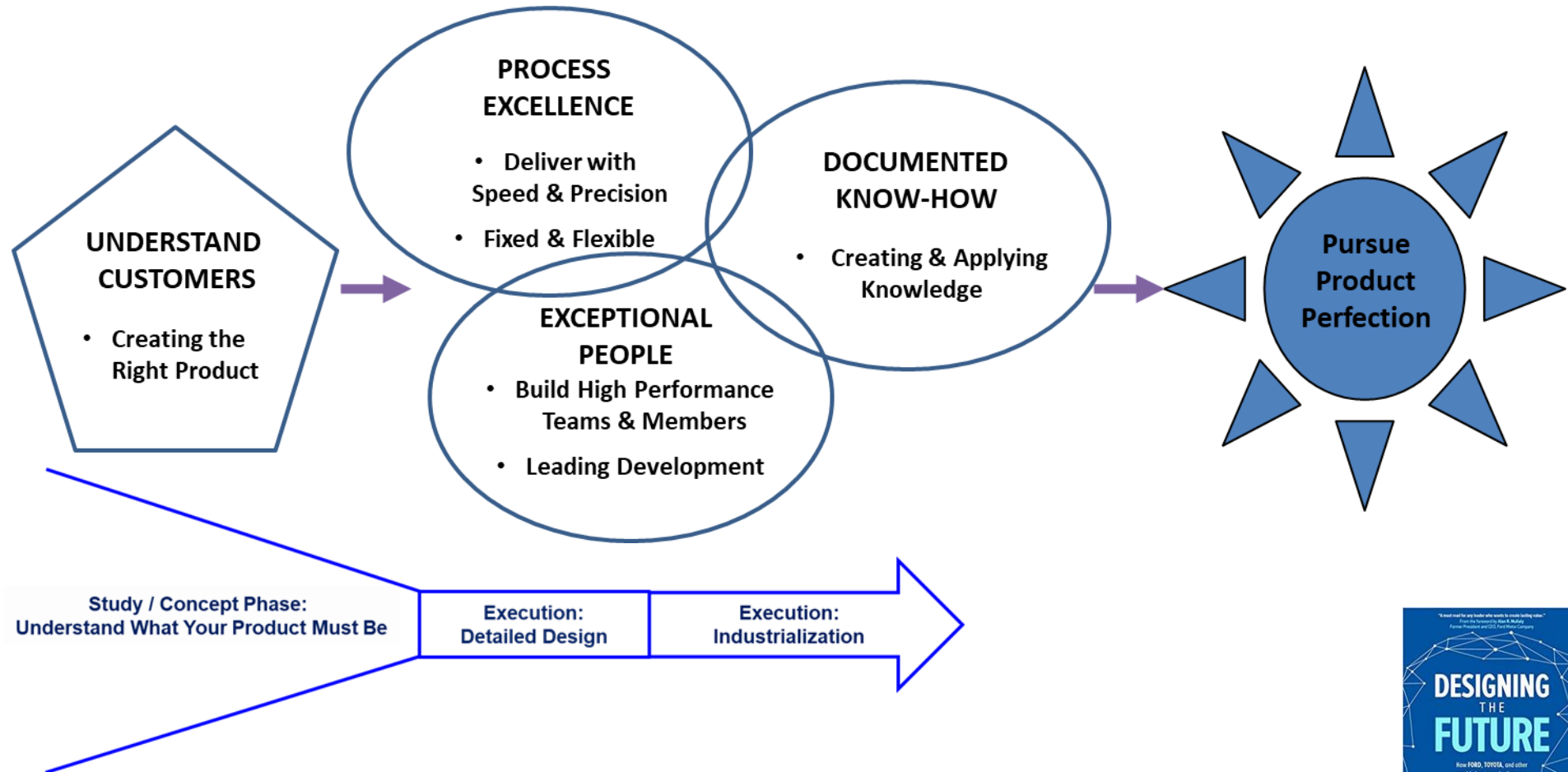


12 Wastes of Product and Process Development

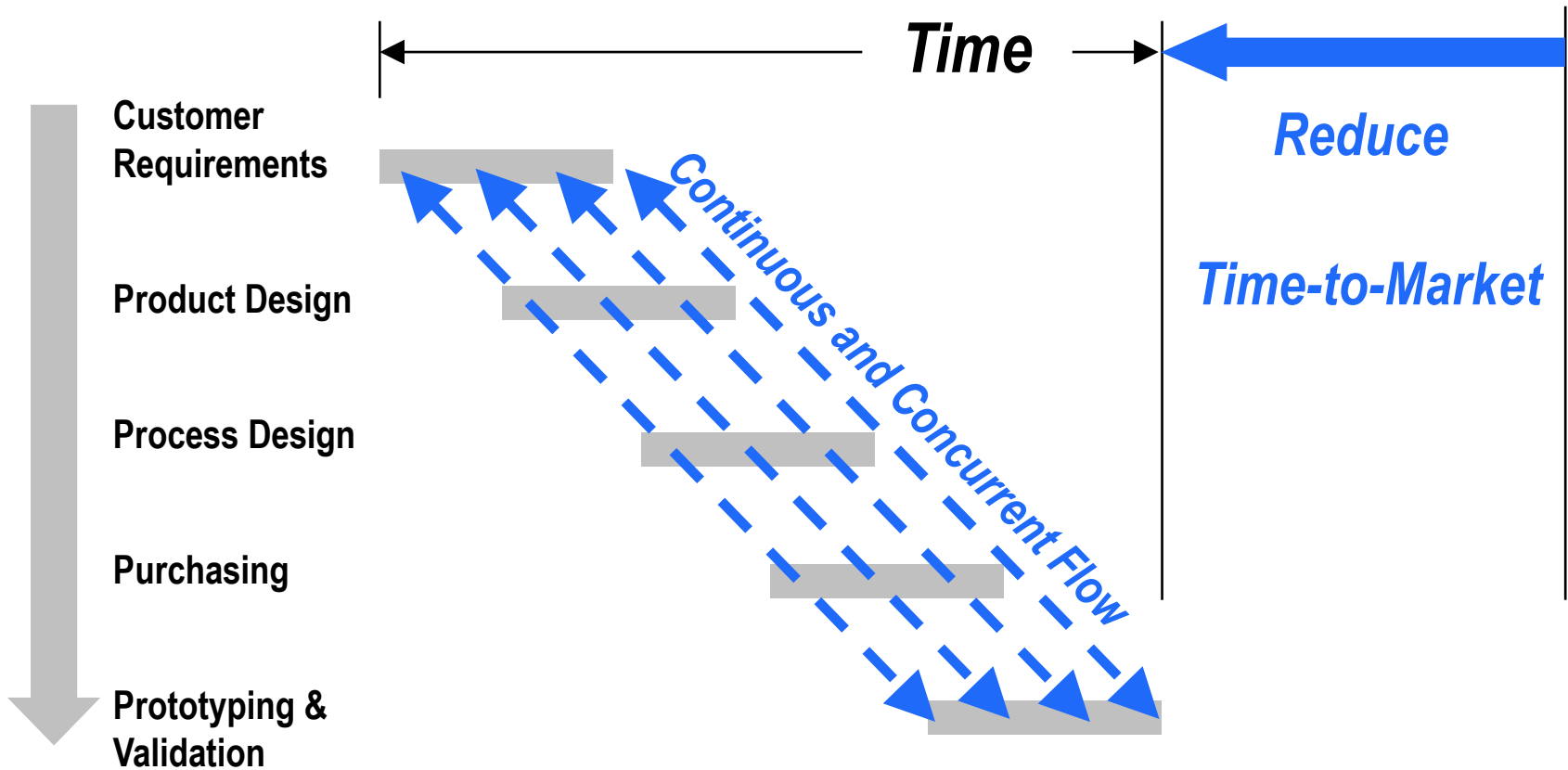
Katrina Appell, PhD John Drogosz, PhD

Changing the way new value is created

Lean Product and Process Development



Deliver with Speed and Precision



Where is the waste?



Difficult to see but
it is there....

Product & Process Development Wastes

12 Wastes

- 1) Hand offs
- 2) Waiting
- 3) Overdoing
- 4) Rework/Redundant tasks
- 5) Stop and go tasks
- 6) Reinvention waste
- 7) Unused/Misused talent
- 8) Transaction waste
- 9) High process and arrival variation
- 10) System overutilization
- 11) Wishful Thinking
- 12) Unsynchronized concurrent tasks

Product & Process Development Wastes

- **Handoffs**
 - Misunderstandings
 - Delays in responses
- **Waiting**
 - Information
 - Events
 - Resources
 - Decisions
- **Overdoing**
 - Knowledge that isn't used
 - Overdesigning products and processes that customers do not want
 - Reporting

Product & Process Development Wastes

- **Rework / Redundant Tasks**
 - Multiple reviews, approvals
 - Errors leading to re-doing tasks
 - Redesign from not having the right info at the right time
- **Stop and Go Tasks**
 - Reorienting / set up time between tasks
 - Multi-tasking
- **Reinvention Waste**
 - Re-creating knowledge we already have
 - “Not invented here”

Product & Process Development Wastes

- **Unused / Misused Talent**

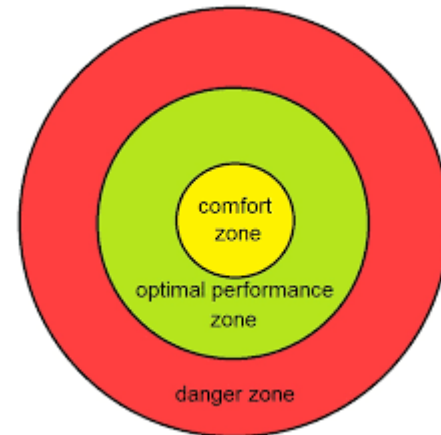
- Working on projects or tasks customers don't want
- Can be demoralizing
- Can be dis-respectful

3 FACTORS LEAD TO BETTER PERFORMANCE & PERSONAL SATISFACTION...

AUTONOMY
MASTERY
PURPOSE



Source: *Drive* by Daniel Pink



I CAN DEVELOP MY ABILITIES
CHALLENGES HELP ME GROW
FEEDBACK IS CONSTRUCTIVE
EFFORT IS NECESSARY

GROWTH MINDSET



FIXED MINDSET



EITHER I CAN DO IT OR I CANT
I STICK TO WHAT I KNOW
I DONT LIKE RECEIVING FEEDBACK
IF I'M FRUSTRATED, I GIVE UP

Source: Carol Dweck

Product & Process Development Wastes

- **Transaction Waste**
 - Arranging for work to be done
 - Contract negotiations
 - Quotations
 - Resource scheduling
- **High Process and Arrival Variation**
 - Everyone doing tasks in their own way
 - Lack of standards
 - Inadequate training to standards
 - Batching

Product & Process Development Wastes

- **System Over-Utilization**
 - Planning for 100% utilization (often greater than 100%)
 - Utilization over 80% results in dramatically higher lead-times
- **Waste of Wishful Thinking**
 - Decisions with inadequate knowledge
 - Unrealistic timelines
 - Overly optimistic plans for creating new knowledge
 - “We plan for one, we expect two, it often takes three”
- **Unsynchronized Concurrent Tasks**
 - Cause of many other wastes

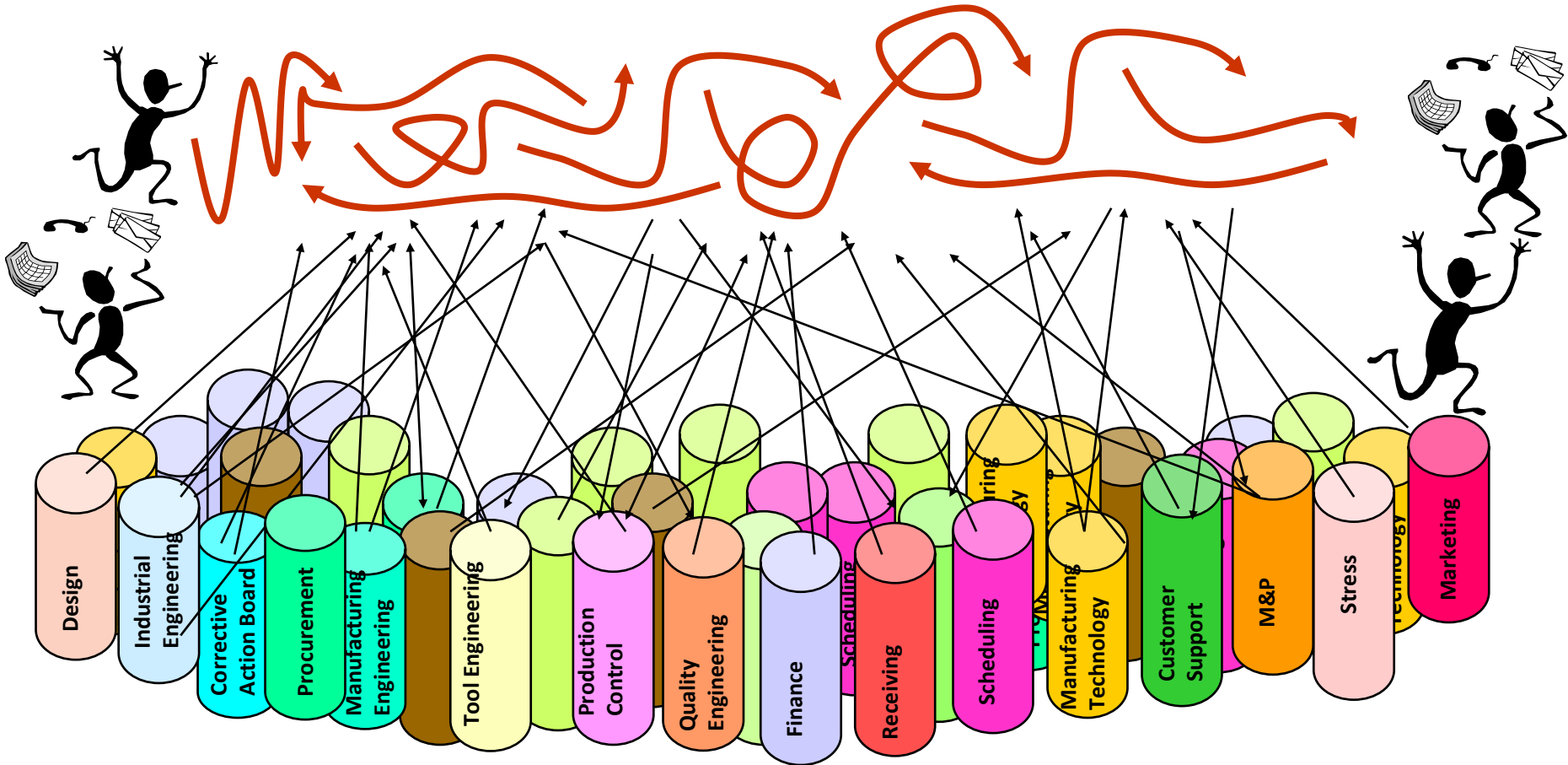
Example: Current State Map



24 – 27 Months

- Understand the work together
- Identify wastes /opportunities for improvements
- Common agreement on what is causing the wastes

Value Delivery Process is not always Facilitated by Functionality

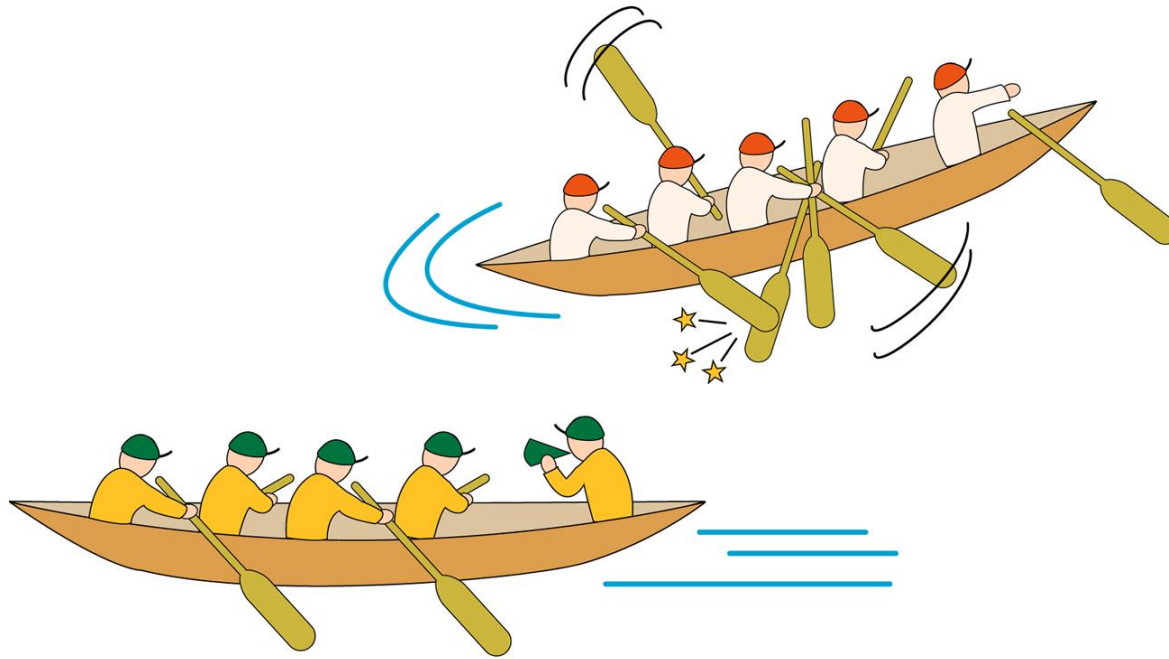


Example: Future State



- Plan the work together to create flow
- Eliminate *systemic wastes* rather than chasing local waste
- Design a system that enhances people's talent instead of one that frustrates and defeats it

Individual Efficiency vs Total Efficiency



Working together to create value and eliminate waste

Questions



Learn more...

- Designing the Future: A Lean Product Development Immersive Experience
 - April 20-21 in Novi, MI
(<https://www.lean.org/Workshops/WorkshopDescription.cfm?WorkshopId=138>)
- Designing the Future Summit
 - June 18-19 in Traverse City, MI (<https://www.lean.org/designfuture2020>)
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