

The logo for the Regional Scrum Gathering Nepal 2018. It features a central white circle containing the text "REGIONAL SCRUM GATHERING" at the top, "nepal" in a large, stylized blue font in the middle, and "8-9 DEC 2018" at the bottom. The circle is set against a background of red and blue diagonal stripes radiating from the center.

REGIONAL SCRUM GATHERING  
nepal  
8-9 DEC 2018

The Scrum Alliance logo, consisting of a stylized white sunburst icon to the left of the text "Scrum Alliance" in a white sans-serif font.

Scrum  
Alliance®

# Kaizen in Action

Regional Scrum Gathering Nepal 2018

2018/12/8-9

Kiro Harada  
Attractor Inc.

改

善

6:30~進捗  
7:30~  
レトロなゲーム  
(振り返り)



# 原田 騎郎

Kiro HARADA

**Agile Coach  
Domain Modeler  
SCM Consultant**

Twitter: [@haradakiro](https://twitter.com/haradakiro)





原田騎郎 (Harada Kiro)

Founder 兼 CEO

アジャイルコーチ、ドメインモデラ、サプライチェーンコンサルタント。認定スクラムプロフェッショナル。外資系消費財メーカーの研究開発を経て、2004年よりスクラムによる開発を実践。ソフトウェアのユーザーの業務、ソフトウェア開



永瀬美穂 (Nagase Miho)

Founder 兼 CBO

受託開発の現場でWebアプリケーションエンジニア、プロジェクトマネージャーとしての経験を重ね、2009年頃より所属組織でのアジャイルの導入と実践を通じ組織マネジメントを行う。現在は顧客へのアジャイル導入支援、教育研修、コーチ



吉羽龍太郎 (Yoshiba Ryutarou)

Founder 兼 CTO

クラウドコンピューティング、DevOps、インフラ構築自動化、アジャイル開発、組織改革を中心にオンサイトでのコンサルティングとトレーニングを提供。認定スクラムプロフェッショナル (CSP) / 認定スクラムマスター (CSM) / 現

2016年12月 株式会社アトラクタを設立しました  
アジャイルコーチング・トレーニングのご依頼お待ちしております

# Version History

2016/10/14 Version 0.1 Agile Conference Vietnam HCMC

2016/10/16 Version 0.2 Agile Conference Vietnam Hanoi

2016/10/28 Version 0.3 Agile Tour Bangkok

2016/11/2 Version 1.0 Public Release

2016/11/19 Version 1.0.1 Agile Tour Hong Kong (香港)

2017/1/12 Version 2.0 Regional Scrum Gathering Tokyo 2017

2018/12/7 Version 2.0.1 Regional Scrum Gathering Nepal 2018

Kaizen?

Is it really possible to  
teach how to do **Kaizen**?



Is it possible to teach  
how to ride a **bicycle**?

Is it possible  
to teach  
how to teach  
your **kid** to ride a bicycle?



# This is how:

- A. Have your kid wear a helmet and protective gears
- B. Choose a proper size bicycle (both feet need reach the ground firmly).
- C. Remove pedals (or use pedal-less like Strider).
- D. Try at a large safe field (with slight slope).
- E. Let your kid practice riding and balancing for a while.
- F. If your kid keep riding for 5 meters, teach to use brake to stop.
- G. If your kid can stop with brakes, attach pedals.
- H. Your kid now can ride a bicycle.

# Don'ts:

- ✦ Training wheels
- ✦ Don't hold your kid bike from behind.



Do's:





# Why Kaizen is Important

# Continuous Improvements

# Your Case?

- ✦ Is your team doing Kaizen?
- ✦ Is your organization doing Kaizen?
- ✦ Is your company doing Kaizen?

# Your **Personal** Case?

- ✦ How about yourself?
- ✦ Are you doing Kaizen?
- ✦ Are you getting better?
  
- ✦ Are you too busy to do Kaizen?

# Continuous?

- ✦ Continuously,
  - ✦ Always
  - ✦ Timelessly
  - ✦ Endlessly
- ✦ There's no end of Kaizen as there's no perfect team.

# Dangerous False Assumption

- ✦ Our performance is not good enough because we have not done enough. We must do more.
- ✦ I didn't achieve enough because I haven't done enough. I have to do more to achieve more.

✦

# Overtraining is the #1 cause of athlete failure

- ✦ Every professional athlete has a coach to monitor his/her training and performance.
- ✦ We use external measurements to access our performance.



Why not in **Business**?

# Toyoda Type G Automatic Loom (1924)



# This loom was **special**:

- ✦ It automatically stops when a thread is broken.
  - ✦ It only produces **good product**.
- ✦ An operator can take a break anytime if necessary.
- ✦ An operator can handle 60 looms at the same time.
- ✦

# Your **Kaizen** isn't continuous

- ✦ Because
  - ✦ you try to fix problems by doing more of the current process
  - ✦ you try to fix problems by trying another processes.
  - ✦ you believes doing more always fix the problems

Are you **improving**?

# I was NOT.

- ✦ Traveled too much with different time zones.
- ✦ Did not have enough sleep.
  
- ✦ Work was Fun. Really.



# The Healthy Programmer

Get Fit, Feel Better,  
and Keep Coding



Joe Kutner

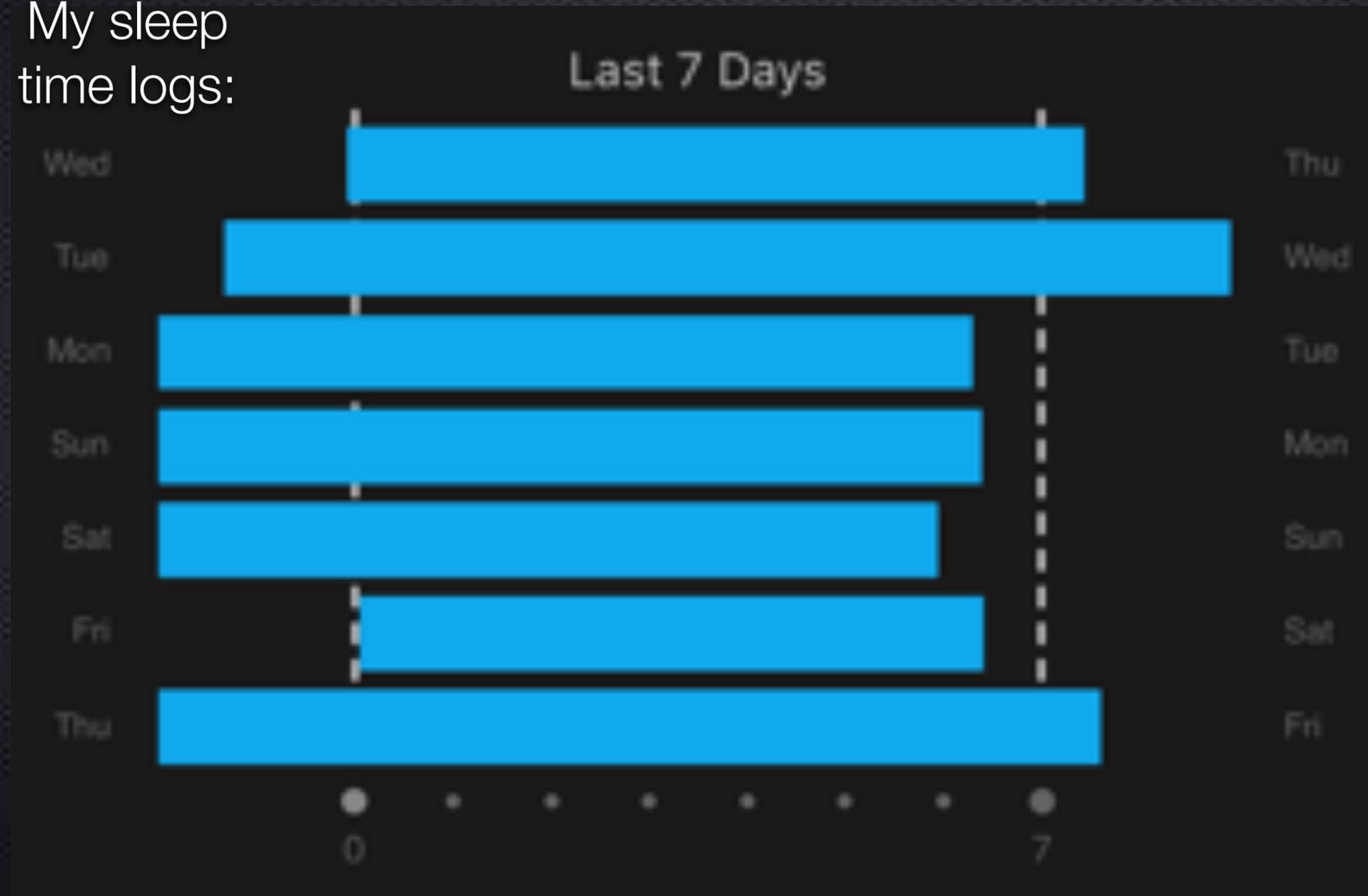
Foreword by Dr. Ed Wallitt,  
physician and software developer

*Edited by Brian P. Hogan*

# ~~You cannot manage~~ what ~~you cannot measure~~

It's much easier to manage what you can **measure**.

My sleep  
time logs:



Your personal Kaizen is  
prerequisite for team Kaizen.

# Muri - Mura - Muda

ムリ Muri Overload / Overburden



ムラ Mura Unevenness



ムダ Muda Waste

You need to eliminate Muri first with KAIZEN to eliminate Muda.

# Is your **team** improving?

- ✦ Make sure you are not doing “Muri” before you start doing Kaizen with your team.
- ✦ If not, please start fixing “Muri” of each team member first.

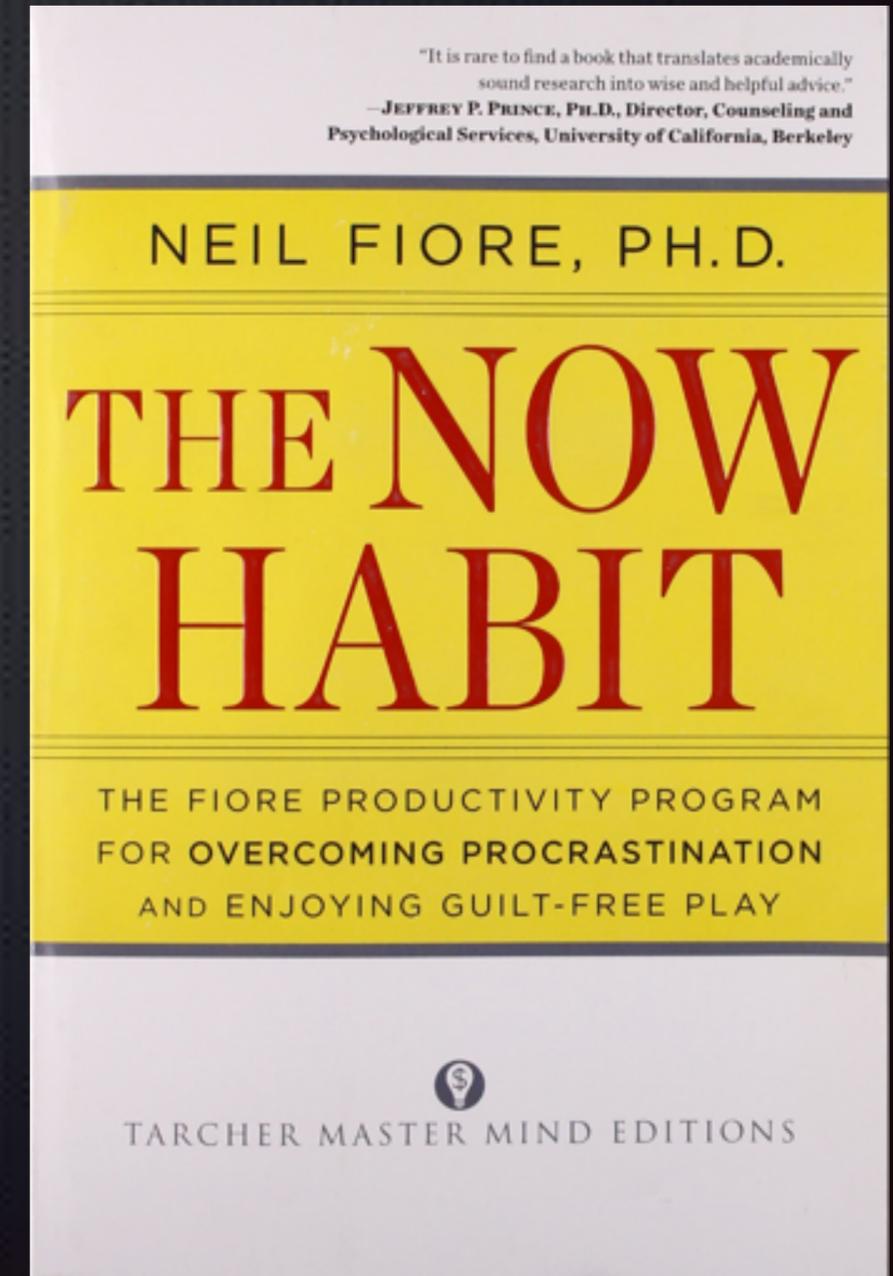
# Kaizen in Action

- ✦ Let's start!
- ✦ But from where shall we start?

# Create Slack

- ✦ Without Slack, you cannot do anything without harming your performance.
  - ✦ Remember overtraining of athletes.
- ✦ Take your time to understand how you are doing.

- ✦ It's time to stop doing your ordinary tasks.
- ✦ You cannot tie your shoelace while running.
- ✦ Add your calendar with No.1 priority saying "Slack"





# Team Dialogue

- ✦ If each member of your team has slack, use your slack to meet together and do a dialogue regularly.
- ✦ Take your time to continue a dialogue.
- ✦ Eventually, you may come to start a dialogue about Quality.

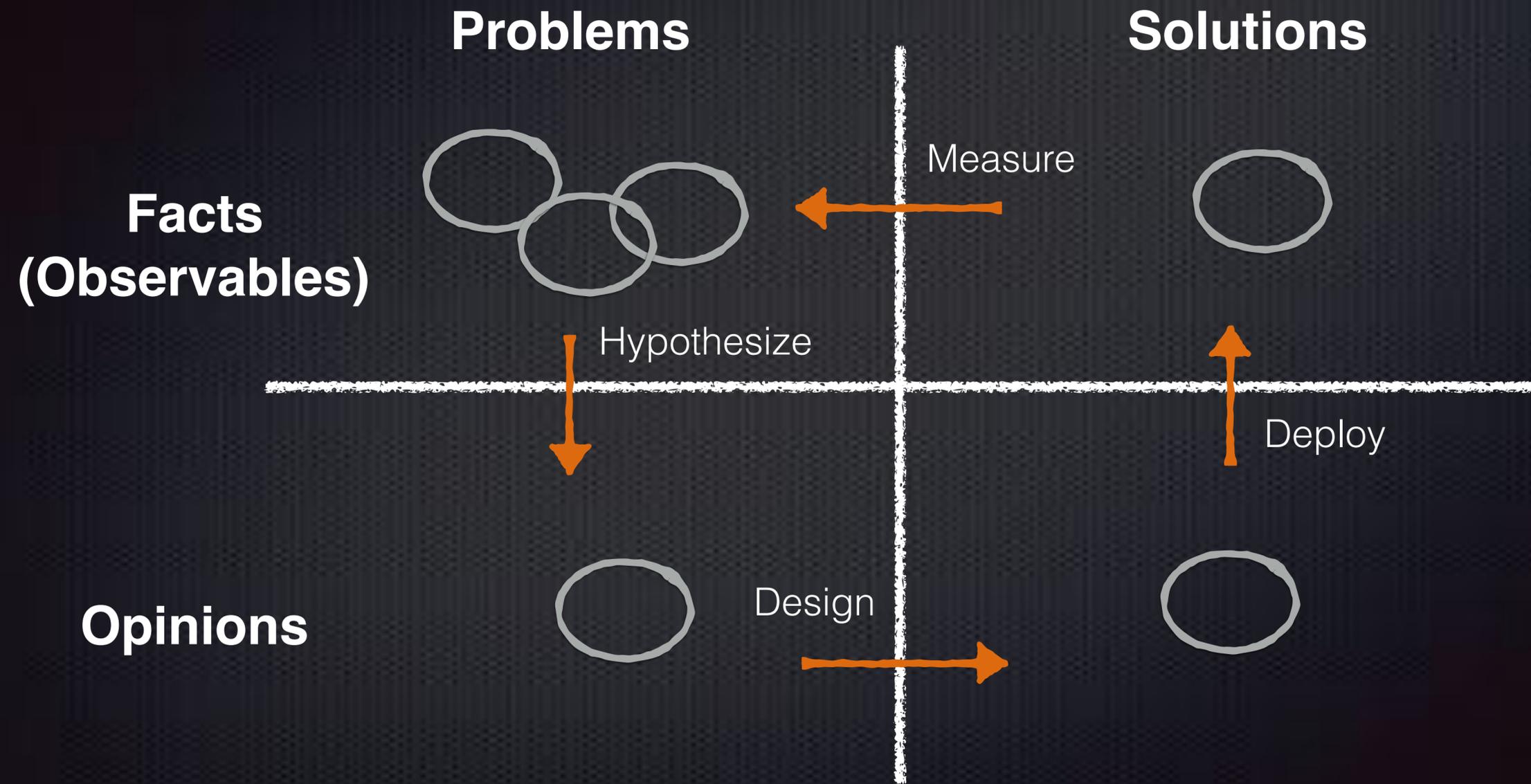
# Agreeing on Issues

- ✦ If you continue doing “Team Dialogue”, you will come up with the issues everybody in the team wants to fix.
- ✦ Document them and see what happens.

# Issues / Problems **Examples?**

- ✦ We need to improve the quality of our software.
- ✦ We need to do Scrum better.
- ✦ We have to use CI / CD.... whatever
- ✦ DevOps need to be implemented

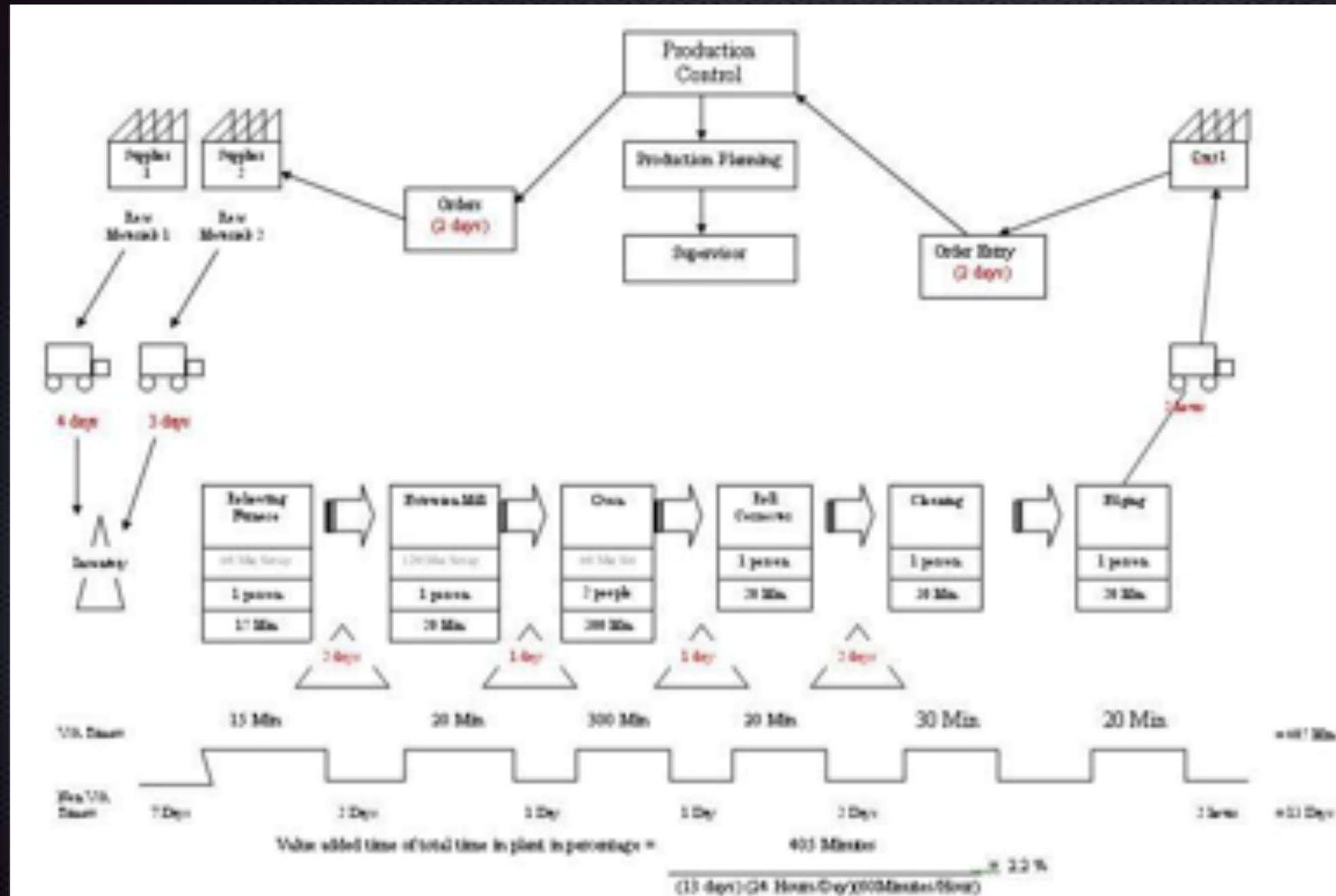
# Facts vs. Opinions



# Lack of Solution is **NOT** a Problem

- ✦ Lack of solution cannot be fixed since we cannot measure whether it is done or not.
- ✦ Describe your problems with observable facts.
  - ✦ You will naturally find the measurement criteria if the problem is fixed.

# Mapping Value Stream





# Small Experiments



Photo by woodleywonderworks. CC-BY-2.0  
<https://www.flickr.com/photos/wwworks/3058182308>

# Visualization

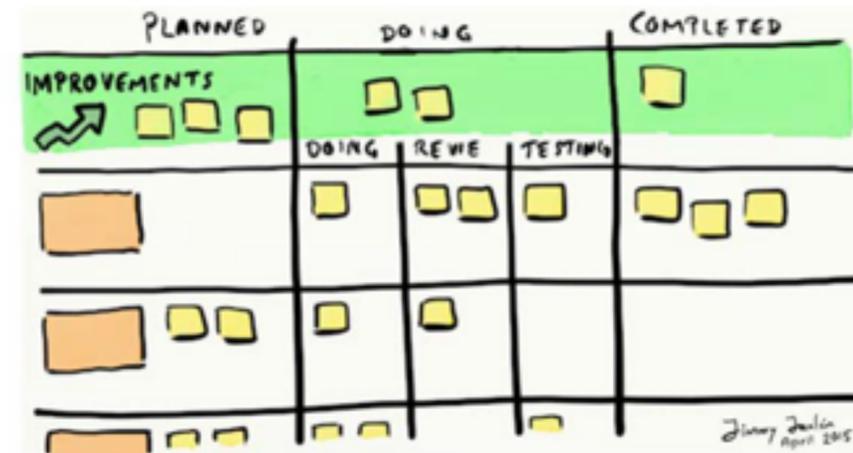
## Toolbox for the Agile Coach

# 96 visualization examples

How great teams visualize their work



## Improvement Lane



To make your retrospective improvement actions a natural part of your planning and Daily Stand-ups, add an **Improvement Lane** to the board.

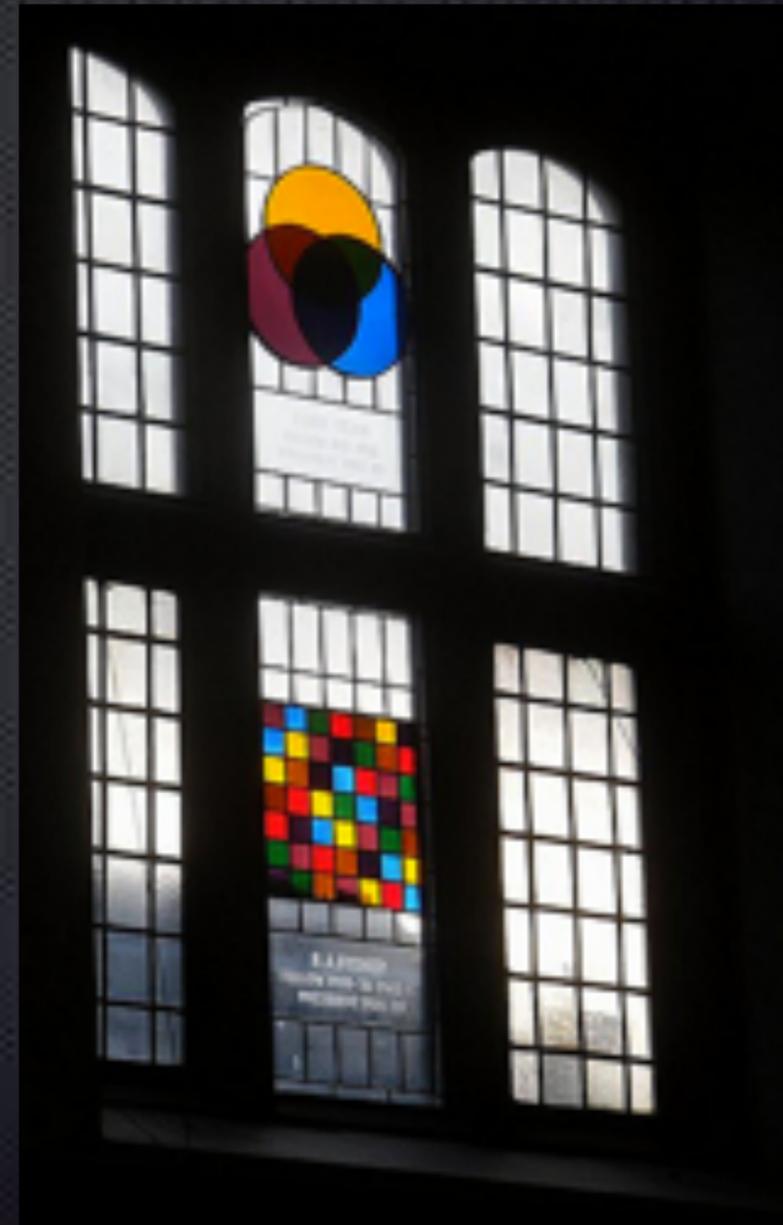
Some teams place the Improvement lane at the bottom and have the policy that if you're blocked on your primary work you work on improvements until you become unblocked, or someone else needs help.

Other teams place the lane on top, signaling that the improvement actions are the most important thing to finish first (right after urgent production problems).

# One by One



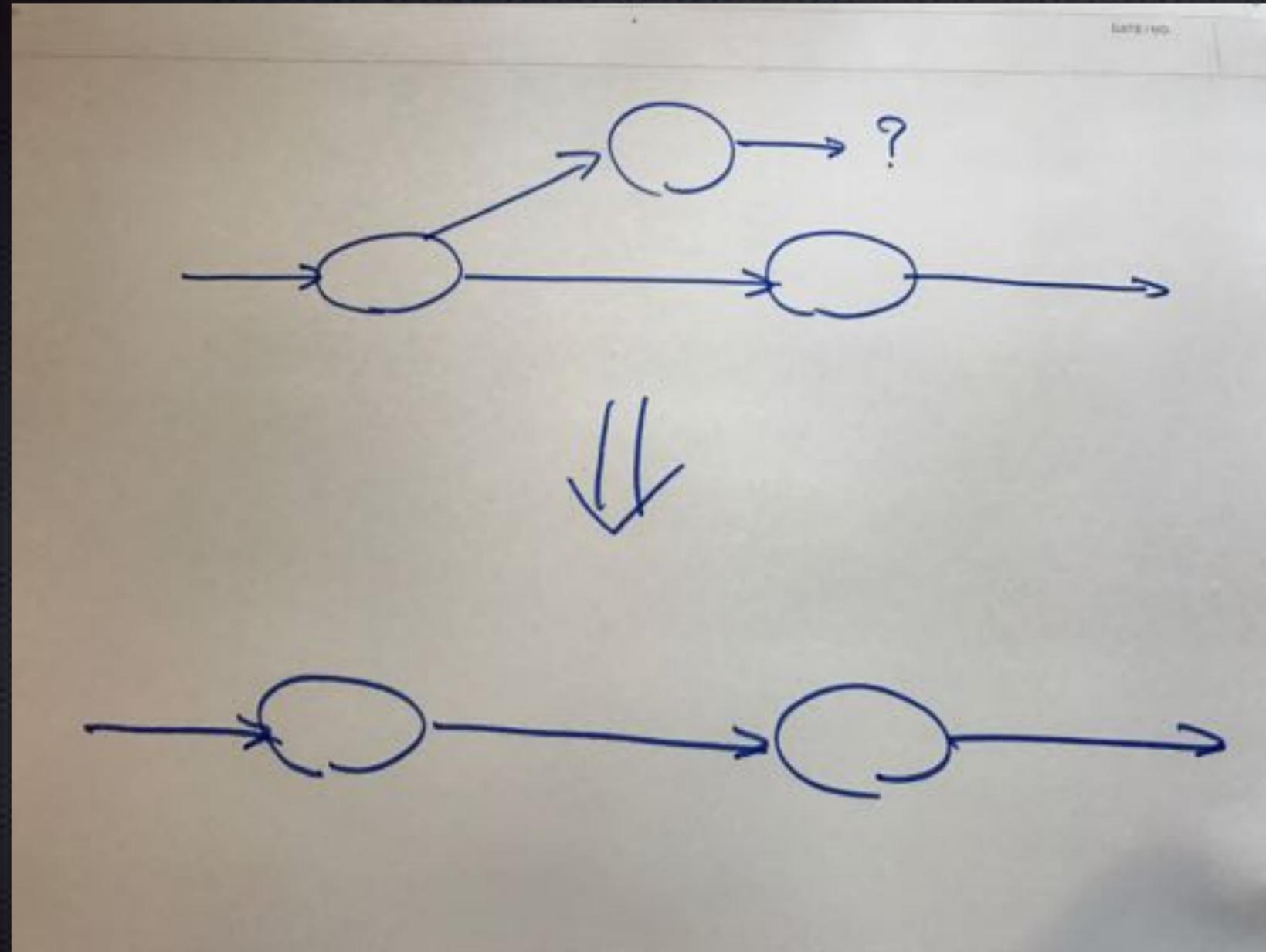
# Set-based Design



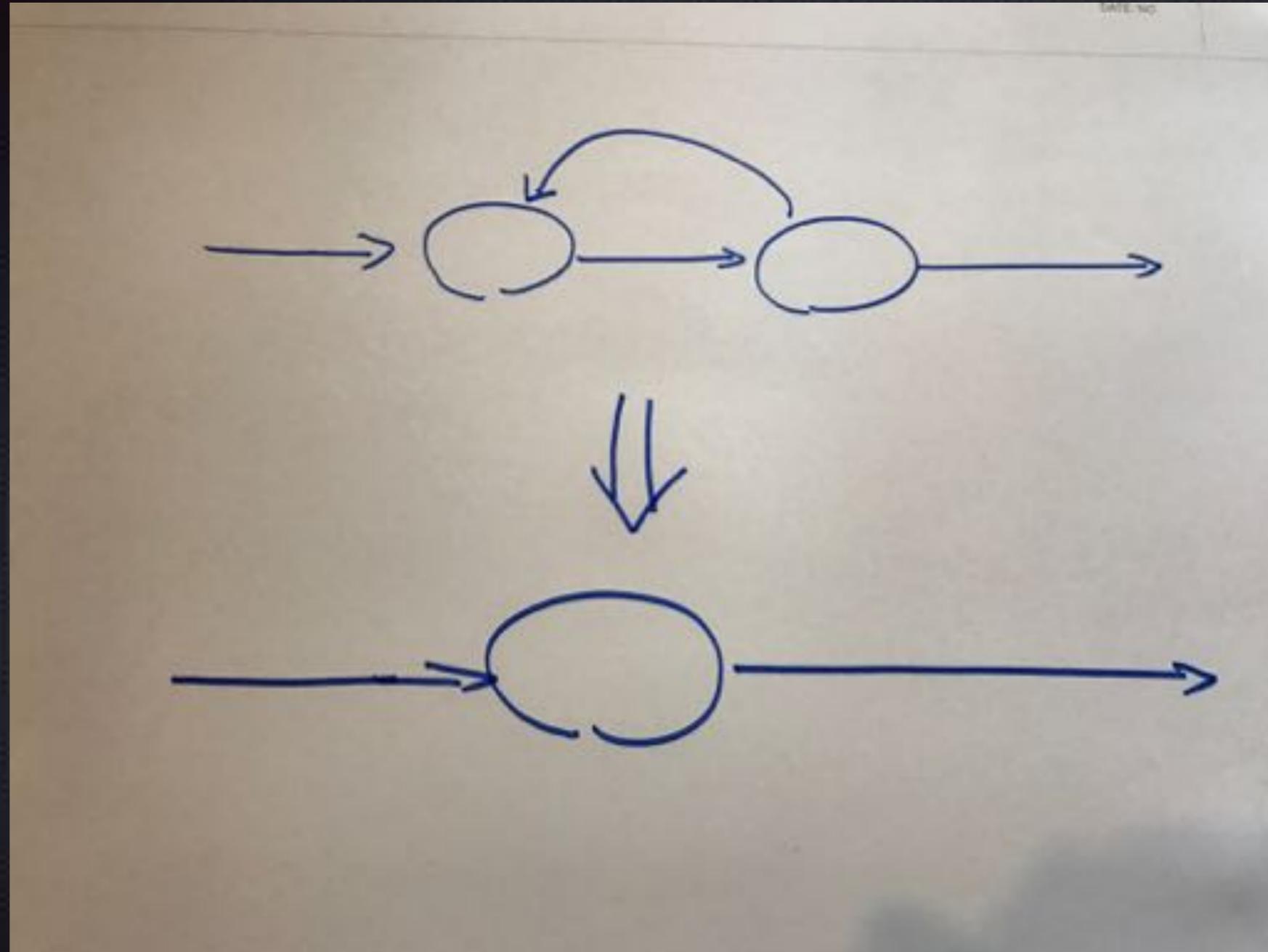
# ECRS - Improve Flow



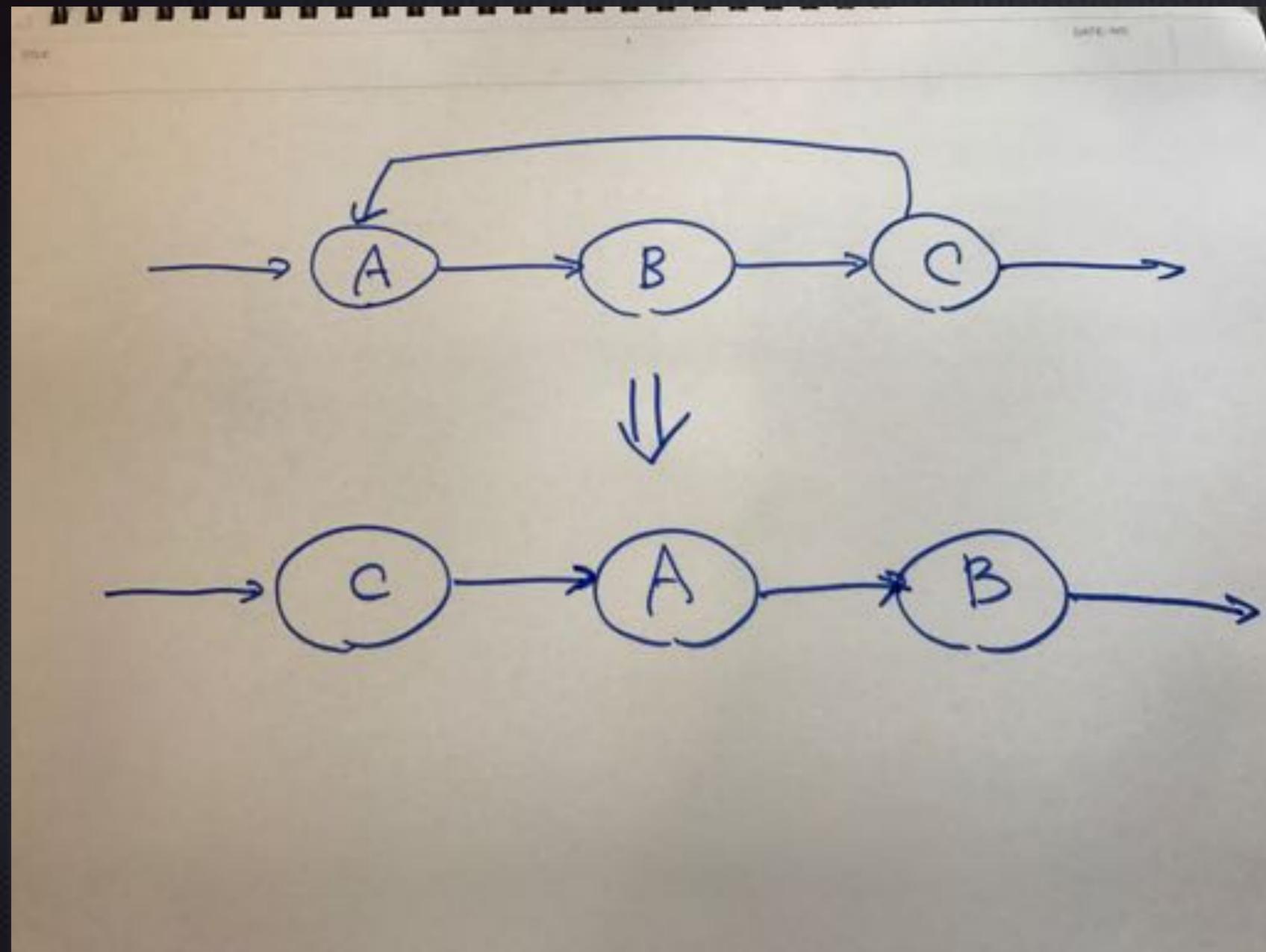
# Eliminate



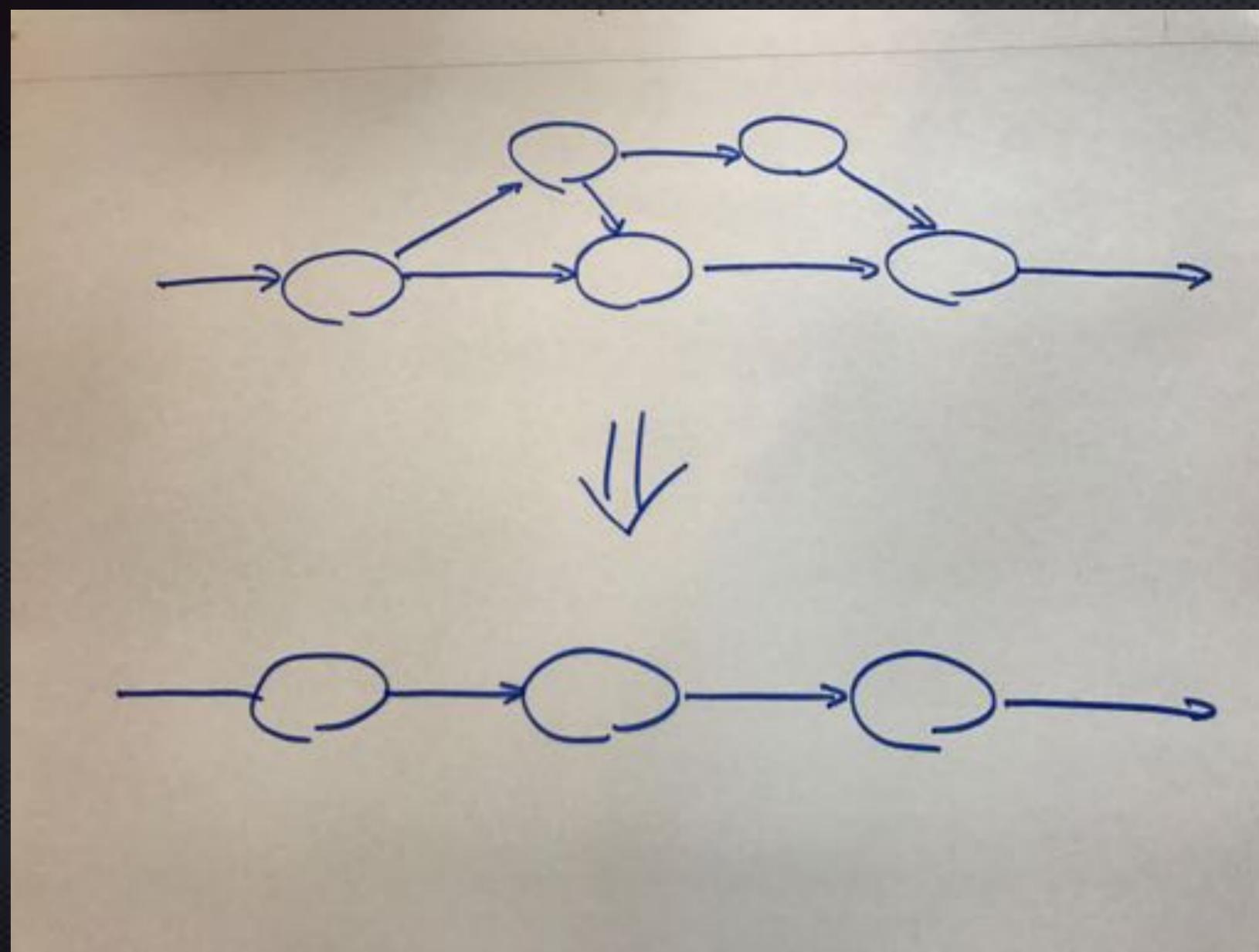
# Combine



# Rearrange



# Simplify

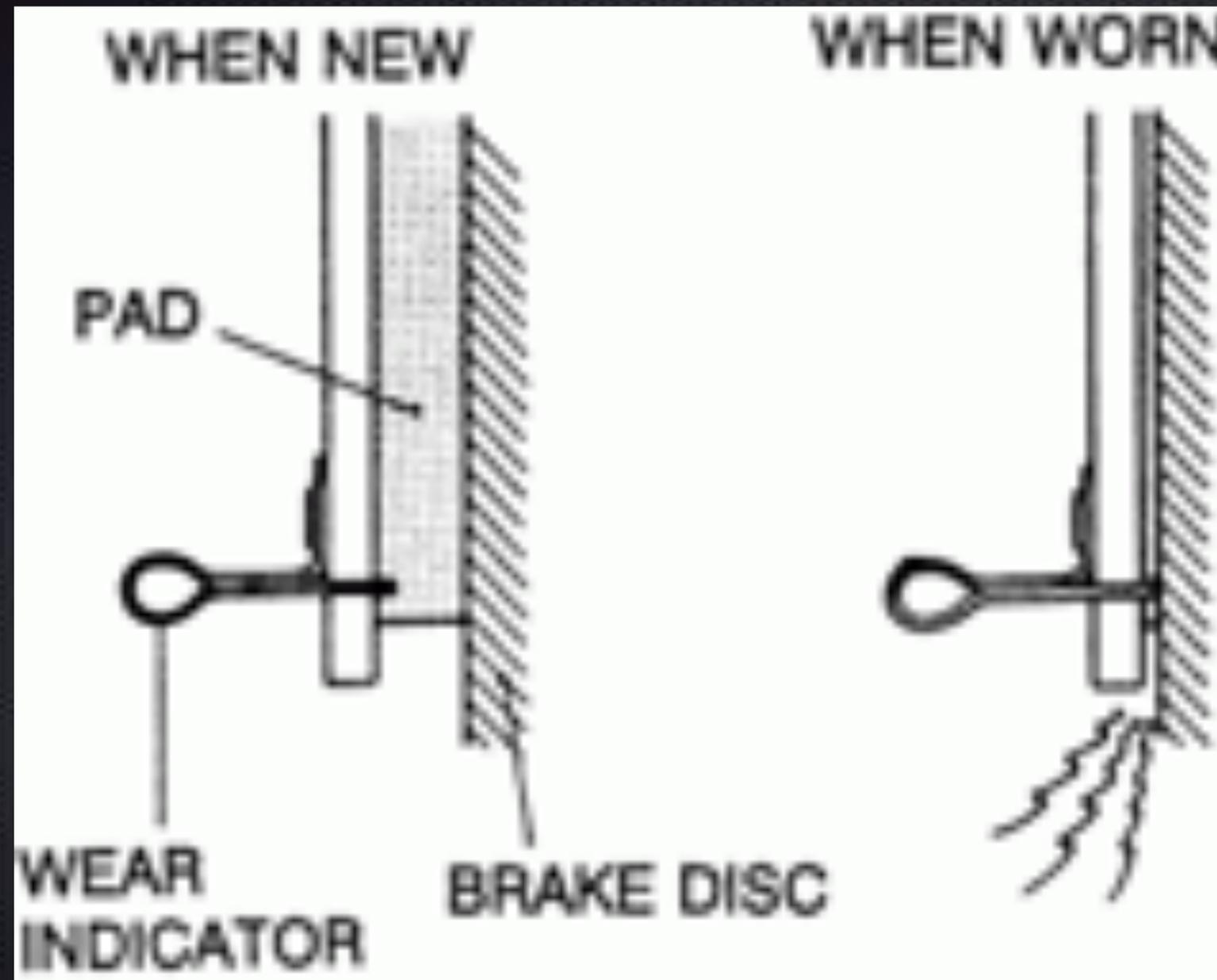


# Analyzing Defects



James R. Tourtellotte, CBP, U.S. Dept. of Homeland Security

# Finding Defects **Early**



# Build Quality-In



# Dynamic Stable Process



Photo by Stephen Morris. CC-BY-2.0  
<https://www.flickr.com/photos/nonlin/4297013382>

# Team Good Approaches

# Team Standards

## REVISION IN THE SUMMER OF 1944

In June 1944 two P.D. Institutes were put on following a revised pattern—two consecutive days of work, a week's interim, and then two more full days. For these Institutes a new card was developed:

### 1. SPOT A SPECIFIC NEED

Anticipate problems which result from changes in organization, production, or policies.

Review records—individual performance, cost, turnover, breakage, rejects, accidents, any other evidence.

Get supervisors and workers to tell about their current shop and office problems.

Look for opportunities for improvement.

Analyze for basic causes.

Consider possible solutions.

*Tackle One Thing at a Time.*

### 2. DEVELOP A SPECIFIC PLAN

Who will be trained?

What content?

How can it be done best?

# Member Mentoring



# Continuous Learning



# Sharing with Other Teams



# Continuous Improvements



# Kaizen Patterns



# TO MAKE YOUR WORK EASIER AND SAFER USE THE THREE 'J's'

### HOW TO INSTRUCT

**Step 1—Prepare the Worker**  
Put him at ease.  
State the job and find out what he already knows about it.  
Get him interested in learning job.  
Place in correct position.

**Step 2—Present the Operation**  
Tell, show, and illustrate one **IMPORTANT STEP** at a time.  
Show each **KEY POINT**.  
Instruct clearly, completely, and patiently, but no more than he can master.

**Step 3—Try Out Performance**  
Have him do the job—correct errors.  
Have him explain each **KEY POINT** to you so he does the job again.  
Make sure he understands.  
Continue until YOU know HE knows.

**Step 4—Follow Up**  
Put him on his own. Delegate to whom he goes for help.  
Check frequently. Encourage questions.  
Taper off extra coaching and close follow-up.

**If Worker Haven't Learned,  
the Instructor Haven't Taught**

Know How

### HOW TO GET READY TO INSTRUCT

**Have a Time Table—**  
How much will you expect him to learn, by what date.

**Break Down the Job—**  
Set important steps.  
Put out the key points. (Safety is always a key point.)

**Have Everything Ready—**  
the right equipment, materials, and supplies.

**Have the Workplace Properly Arranged—**  
just as the worker will be expected to keep it.

**JOB INSTRUCTION TRAINING**  
Dept. of Safety & Personnel  
**THE PULLMAN COMPANY**

KEEP THIS CARD HANDY

JOB INSTRUCTION

THE PULLMAN COMPANY  
DEPT. OF SAFETY AND PERSONNEL

### HOW TO IMPROVE JOB METHODS

A practical plan to help you produce **GREATER QUANTITIES OF QUALITY PRODUCTS IN LESS TIME**, by making the best use of the **Manpower, Machines and Materials**, now available.

**Step I—BREAK DOWN the job**

1. List all details of the job exactly as done by the Present Method.
2. Be sure details include all:
  - Material Handling.
  - Machine Work.
  - Hand Work.

**Step II—QUESTION every detail**

1. Use these types of questions:
  - WHY is it necessary?
  - WHAT is its purpose?
  - WHERE should it be done?
  - WHEN should it be done?
  - WHO is best qualified to do it?
  - HOW is the "best way" to do it?
2. Also question the:
  - Materials, Machines, Equipment.
  - Tools, Product Design, Layout, Work place, Safety, Housekeeping.

BETTER WAY

### Step III—DEVELOP the new method

1. Estimate necessary details.
2. Compare details with present.
3. BALANCE for better economy.
4. Sketch out all necessary details.

To make the work easier and safer:

- Put question marks, ticks and under marks on the best points in the present work area.
- Use question marks, ticks and under marks on points that are unsafe or inefficient.
- Use ticks and under marks on points that are better.

1. Work out your idea with others.
2. Write up your proposed new method.

**Step IV—APPLY the new method**

1. Test your proposal to your "team."
2. Tell the new method to the operators.
3. Get their approval of it concerned in letters, weekly, bi-weekly, etc.
4. Put the new method to work. Use it until a better way is developed.
5. Give credit where credit is due.

**JOB METHODS PROGRAM**  
Dept. of Safety & Personnel  
**THE PULLMAN COMPANY**

JOB METHODS



BETTER SERVICE THROUGH SKILLED SUPERVISION

### HOW TO HANDLE A PROBLEM

#### DETERMINE OBJECTIVE

- 1—GET THE FACTS  
Review the record.  
Find out what rules and plant system apply.  
Talk with individuals concerned.  
Get opinions and feelings.  
Be sure you have the whole story.
- 2—WEIGH AND DECIDE  
Fit the facts together.  
Consider their bearing on each other.  
What possible actions are there?  
Check practices and policies.  
Consider objective and effect on individual, group, and production.

Don't jump to conclusions.

- 3—TAKE ACTION  
Are you going to handle this yourself?  
Do you need help in handling?  
Should you refer this to your superior?  
Watch the timing of your action.

Don't pass the buck.

- 4—CHECK RESULTS  
How soon will you follow up?  
How often will you need to check?  
Watch for changes in output, attitude, and relationships.  
Did your action help production?

Confidence To Proceed

### JOB RELATIONS

#### A SUPERVISOR GETS RESULTS THROUGH PEOPLE

**Foundations for Good Relations**

Get each worker know how he is getting along.  
Figure out what you expect of him.  
Point out ways to improve.  
Give credit where due.  
Look for extra or unusual performance.  
Tell him while "it's hot."  
Tell people in advance about changes that will affect them.  
Tell them WHY if possible.  
Get them to accept the change.  
Make best use of each person's ability.  
Look for ability not now being used.  
Never stand in a man's way.

**People Must Be Treated as Individuals**

**JOB RELATIONS TRAINING**  
Dept. of Safety & Personnel  
**THE PULLMAN COMPANY**

JOB RELATIONS

Submitted by—S. F. Eastin,  
Supervisor of Training,  
Shreveport, Louisiana

- ✦ TWI created a video called “Improvement in 4 steps”.
- ✦ It was shown in Japan in 1950 with the title “Kaizen Eno yon Dankai”.
- ✦ 「改善への四段階」

*The  
Training  
Within  
Industry  
Report*

*1940 -1945*

# Health

Health is a state of complete physical, mental and social well-being and not merely the absence of disease or infirmity.

WHO's Definition of Health.

The Definition has not been amended since 1948.

<http://www.who.int/about/definition/en/print.html>

# Do you have **slack**?

- ✦ If not, please start small:
  - ✦ 15min per day
  - ✦ 1 hour per week
  - ✦ 2 hours per month

📅 9-11.JANUARY 📍 SHINAGAWA, TOKYO

# REGIONAL SCRUM GATHERING® TOKYO 2019

8th annual gathering for agile enthusiasts and scrum practitioners