



## **Advanced Topics in Kanban and Product/Project Development Flow**

### **Abstract**

In this advanced workshop you will be exposed to advanced topics/solutions in the field of Kanban and Lean Product Development, areas which are the current state of the art of Kanban thinking in the international community. You will understand why these advanced solutions are needed, how to design a system that includes them, and participate in engaging exercises and discussions touching the core of Kanban thinking.

### **Target Audience**

Senior Development/QA Managers, Release/Program/Project Managers, IT Managers, Practicing Scrum Masters.

### **Prerequisites**

Good familiarity with Kanban and Lean approaches to product development is assumed ("[Kanban for Managers/Leaders](#)" training or comparable knowledge/experience).

### **Main Topics Covered**

- Roles in Kanban
- Kanban Ceremonies
- Electronic Tools for managing Product Development flow
- Advanced Value Stream Mapping
- Advanced Kanban mechanics
- Release planning in a Flow world
- Tracking project and work health in a Kanban system
- Underlying principles of Flow



## Course Curriculum

### **Kanban Roles**

- What roles are needed to effectively drive a Kanban team/group

### **Kanban Ceremonies**

- Daily Meeting in Kanban
- Retrospectives and Kaizen Events

### **Electronic Tools for managing Product Development flow**

- Criteria for choosing an electronic tool for managing flow
- Survey of a few options and the experience with them
- Interactive demo of a couple of tools

### **Advanced Value Stream Mapping**

- Dealing with work items in different levels (e.g. Features and Stories)
- What should be the scope of the VSM
- Dealing with concurrency and asynchronous processes

### **Survey of advanced Kanban patterns and when to apply them**

- Buffers/Queues
- Two-tiered Systems (Expand / Collapse)
- Swimlanes
- Triggers / Order Points
- "Perpetual multivote" for pull Scheduling
- Each pattern will include "Dos and Don'ts" as well as real world examples from either a physical or electronic board (or both...)

### **Release Management in a Flow world**

- Agile release planning and tracking overview
- What changes when moving to a Flow world
- Addressing project management tracking questions using Lean/Kanban tools/metrics
- When and how to recover a release in a Flow world

### **Tracking project and work health in a Kanban system**

- TOC buffer management – what it is and how it compares to Agile iteration commitment approaches



- Applying TOC buffer management in a Kanban system for committed features
- Applying buffer management for features/items without commitment
- Questions asked by managers – how to answer them in a Kanban world

### **Making Product Development decisions from an economic point of view**

- Understanding the economic effects of inventory, batch sizes, variability, transaction costs and release frequencies
- Managing queues – Why queues grow, how to manage them, important queues in
- Reducing batch sizes – why is it important, how to do it, common batch size problems in Product Development
- Reaching an effective cadence – various options to reach cadence, with the pros and cons for each
- Agile self-organization as a form of decentralization while maintaining control – getting the benefits of an initiative while preserving alignment

### **Course Duration**

1 day (8 hours).