System Thinking & Organizational Design

A.K.A.

LeSS

Sub-set of slides

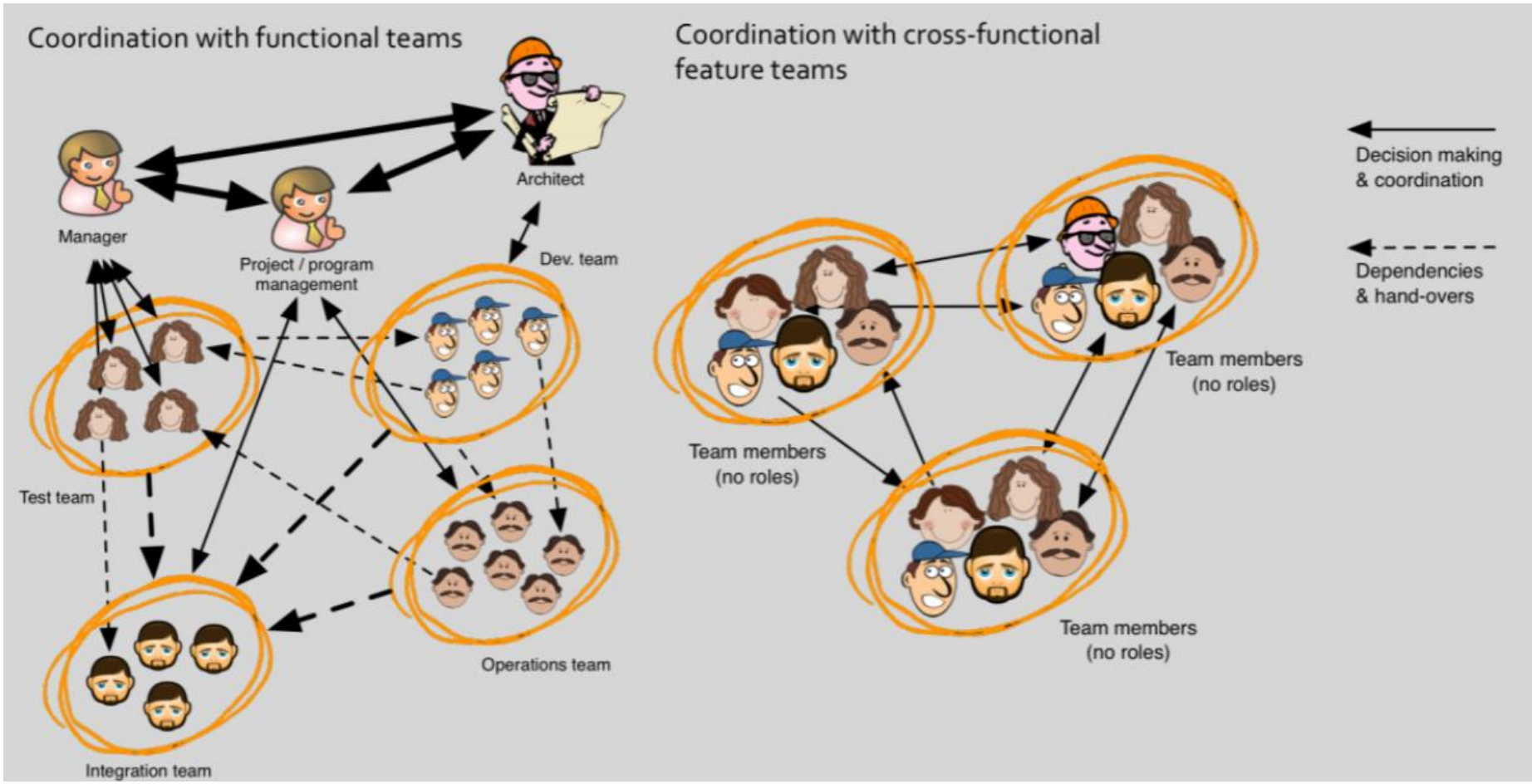
LeSS Guides: *Organize by Customer Value*

Synonyms for "Component Team"

Local Optimization

Sourced from creative commons repository of Certified LeSS Trainers: https://less.works/courses/become-less-trainer

LeSS Guides: *Organize by Customer Value*



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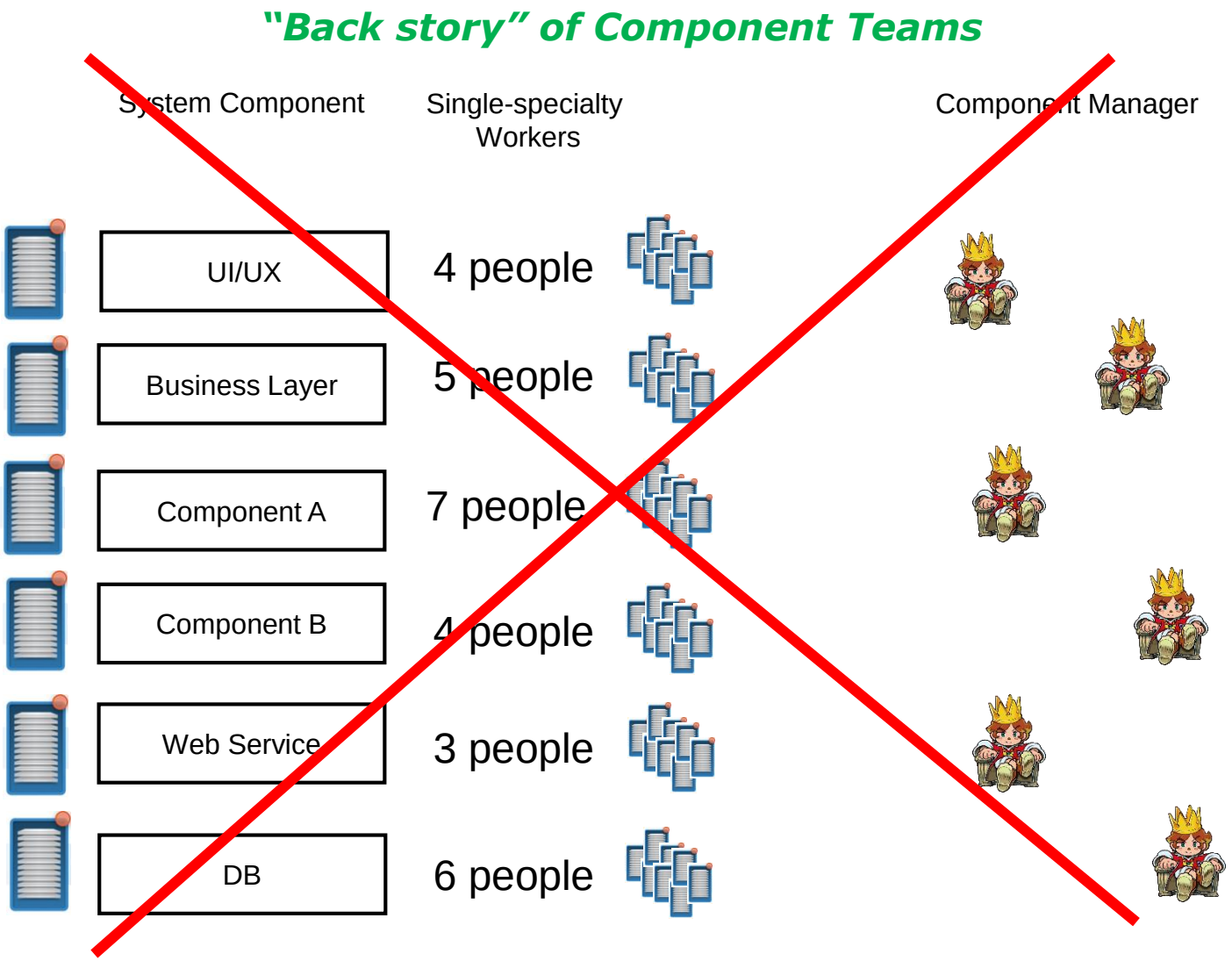

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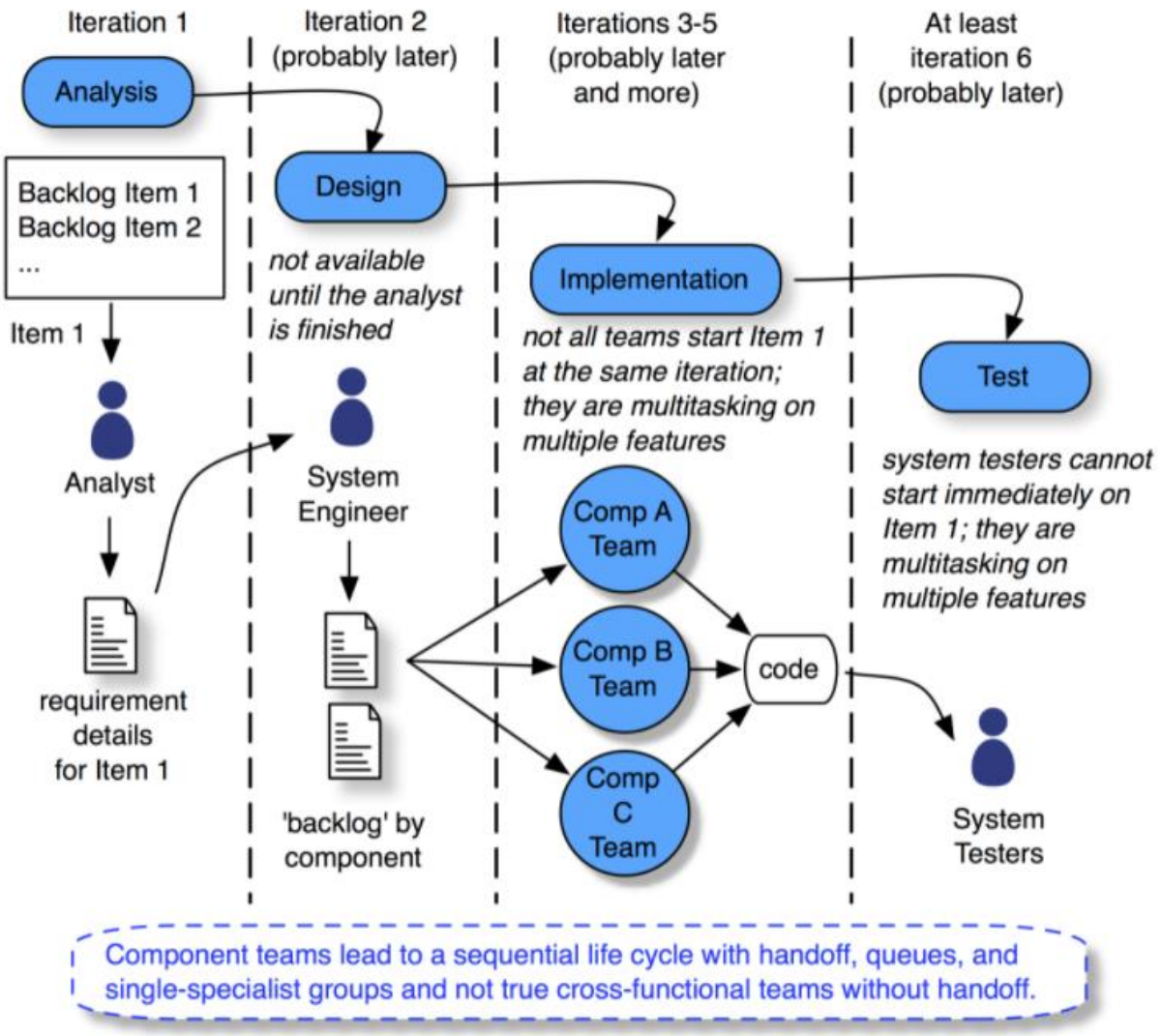
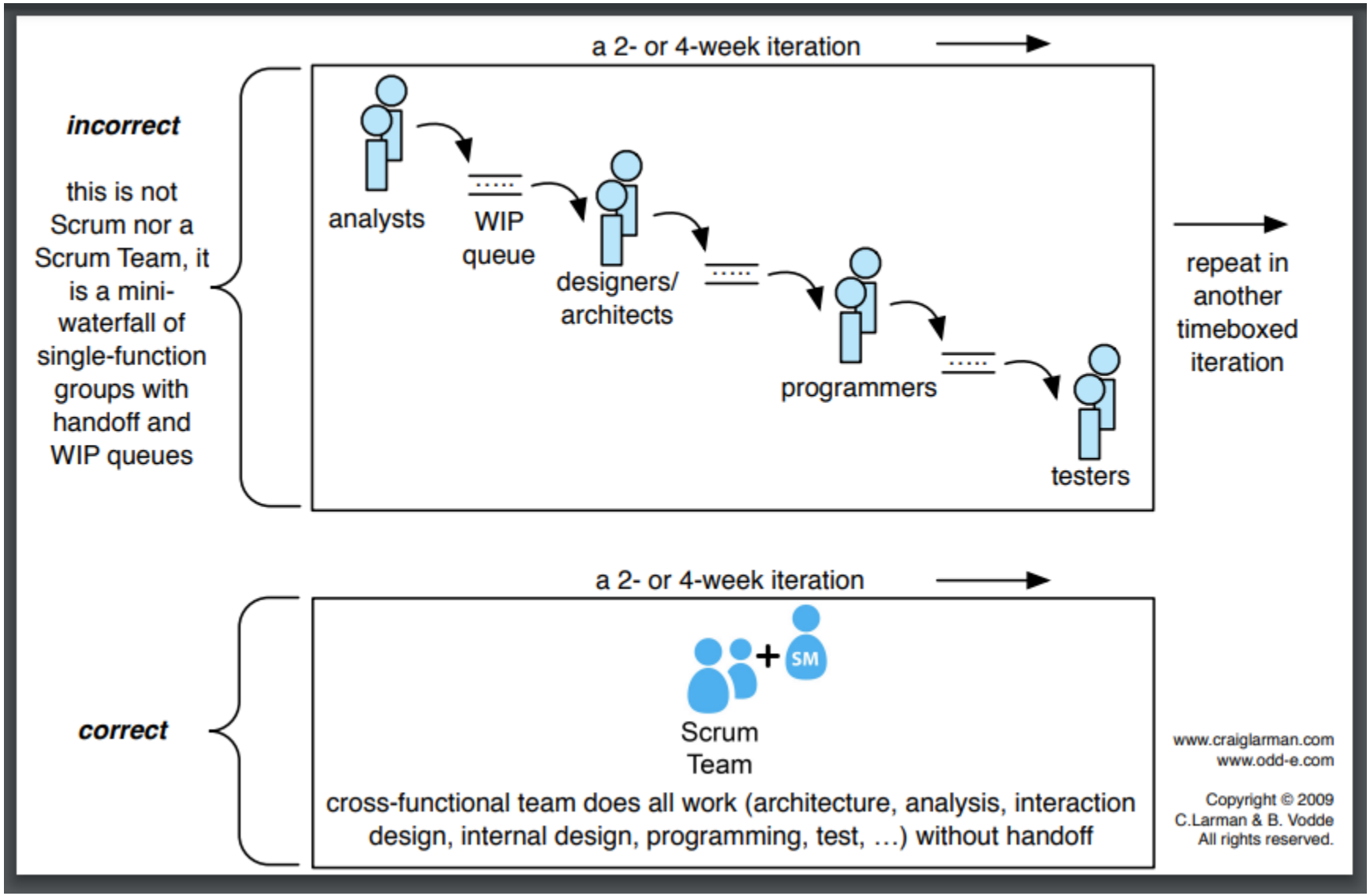


Sourced from https://less.works/less/structure/feature-teams

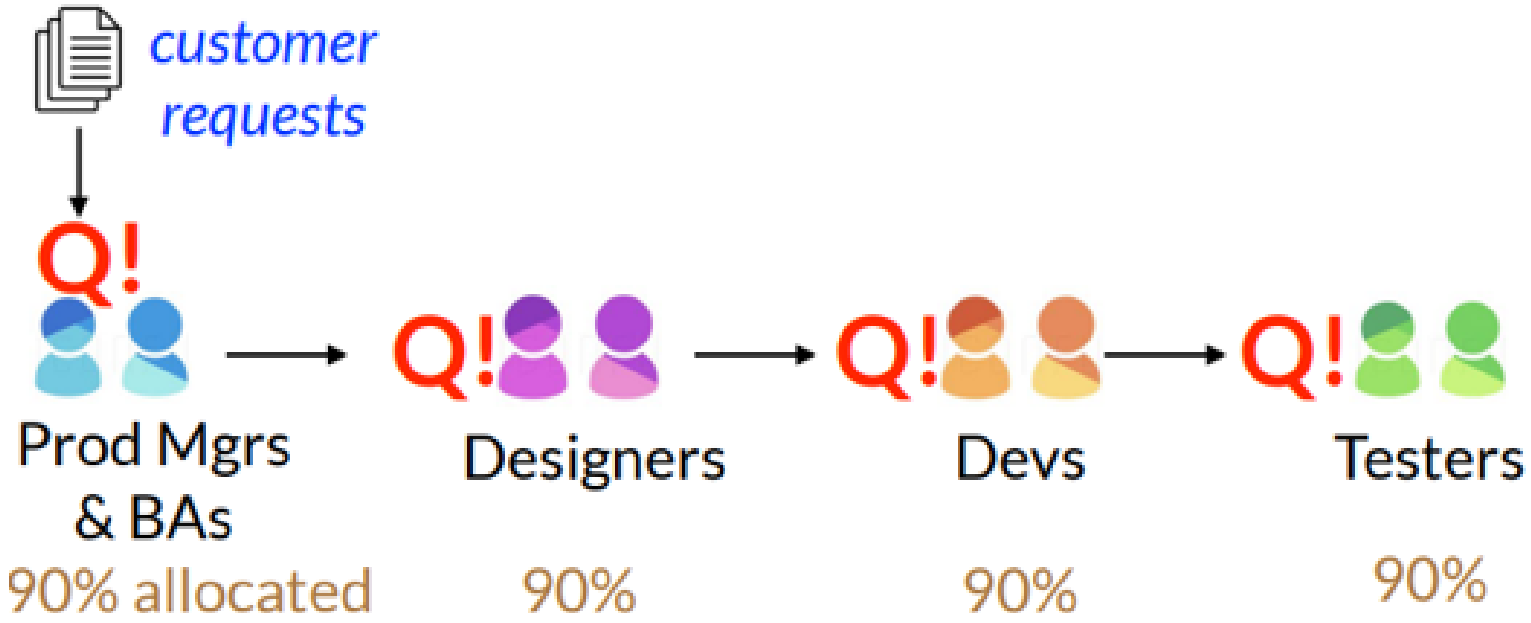
"WAGILE" 101

LeSS Guides: *Organize by Customer Value*



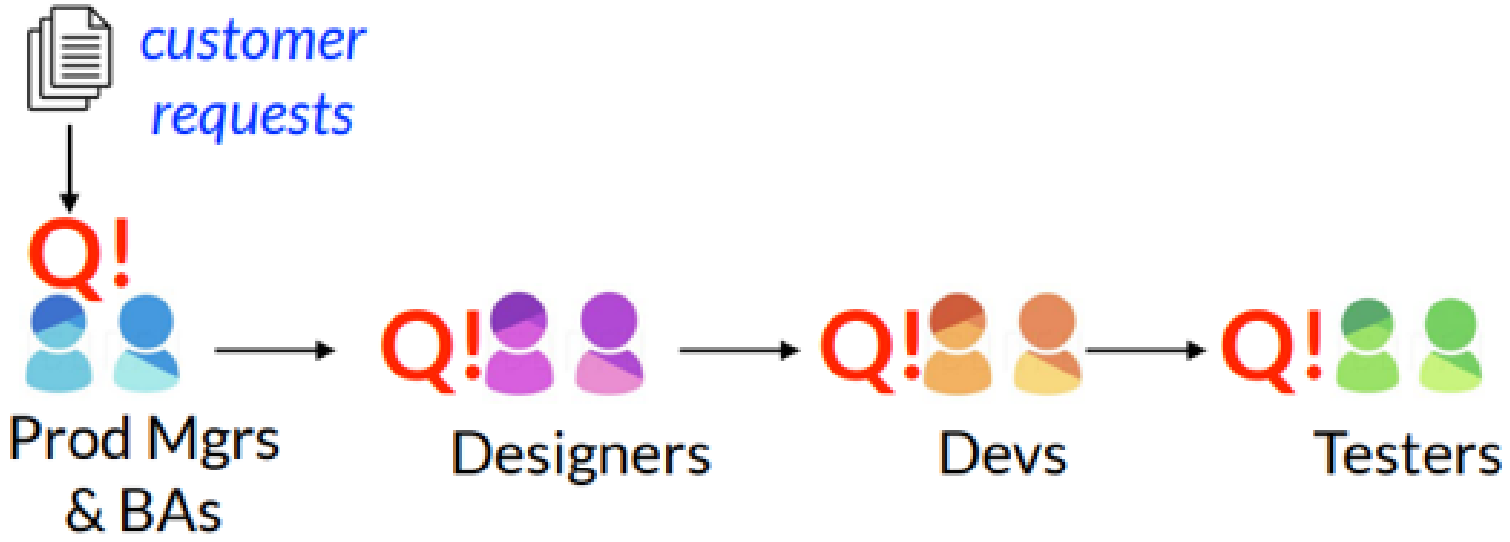
Sourced from https://less.works/scaling-book-images/scaling-agile-lean-development-thinking-tools/chapter-8-single-function-groups-en.pdf

Queue Management



in a system with "servers" and Qs, plus variability, as *server resource utilization* increases ("people are 90% allocated"), total duration INCREASES

Queue Management



in a serial process with handoffs to downstream "servers", plus variability, total duration increases SUPER-linear per # of Qs

Queue Management

Principles of Product Development Flow

Little's Law

Wikipedia: "The long-term average number of customers in a stable system L is equal to the long-term average effective arrival rate, λ, multiplied by the (Palm-)average time a customer spends in the system, W; or expressed algebraically: L = λW."