



Stefaan Luckermans
Thaste IT

A black and white photograph of the comedy duo Laurel and Hardy. Stan Laurel, on the left, is wearing a bowler hat and a light-colored suit, looking slightly to the right with a neutral expression. Oliver Hardy, on the right, is wearing a dark suit and a bowler hat, smiling broadly at the camera. They are standing close together, suggesting a friendly relationship.

LAUREL

&

HARDY

In memoriam



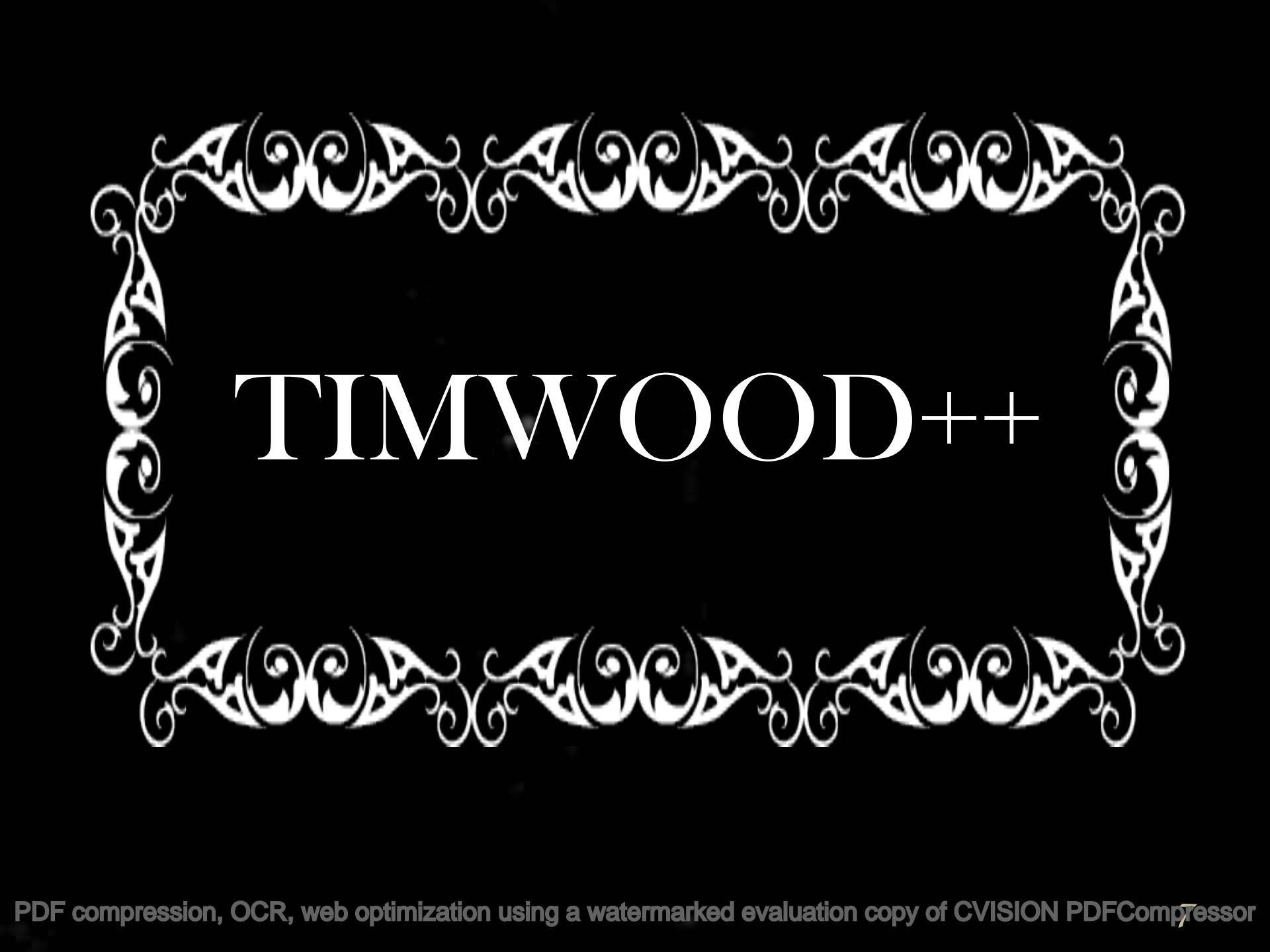
Stan Laurel & Oliver Hardy





Waste

People create
waste



TIMWOOD++



Transport



Inventory



Moving



Waiting



Overprocessing



Overproduction



Defects



Talent



Bureaucracy



*Waste creates
waste*



*Is all waste
unwanted?*

Root cause analysis

- Men
- Method
- Material
- Mother nature
- Management
- Money



Men

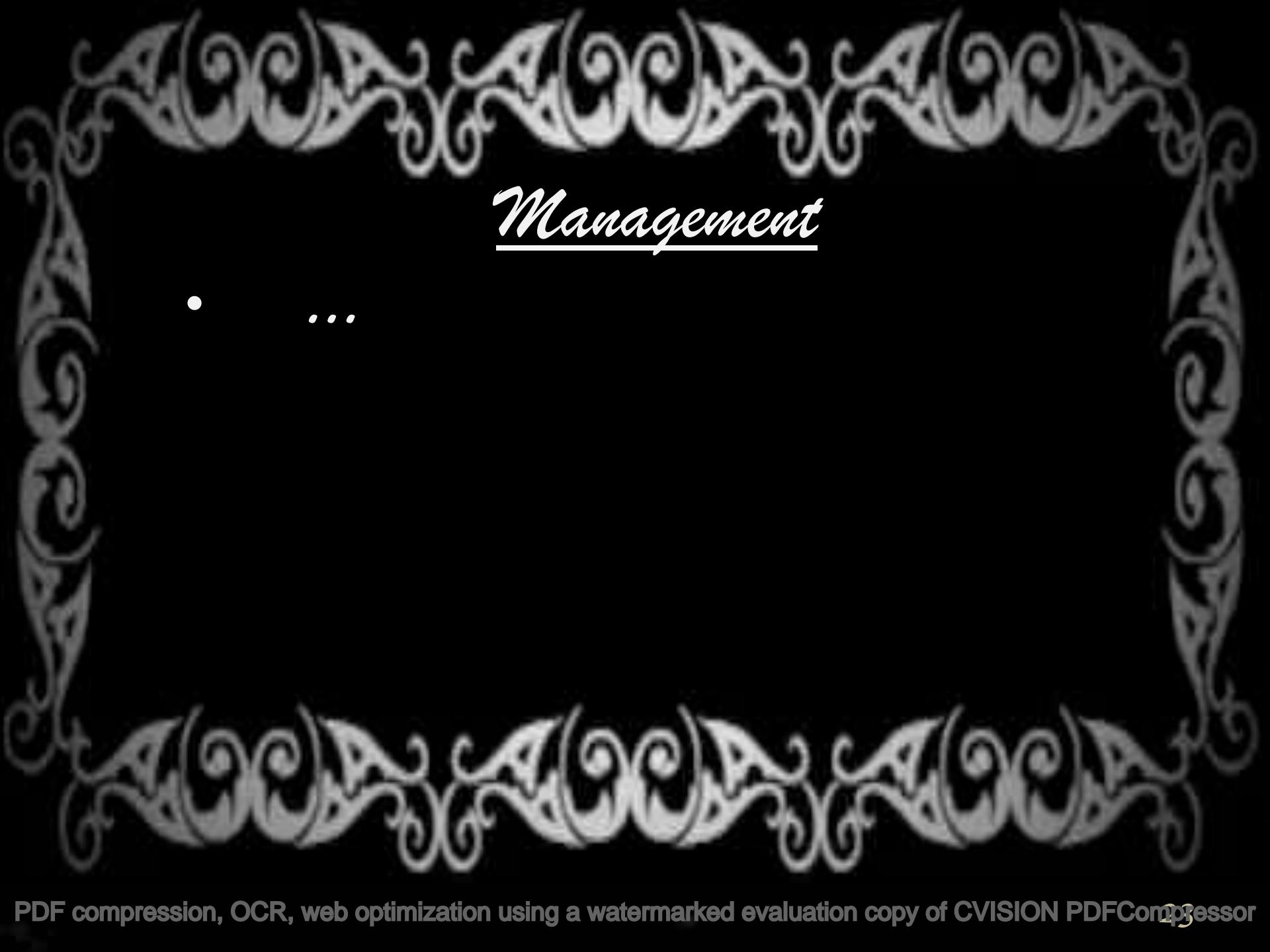
•

...



Material

• ...



Management

• ...

Mother nature

• ...

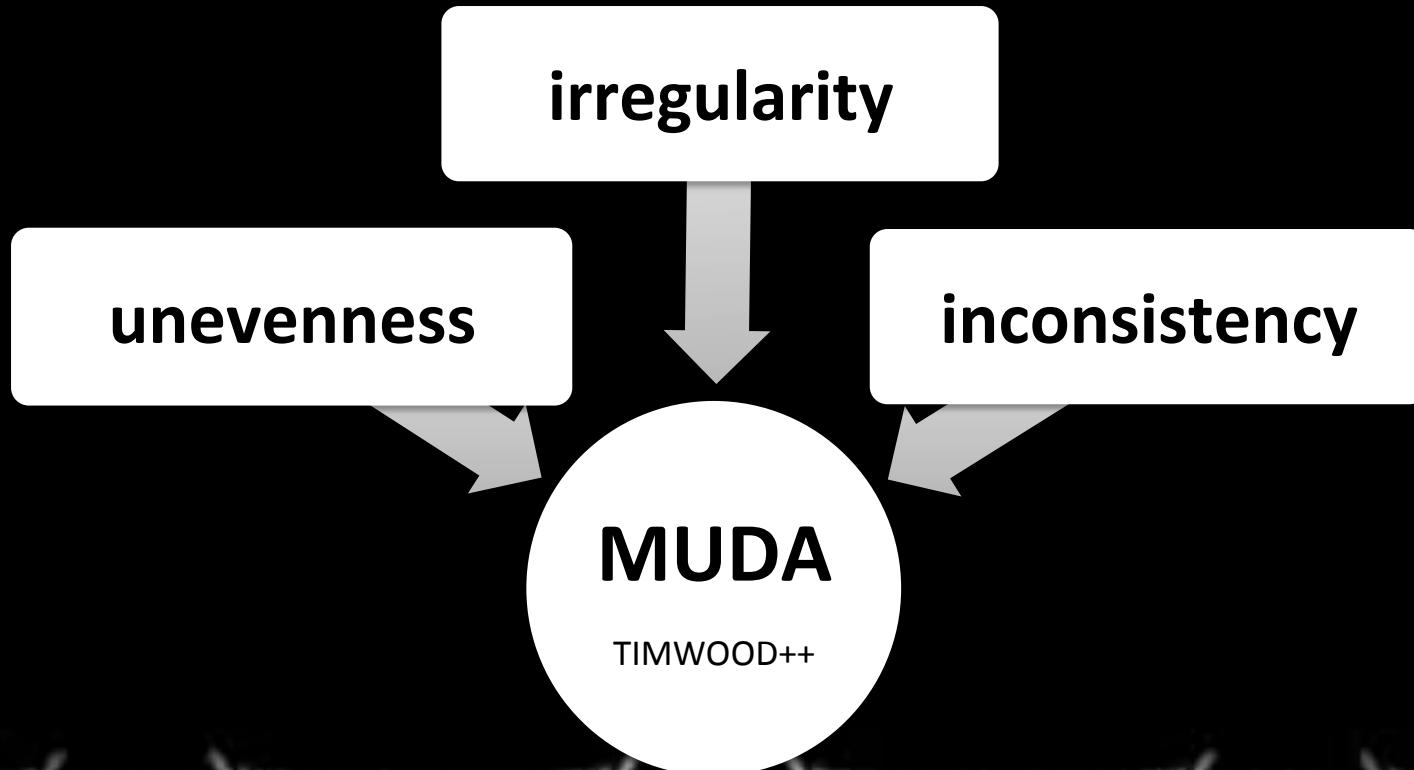
Money

• ...



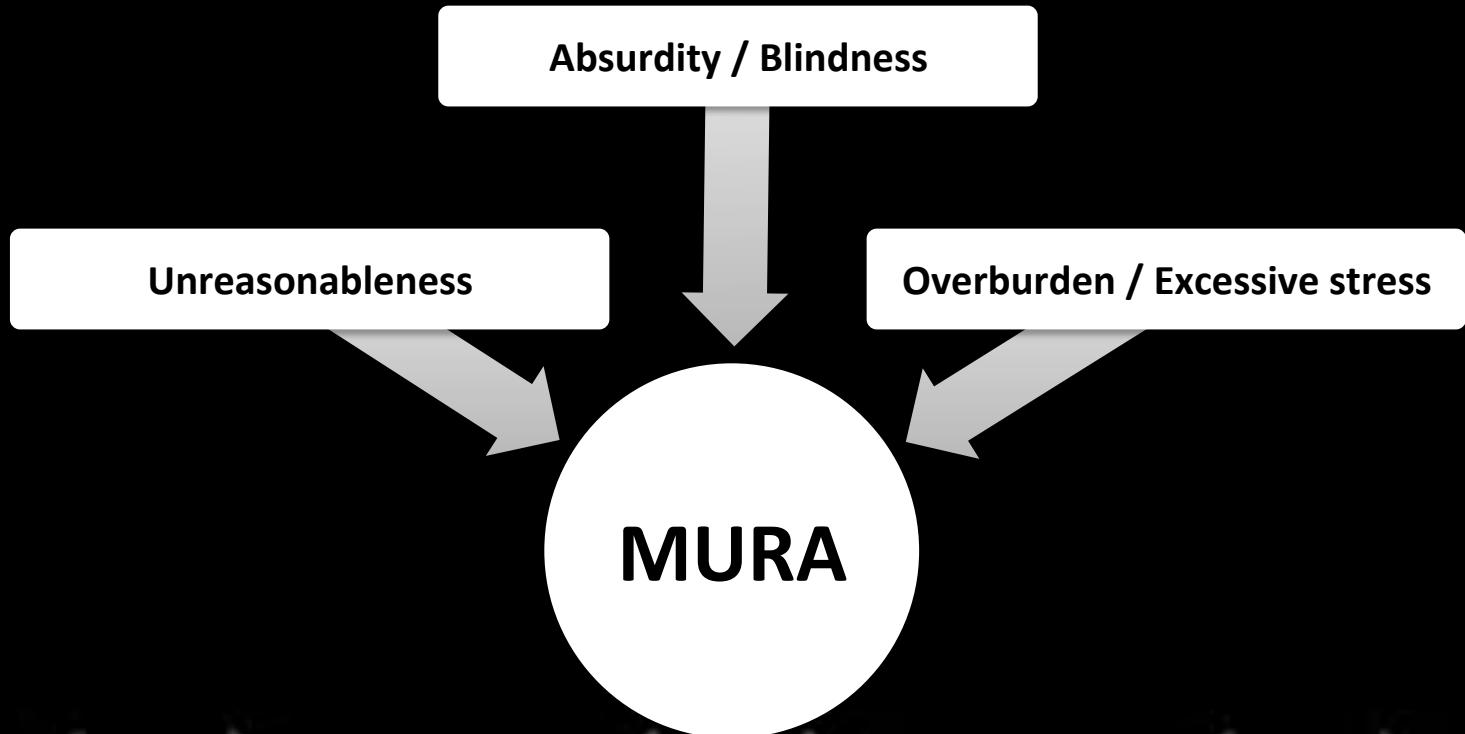
Method

• ...



Mura

- *unevenness*
- *irregularity*
- *inconsistency*



Muri

- *Unreasonableness*
- *Absurdity / Blindness*
- *Overburden / Excessive stress*



Muri

Mura

Muda

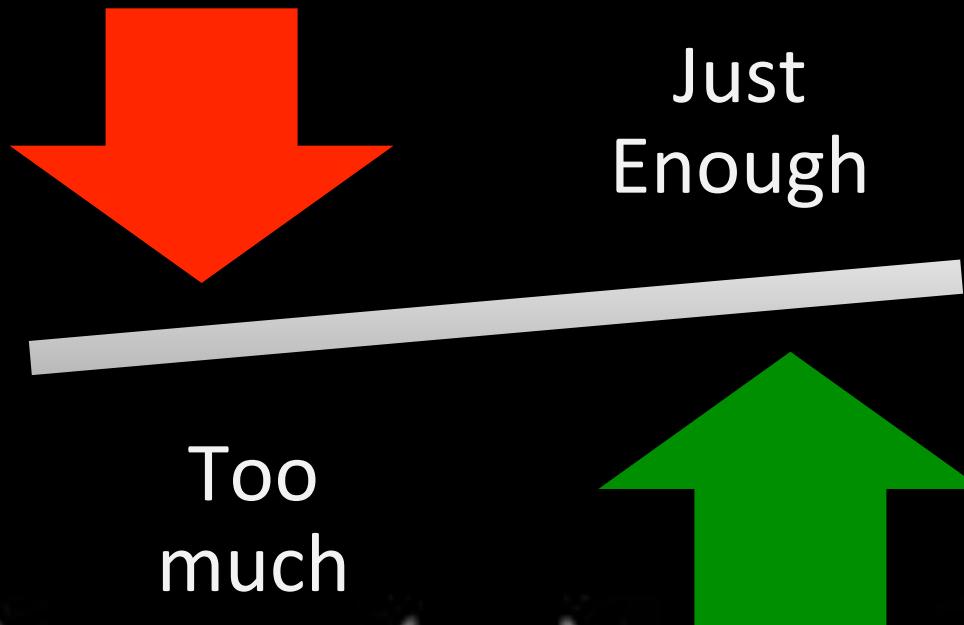


Muri

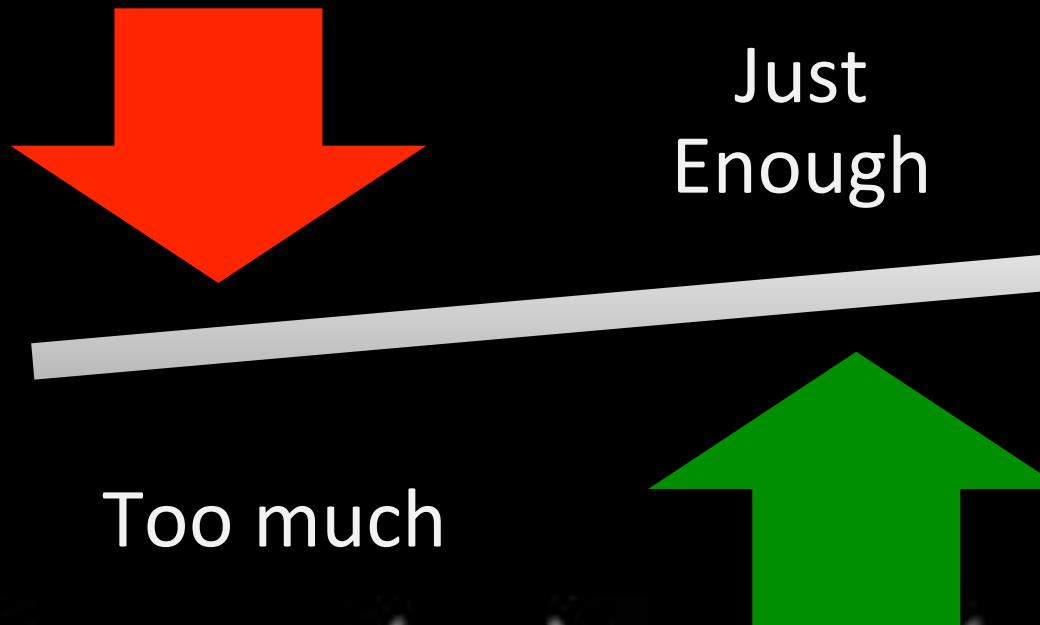
Mura

Muda

Stress/burden



Unreasonable/Reasonable





*The right
Balance !*

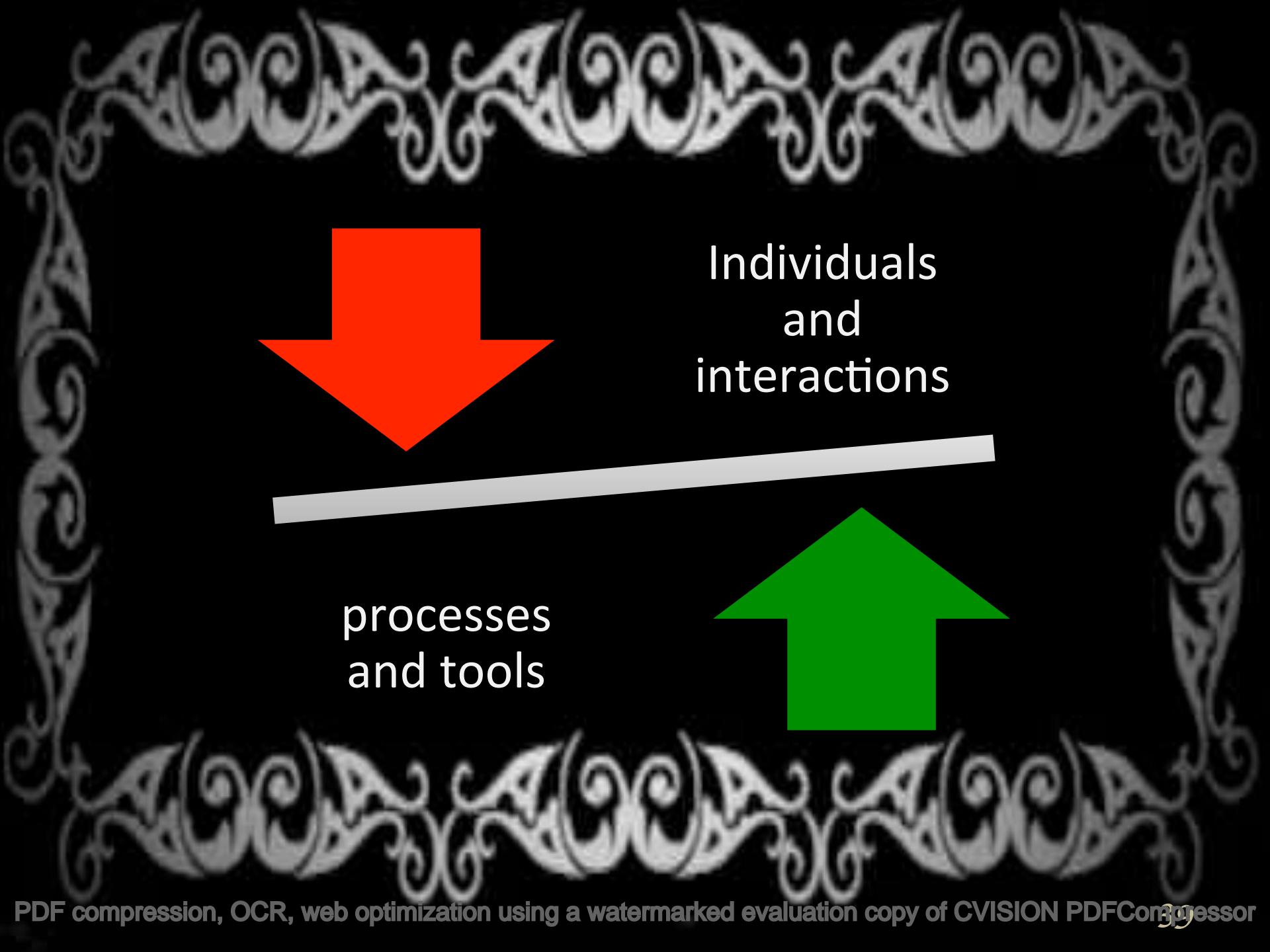
*Is Agile a
solution for waste
control?*



*Twelve
principles
of Agile*

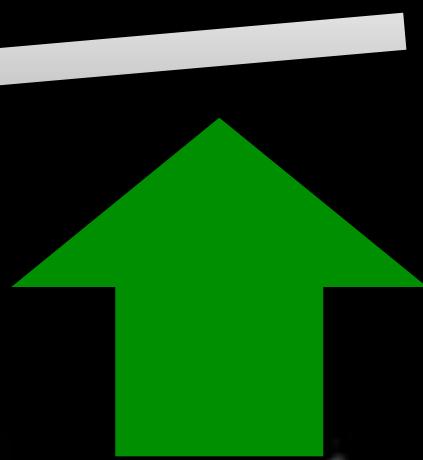
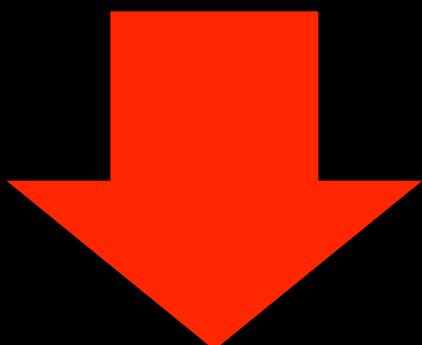
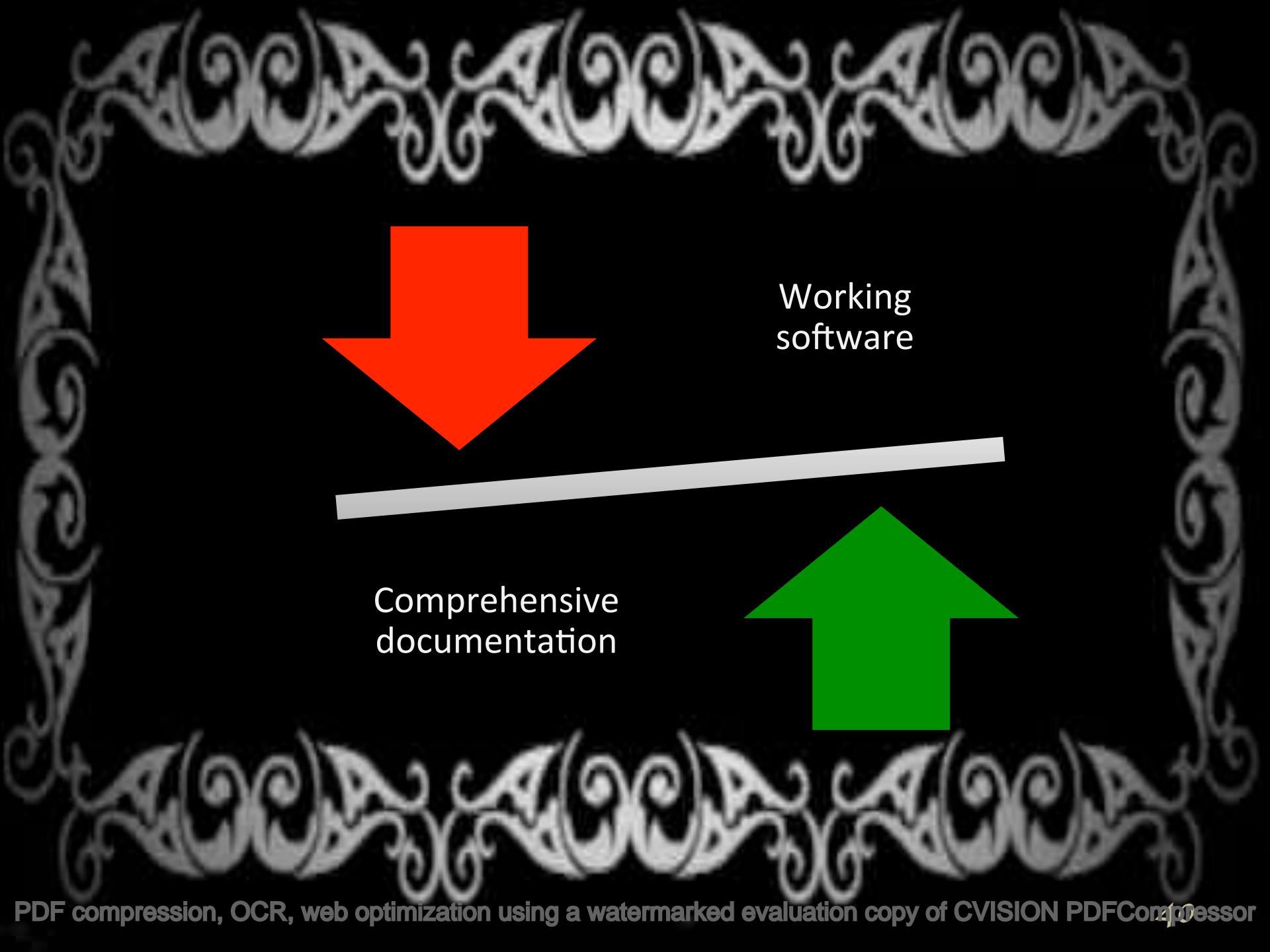


*Agile
Manifesto*



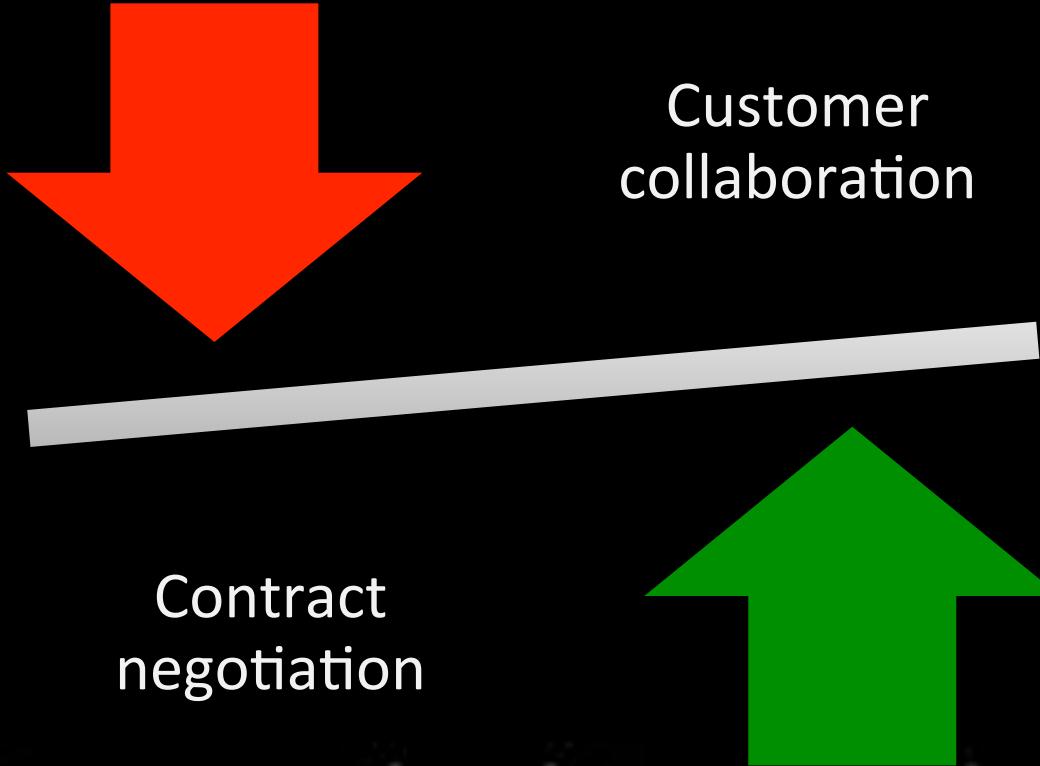
Individuals
and
interactions

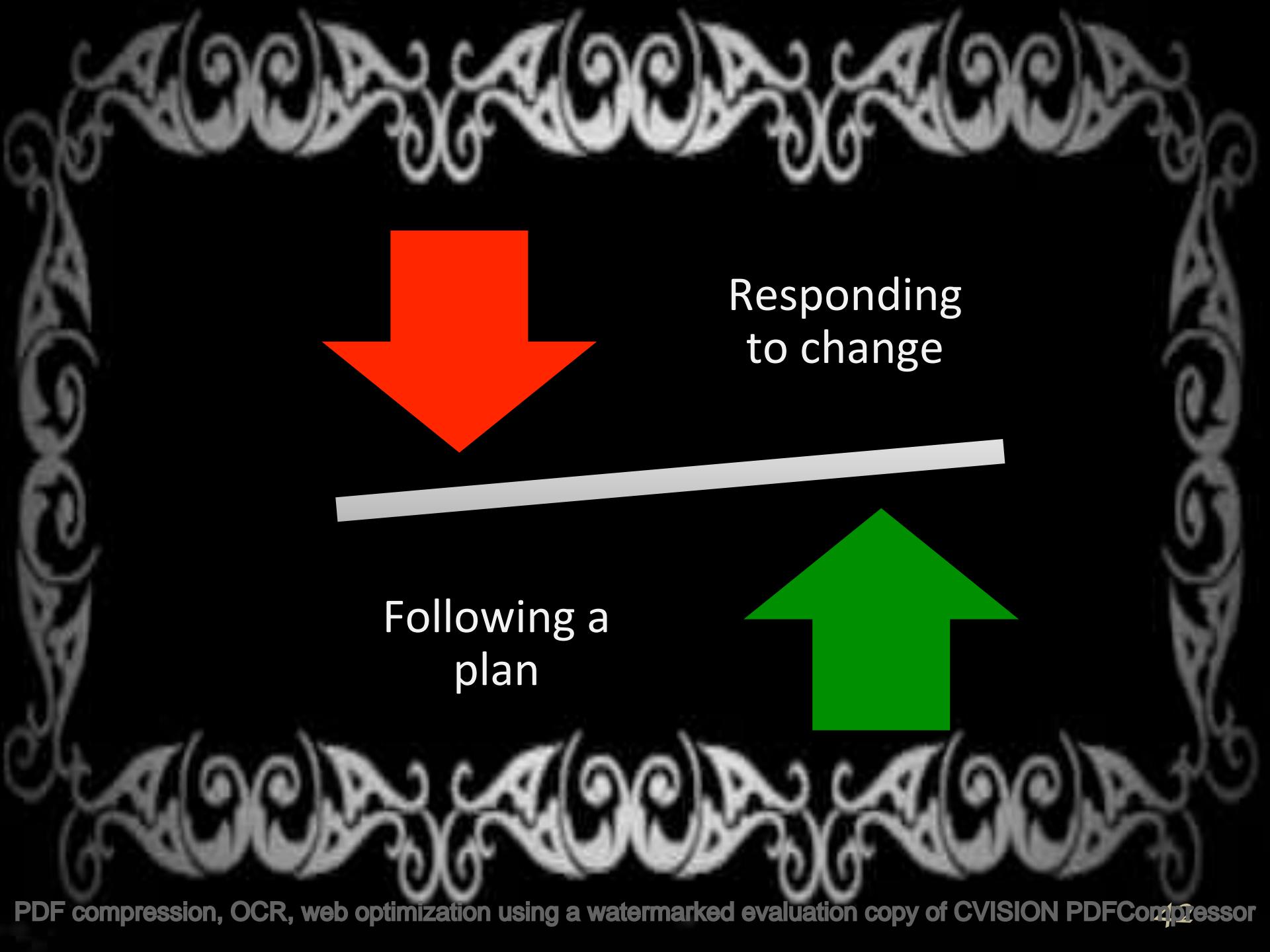
processes
and tools



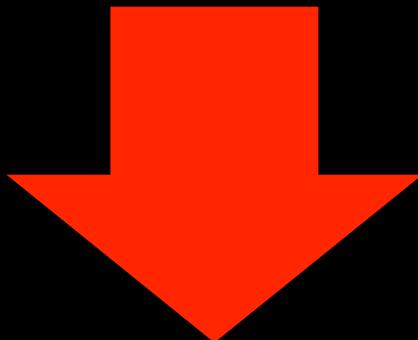
Working
software

Comprehensive
documentation

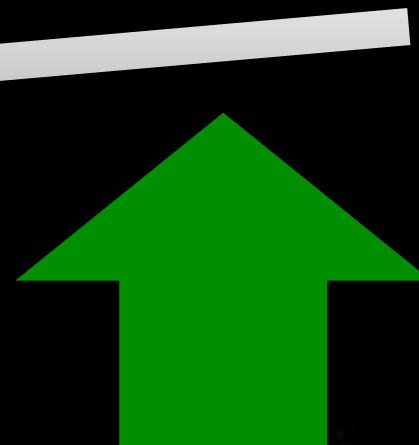


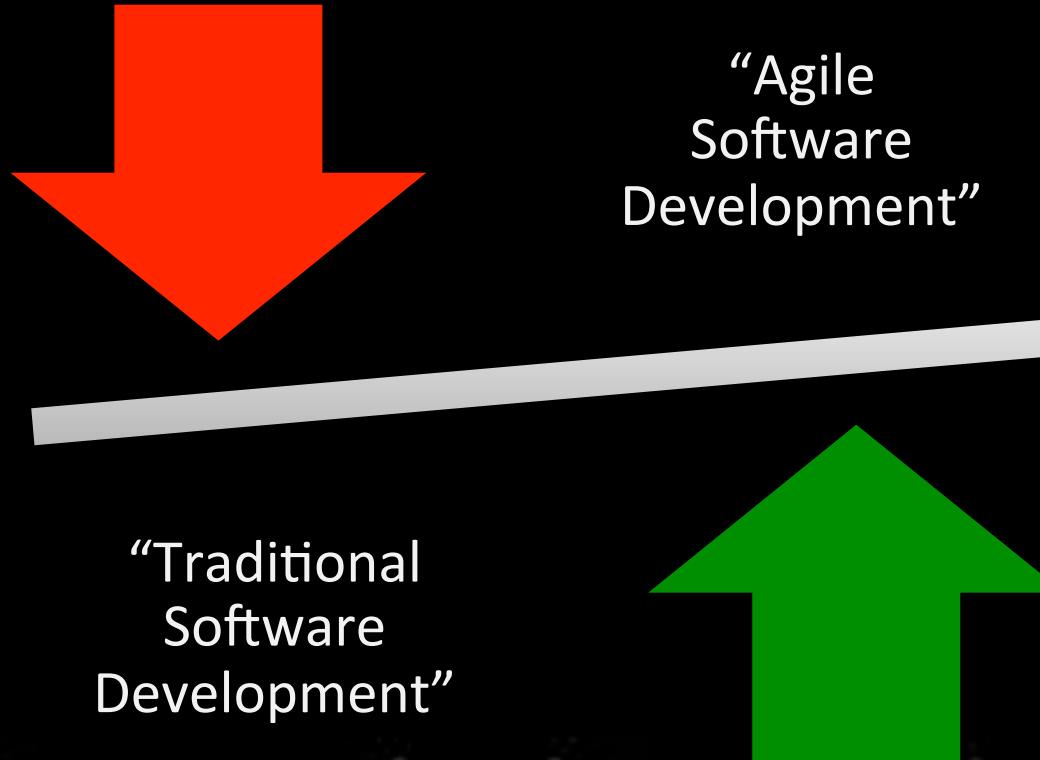


Responding
to change

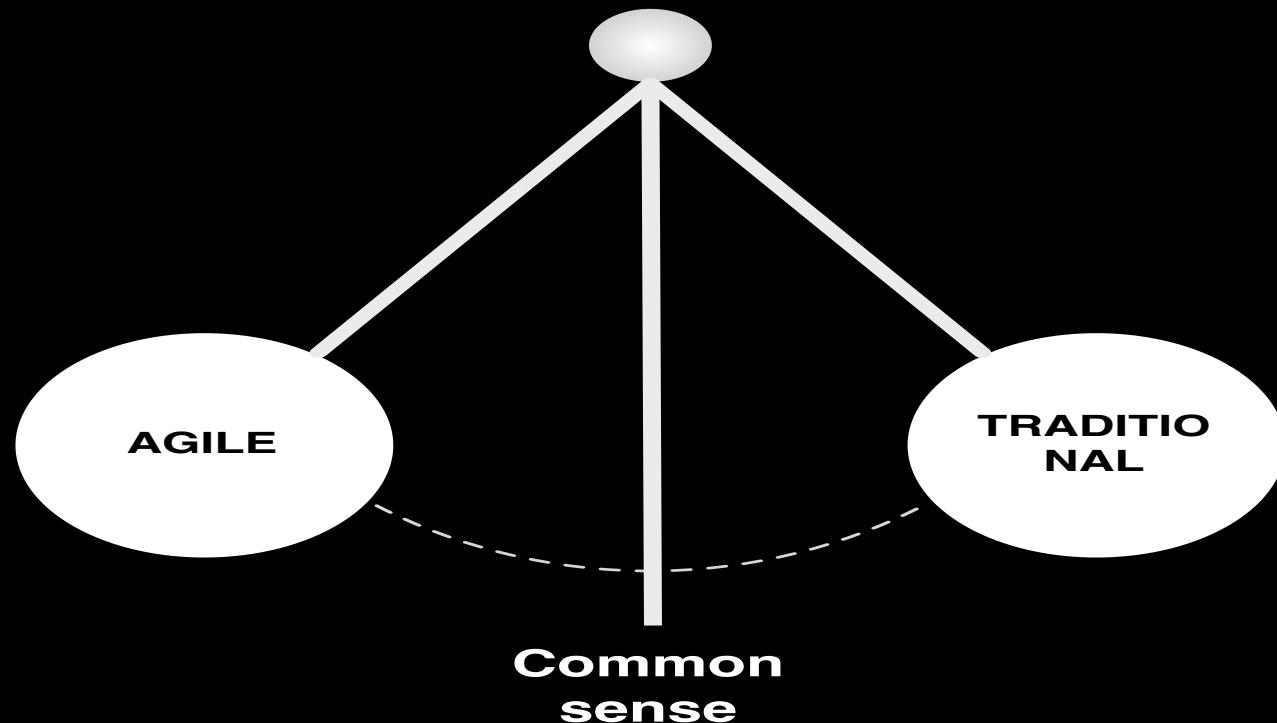


Following a
plan





PENDULUM



*Is Agile a solution for
waste control?*

YES !

But ...

Traditional
- Waste

Agile ?

development. **changing requirements** change for the customer's competitive advantage.

Deliver working software frequently

, from a couple of weeks to a couple of months, with a preference to the shorter timescale. Business people and developers must work together

of weeks to a couple of months, with a preference to the shorter timescale.

4. Business people and developers must work together daily throughout the project.

Working software is the primary measure of progress.

8. Agile processes promote sustainable development.
The sponsors, developers, and users should be able to maintain a constant pace indefinitely. A development team is **face-to-face conversation**.

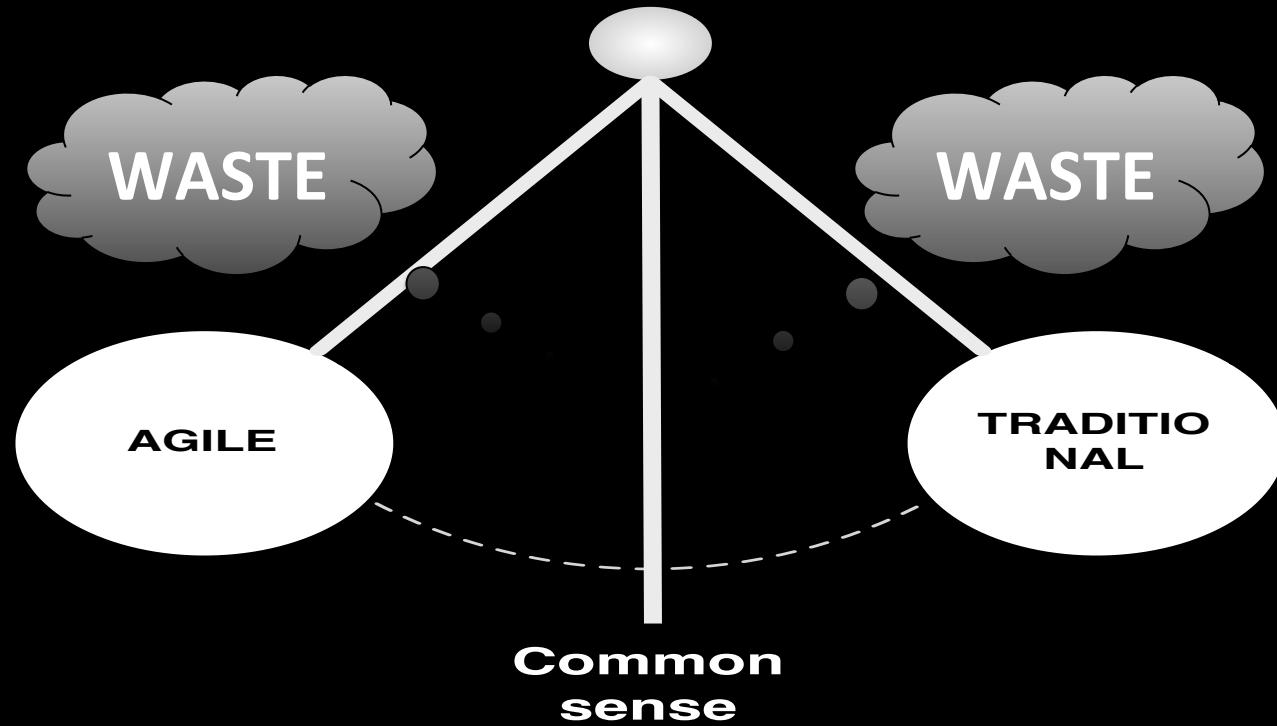
7. **Working software** is the primary measure of progress.
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regular intervals

be a more effective team, the team reflects on how to work not done--is essential.

11.The best architectures, requirements, and designs emerge from **self-organizing teams**.

12.At **regular intervals**, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly



Traditional

- Waste₁

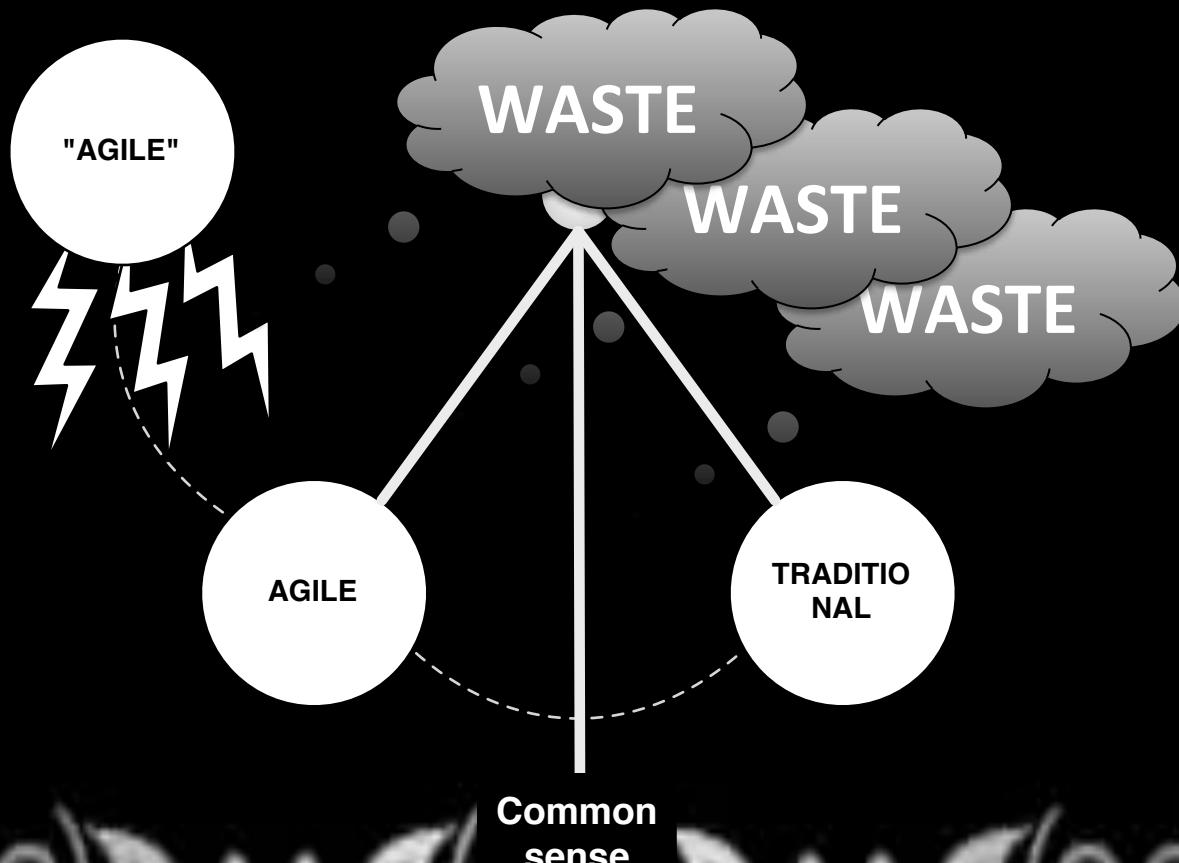
Agile

- Waste₂

!



- NO DOCUMENTATION
- NO MANAGEMENT
- NO REQUIREMENTS
- NO ROLES
- JOB FADING
- NO PROCESSES



Conclusion

- *Use Common sense*
- *Embrace waste*
- *Reject “too”*

*Laugh with the waste
you were able to remove*

Applause

&

(no) Questions