### Learning Kanban with Games Handouts

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#### **Principles of Kanban**

- 1. Start with what you do now.
- 2. Respect the current process.
- 3. Agree to pursue incremental, evolutionary change.

#### Rules of Kanban

- 1. Visualize workflow.
- 2. Limit work in progress (WIP).
- 3. Manage the flow of work.
- 4. Make process policies explicit.
- 5. Improve collaboratively using models and the scientific method.
- 6. Implement feedback loops.



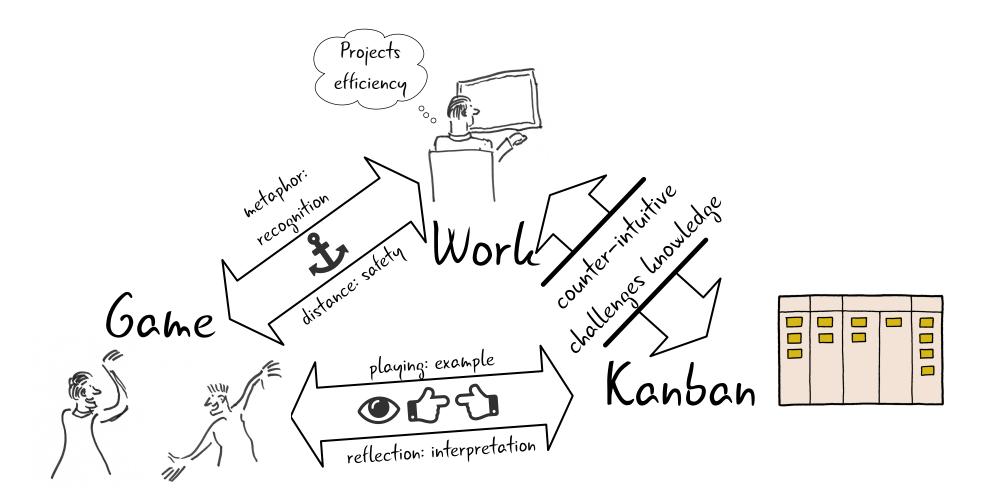
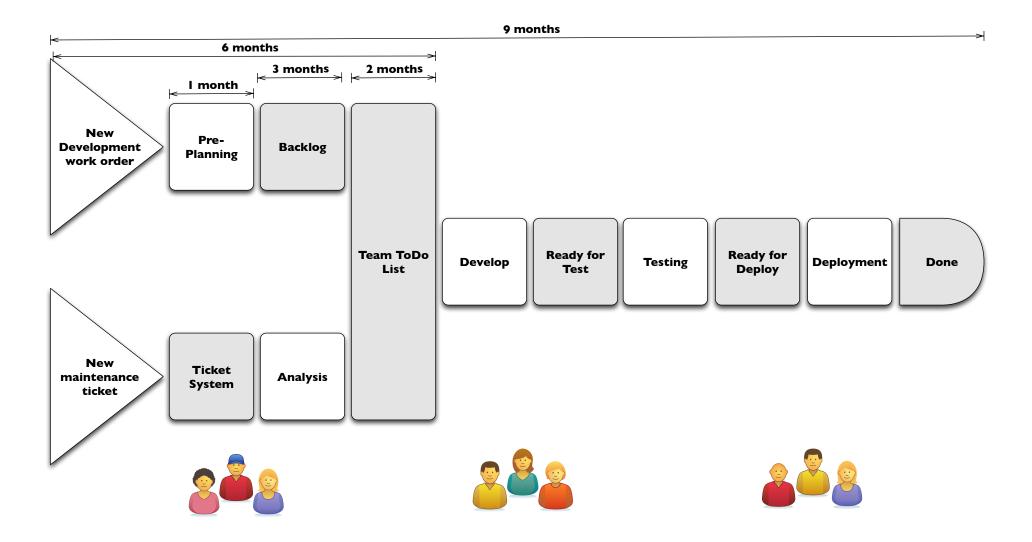


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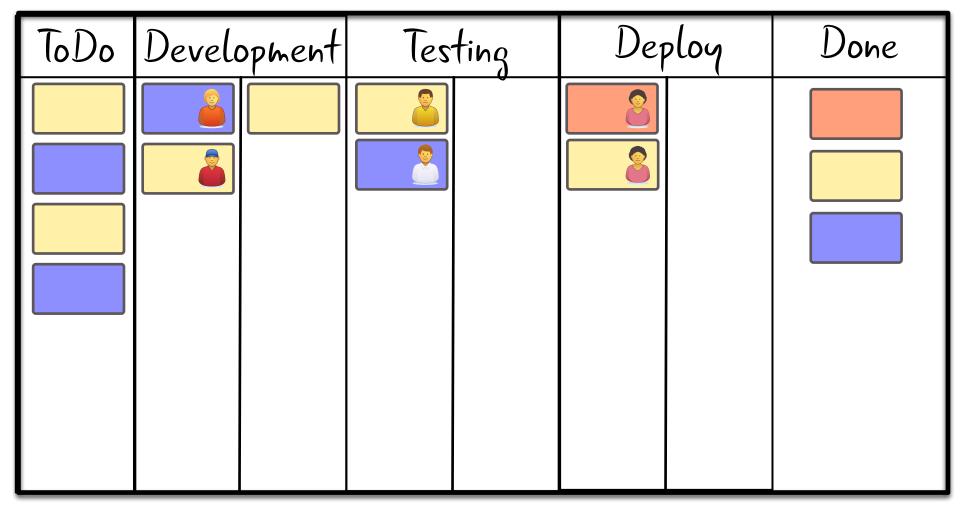




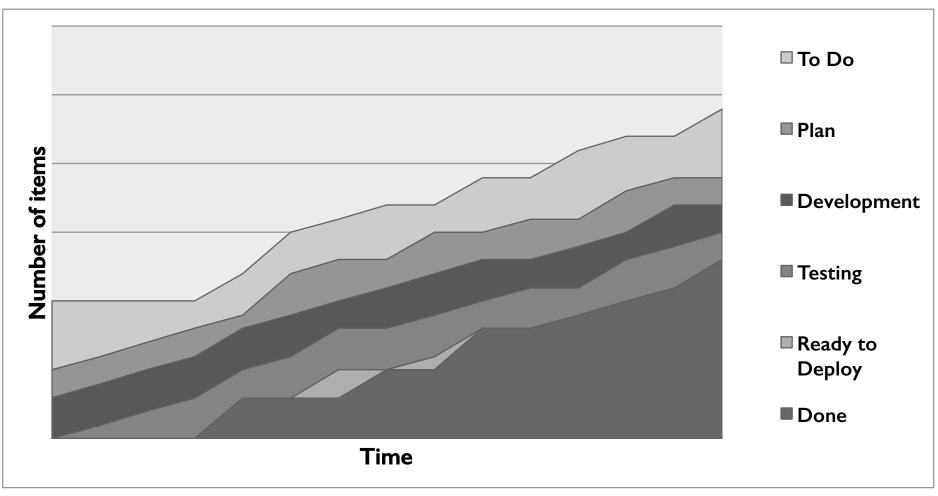
#### Value Stream Mapping



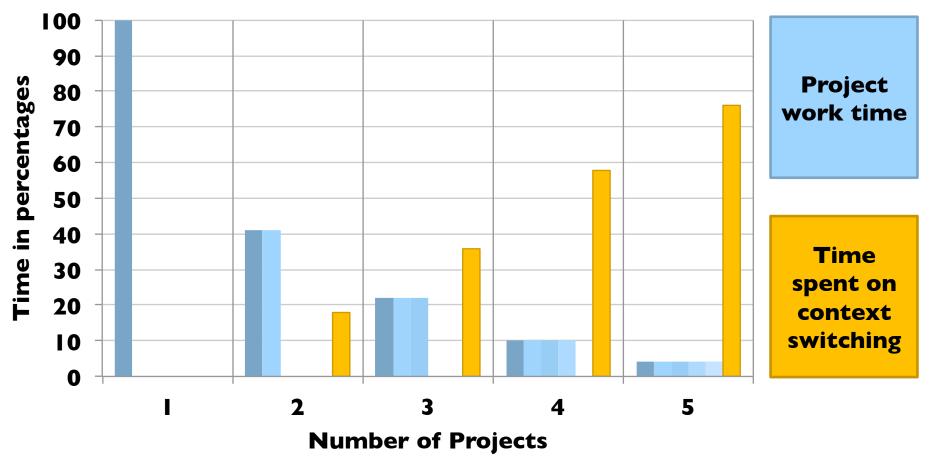
#### **Kanban Board**



#### **Cumulative Flow Diagram**







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#### Little's Law

#### The Scientific Method

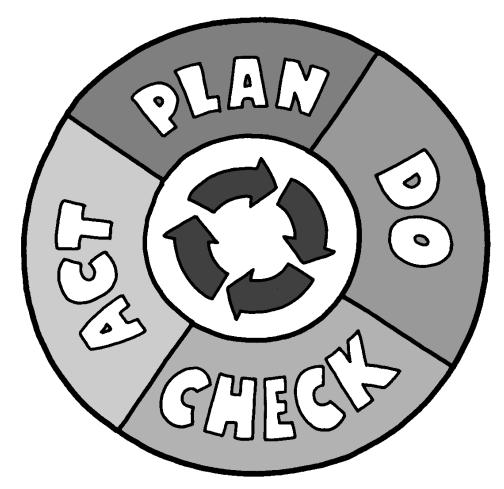


Image above by Jurgen Appelo, http://www.noop.nl/



#### **Ball Flow Game**

by Karl Scotland, http://availagility.co.uk/ball-flow-game/

#### **Objective**

• Process 20 balls as swiftly as possible.

#### **Rules**

- You are one team.
- Balls must have airtime between team members.
- No passing to direct neighbor.
- Start person is the end person.
- Ball is processed when it has been in every team member's possession and reaches the end person again.

## How long does it take to write a name?

1 name:

5 names:

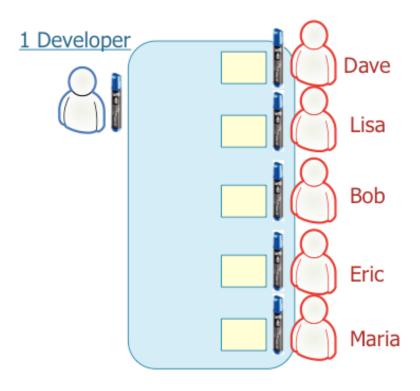
# How long does it take to write a name?

#### I developer

• Knows how to write.

#### 5 customers

- Do not know how to write.
- Want their names written down.



0:12

0:48

Antti

## How long does it take to write a name?

by Henrik Kniberg, http://www.crisp.se/gratis-material-och-guider/multitasking-name-game