking to adapt in the moment



Restaurant "A"

Current state

- 1. People cannot cross-train OR flex to help in other roles
- 2. Most decisions require manager approval
- 3. Have to follow a process with strict sequencing that the Manager determined before restaurant opened
- 4. Team is not working as though they're a team because they're stuck in a rigid process *and* role

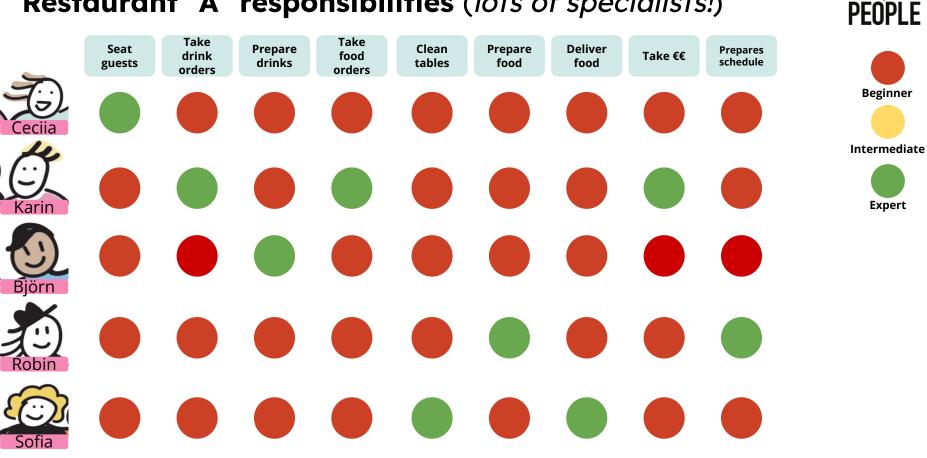
Let's use a few tools to help us visualize this current state!





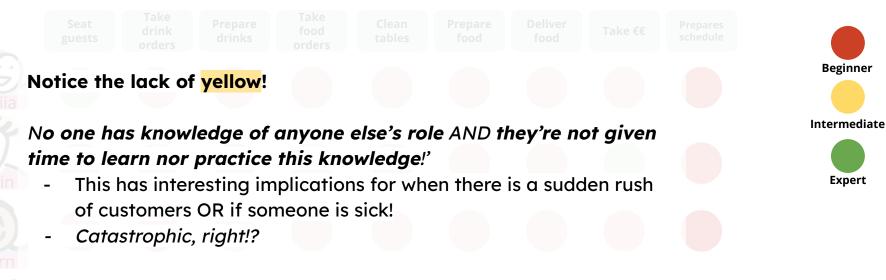
Competency Matrix Restaurant "A"

Restaurant "A" responsibilities (lots of specialists!)



DANDY

Restaurant "A" responsibilities (lots of specialists!)



DAND

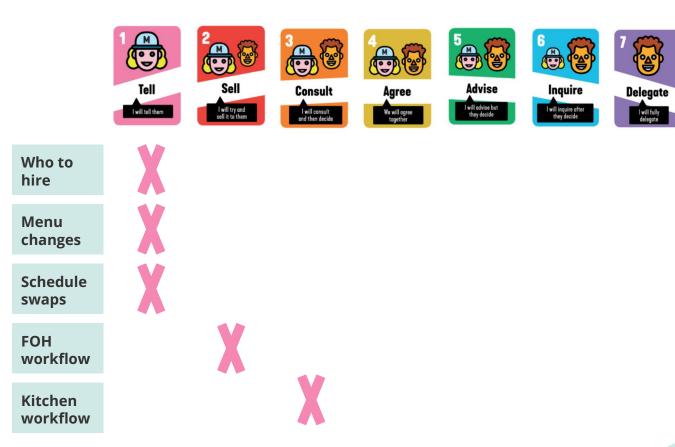
This is actually how many team competency matrices look, including software development teams!



Delegation Matrix Restaurant "A"

Restaurant "A" management decisions







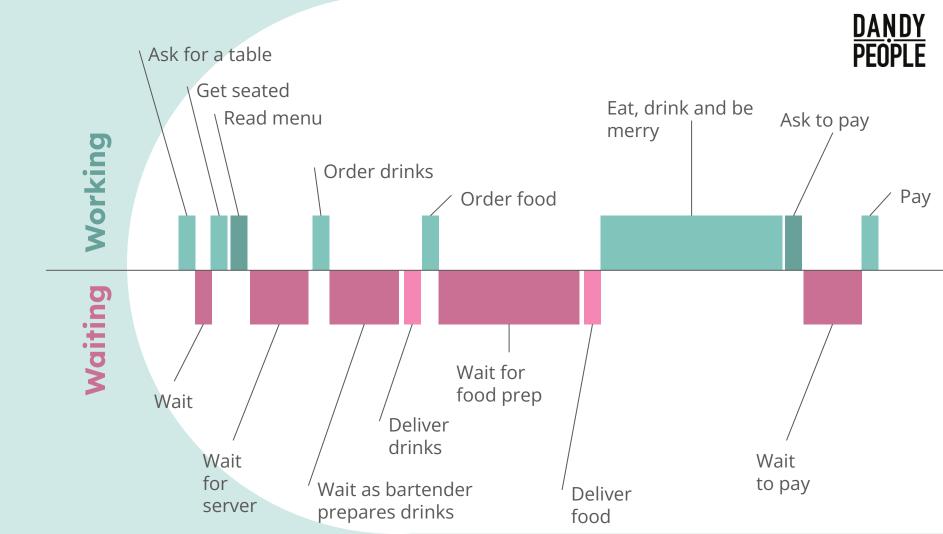
Value Stream Map Restaurant "A"



VALUE STREAM MAP: A diagramming of the step involved in the material and information flow of a process, from order to delivery.



GOAL: Look at your workflow from a perspective that can lead to POWERFUL QUESTIONS regarding the WHY behind the waiting!





Reflection That was a lot of info!

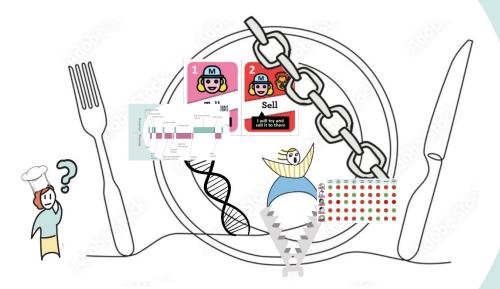


What would your experience be like?

Think about what

you saw.

What do you think your customer experience would be like?





What would your experience be like?

- **MANY HANDOFFS:** You'd be met by a host and then handed off to a drinks order-taker, then a server, etc.
- **HIGHER WAIT TIMES:** Staff would be sticking to roles so customers would have to wait for the right person to free up
- **DIMINISHED QUALITY:** There are lots of handovers so higher odds of lost information (like allergy info) and diminished quality of service

Any of this relatable to YOUR team experience?

Fun fact... We have a name for this situation you're seeing in Restaurant "A"!



Mini-Waterfall

Mini-Waterfall is a common ANTI-PATTERN that happens when there are handoffs <u>and</u> knowledge silos within the teams

A team can be a "Real Team", but when they're set up like Restaurant "A", they turn into a Mini-Waterfall team!



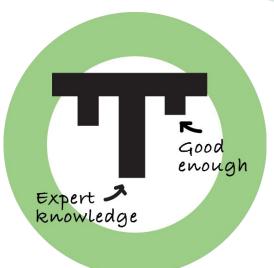


Restaurant

Meet

"B"

Restaurant "B"



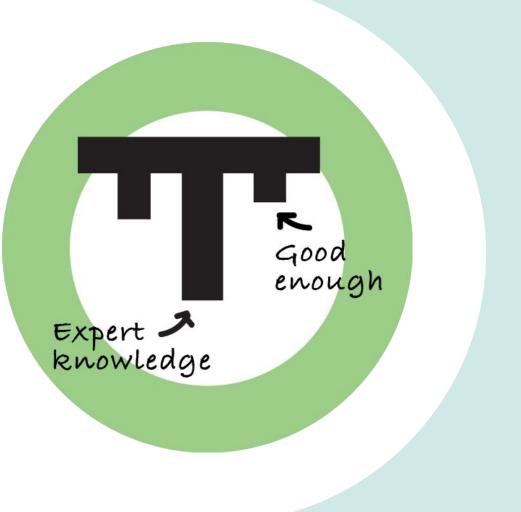
Restaurant B uses our principles

- 1. Organizes for cross-functionality and learning, not specialization
- 2. Bring decisions to where the work is (empowered teams!)
- 3. Continuously evolve structures and processes to optimize value and minimize waste



Restaurant "B"

NOTE: T-Shaped teams have people who possess a strong primary skill, often referred to as their "vertical" skill, along with a broader knowledge of other domains within their area of work





Restaurant "B"

Current state

- People start in a predetermined role but can learn other roles during downtime to become T-shaped... *they're not "in a box"!*
- High level of delegation
- There're a "real team" with the autonomy to evolve their processes as conditions change within predetermined parameters
- People can pair up or swarm on an issue at the same time without needing to follow strict sequencing or "gates" to do something

Let's use a few tools to help us visualize this current state!

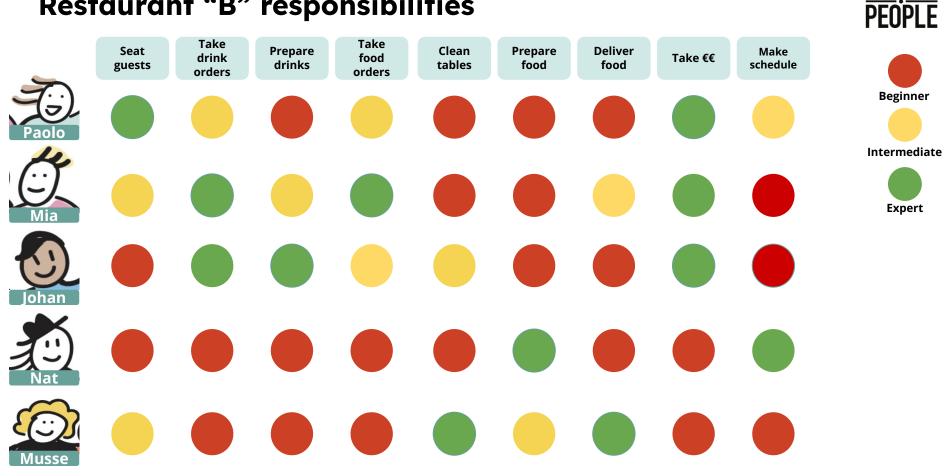






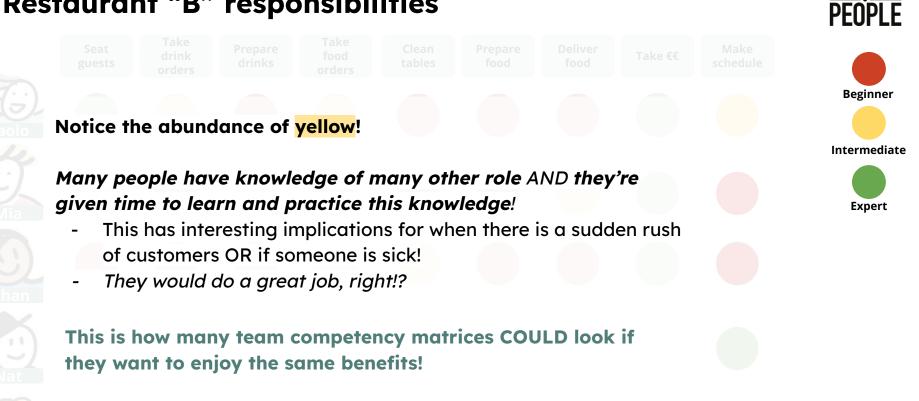
Competency Matrix Restaurant "B"

Restaurant "B" responsibilities



DANDY

Restaurant "B" responsibilities



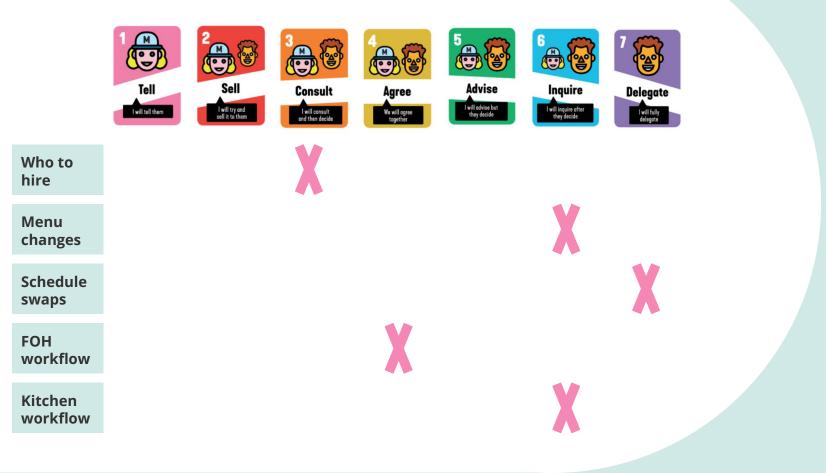
DANDY



Delegation Matrix Restaurant "B"

Restaurant "B" management decisions



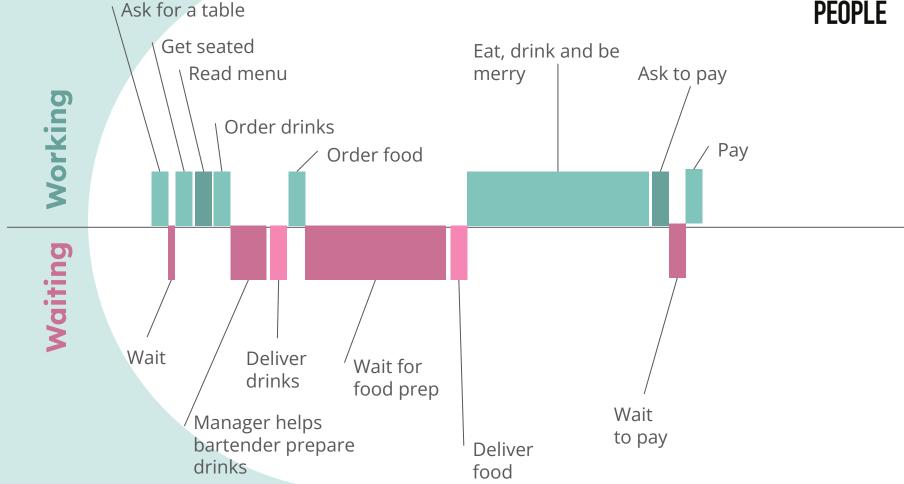




Value Stream Map Restaurant "B"

Restaurant "B"







Reflection

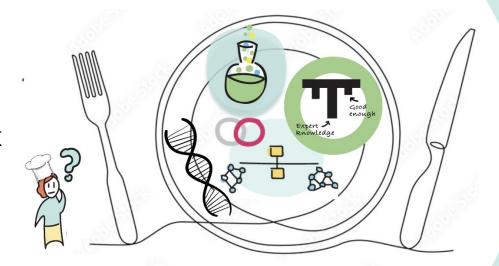


What would your experience be like?

Think about what

you saw.

What do you think your customer experience would be like?





What would your experience be like?

- **FEWER HANDOFFS:** You'd be met by a host who could pivot to take your order and even assist you by taking payment if needed.
- **LOWER WAIT TIMES:** Staff could pivot so customers didn't waste any time for the right person to "free up"
- **HIGHER QUALITY:** Since there are fewer handovers, there are lower odds of lost information and improved quality of service

Any of this relatable to YOUR team experience?



would

Who



Type "A" or "B" in the

chat

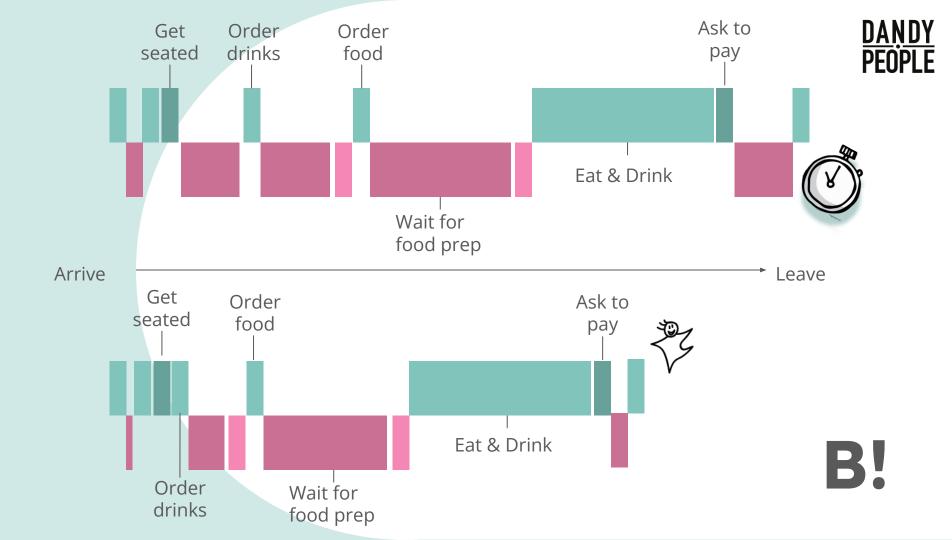
Who would win?



Which restaurant would have happier customers when it comes to ALL THREE?



- Time to be seated
- Time to order drinks & food
- Time to receive drinks & food A or B?



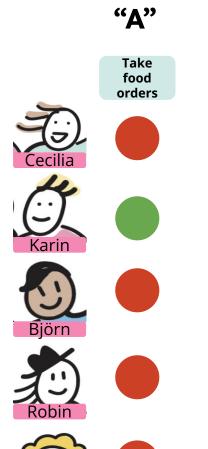
Who would win?



Customers want to order as soon as they sit down because they know what they want already. Who would take orders the fastest?

A or B?









Take food orders

"B"















Who would win?



There's a dramatic change in customer tastes. **Who would pivot** fastest?

A or B?





Menu



Who would win?



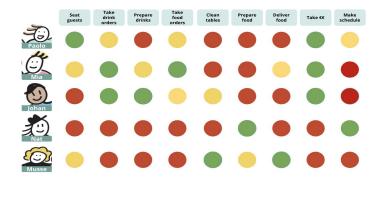
There's an unexpected EXTRA busy season. Who is best positioned to





A or B?







Because of their **T-Shaped team** AND ability to adapt as needs arise, Restaurant B is the clear winner!

B!



Reflection

How might this apply to you?

Reflect...



Is your team more like A or B?

If you're a manager, are you more like manager A or B?



To shift your team toward the principles of B, what would you change first? Second?



Thank you!

DANDY PEOPLE

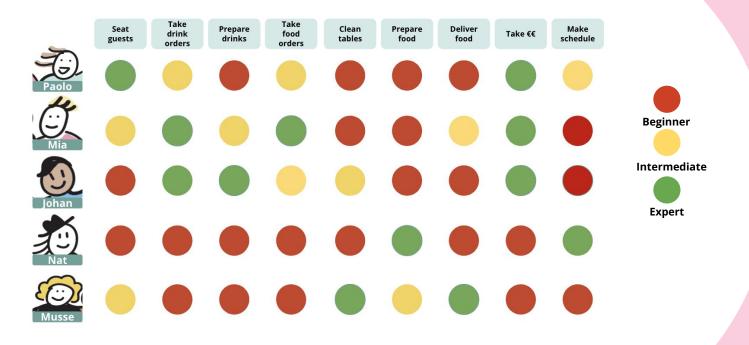
You will receive a PDF of this presentation that will contain a few Pharma examples and more info on the tools we mentioned so you can start applying these ideas today!



FOOLS for getting started



Competency (Skill) Matrix

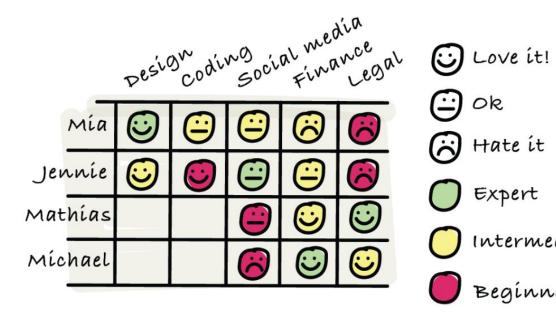


The key benefits of a skill matrix are:

- **Identifies skill gaps:** You can determine exactly what kind of skills is required and decide actions to improve skills in your teams.
- **Incentivizes development:** Seeing where they stand compared to peers encourages individuals to work hard and improve themselves.
- **Fosters collaboration:** By understanding one another's abilities it makes it easier for team members to work together efficiently.
- **Improves hiring quality:** By knowing which skill is missing in your team, you can better target the required employee profiles and evaluate them during an interview.







🕒 Ok ∂ Hate ít













SOFTWARE DEVELOPMENT TEAM COMPETENCY MATRIX EXAMPLE

РНР		•	•	•	•	•
Mysql	••	•	٠	•	•	•
ReactJs	• •	•	٠	•	•	•
Elastic	• •	•	•	•	•	•
Rabbit MQ	• •	•	•	•	•	•

RELEVANT

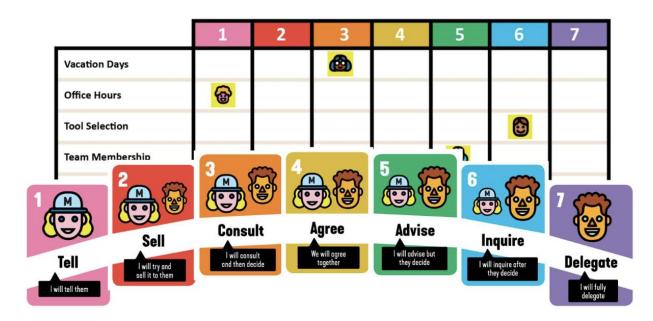
relevant.software



Delegation Matrix

DANDY PEOPLE

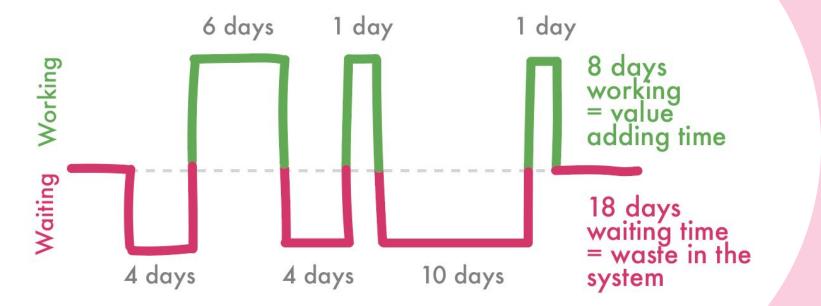
A delegation matrix enables management to clarify delegation and foster empowerment for both management and coworkers!





Mapping





Follow work that flows through the system (organization) to see how muh time is spent doing actuall work, and how long time the work is waiting for work to get started again. This is visualized above by adding days working and waiting through out the over all value stream. Take one or more cases of actual work and follow it through.

Value stream analysis

Steps in our over all value stream Working Describe the activities people do Waiting

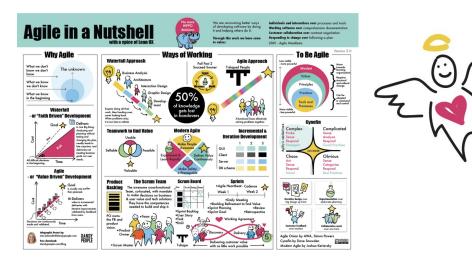




Resources!

FREE

Take the online Agile in a Nutshell training for free on our digital learning platform!



Free Agile in a Nutshell training:

https://www.agileonlinetrainings.com/agile-online-training

Dandy People Agile Team poster:

https://media.dandypeople.com/2019/12/agile-team-in-a-nutshell-12.pdf



