

# Evolutionary Patterns

in

## Portfolio Kanban



FOCUS  
EFFORTS



MANAGE  
WORK



AMPLIFY  
OBSTACLES



PREDICT  
DELIVERY



IMPROVE  
PROCESS



**ScatterSpoke**

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- CEO & Founder of ScatterSpoke
- LeanKanban Accredited Kanban Trainer
- Kanban Coaching Professional
- Former AgileDenver Board of Directors
- Co-chair 2016 & 2017  
Mile High Agile Conference
- Member Agile Uprising Board of Directors
- Mama to three amazing kiddos



# Kanban Has Two Meanings

Kanban has two meanings:

Both meanings are incorporated into the Kanban Method:

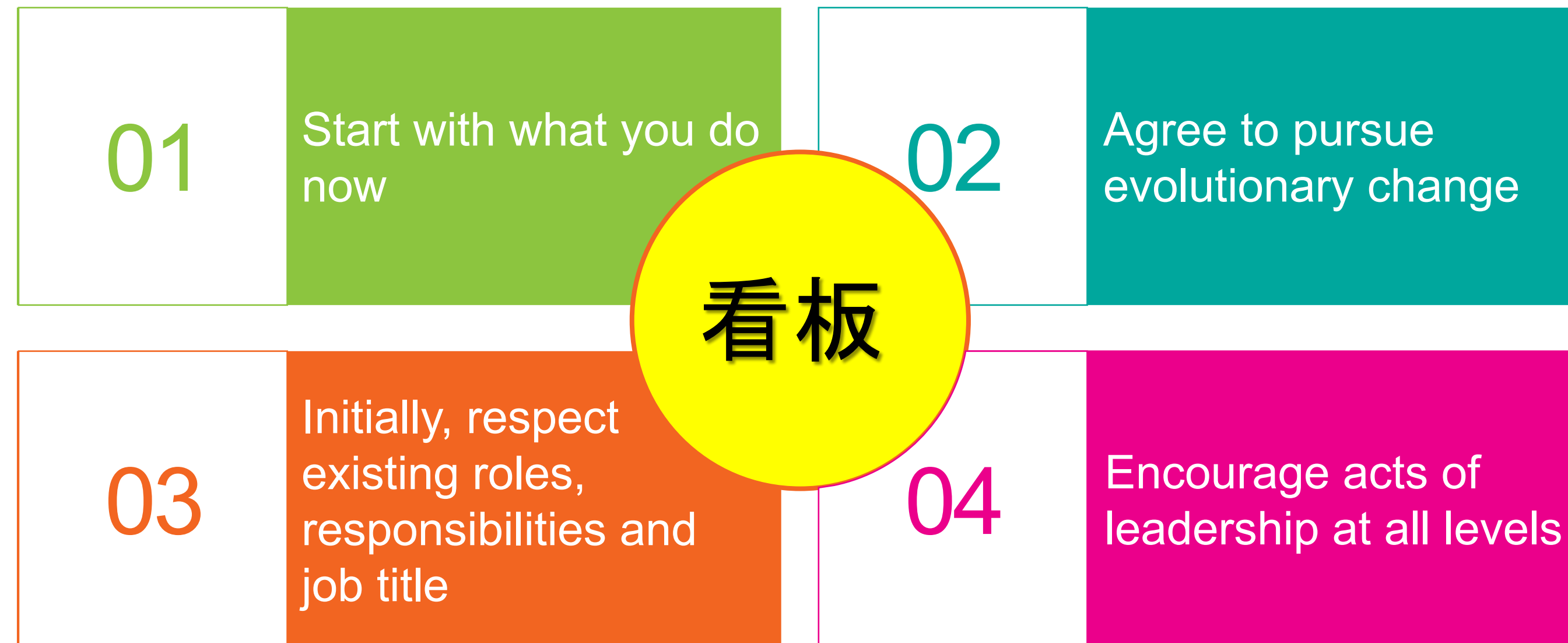
Kanban written in Kanji  
(Chinese characters)  
看板 means “sign” or “large visual board”

Kanban written in Japanese  
alphabet, hiragana,  
かんばん means signal  
cards(s)





# Kanban Principles



# Stop Starting



*Start Finishing*



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# Kanban Practices



**VISUALIZE WORK**



**LIMIT WORK-IN-  
PROGRESS**



**MANAGE FLOW**



**MAKE POLICIES  
EXPLICIT**



**IMPLEMENT  
FEEDBACK LOOPS**



**IMPROVE  
COLLABORATIVELY,  
EVOLVE EXPERIMENTALLY**



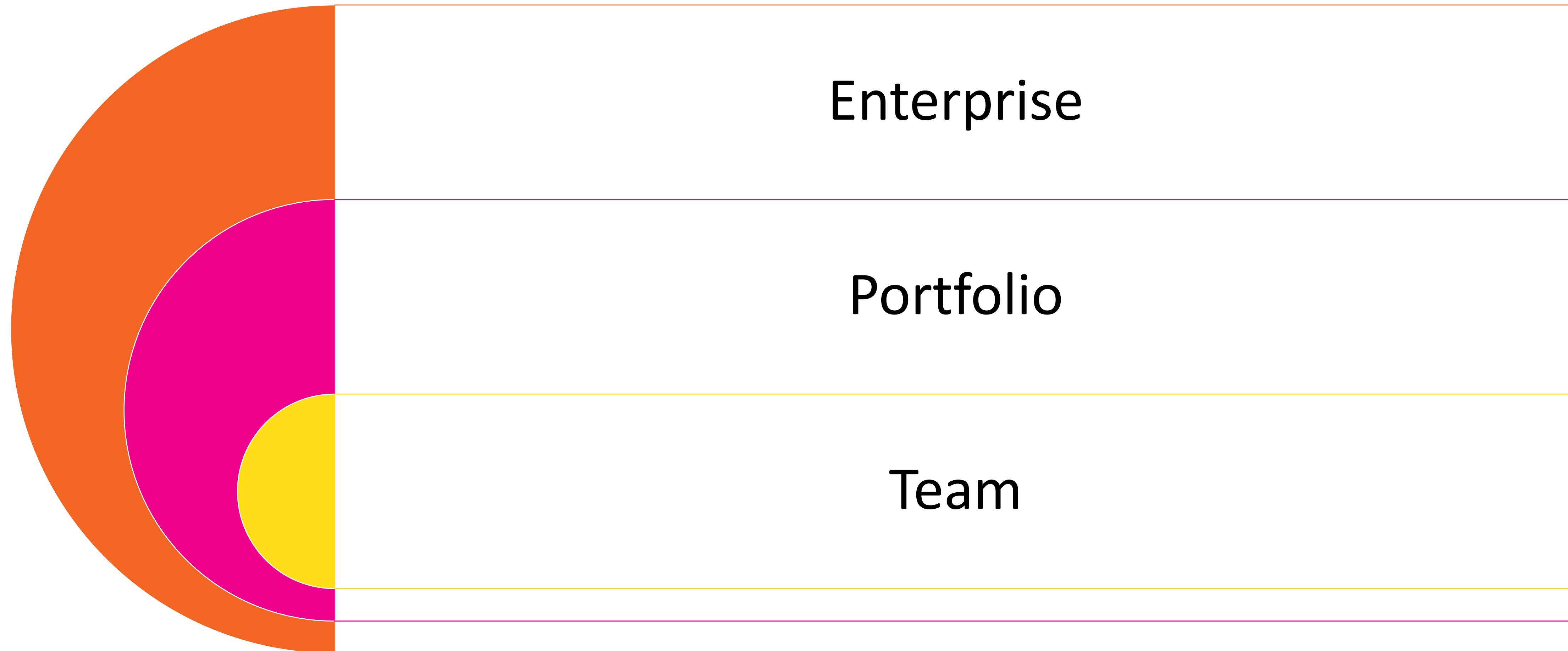
# What is Portfolio **Kanban**?

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A pull system designed to **visualize, manage and measure** features from idea to delivery.

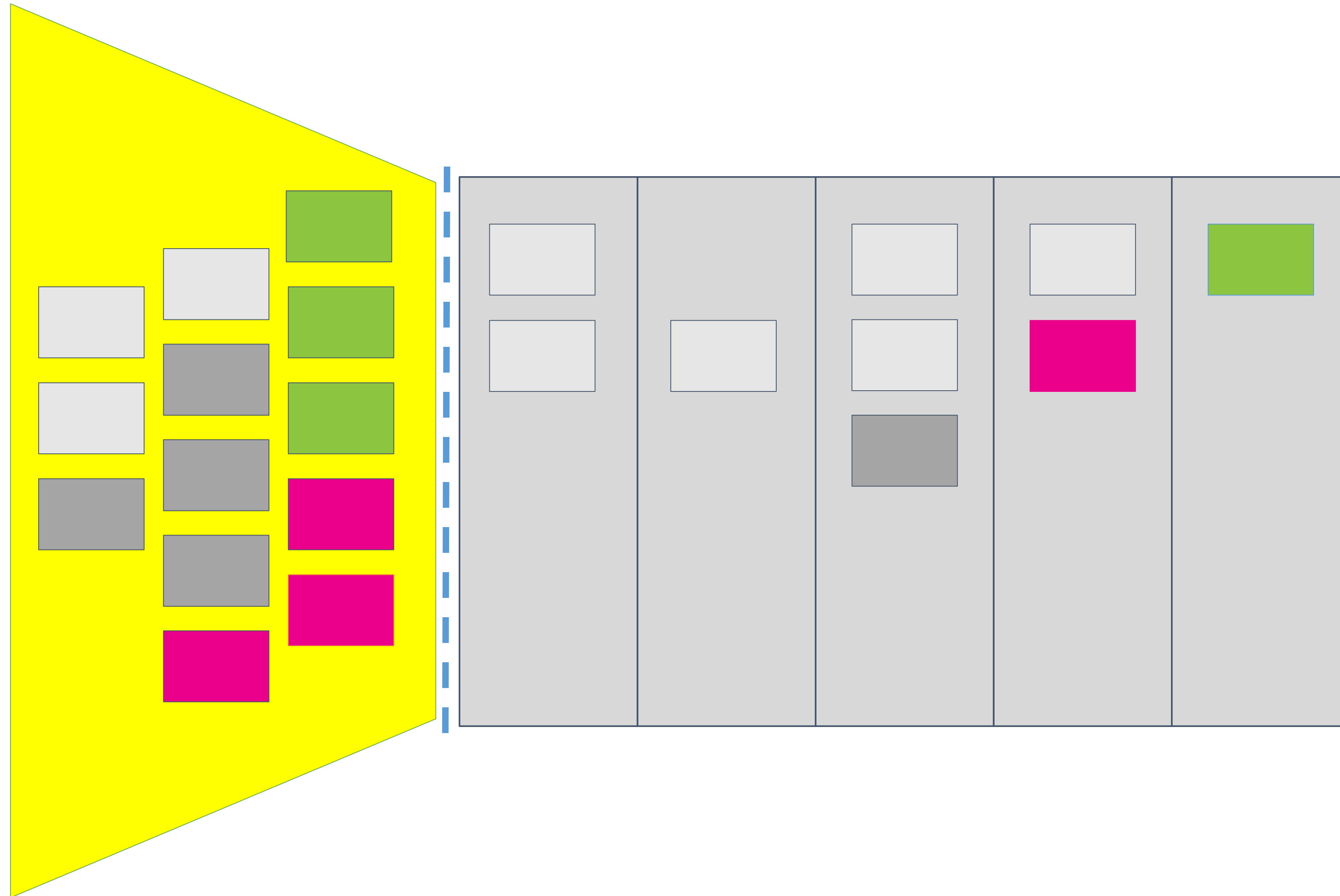
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# Kanban at all Levels





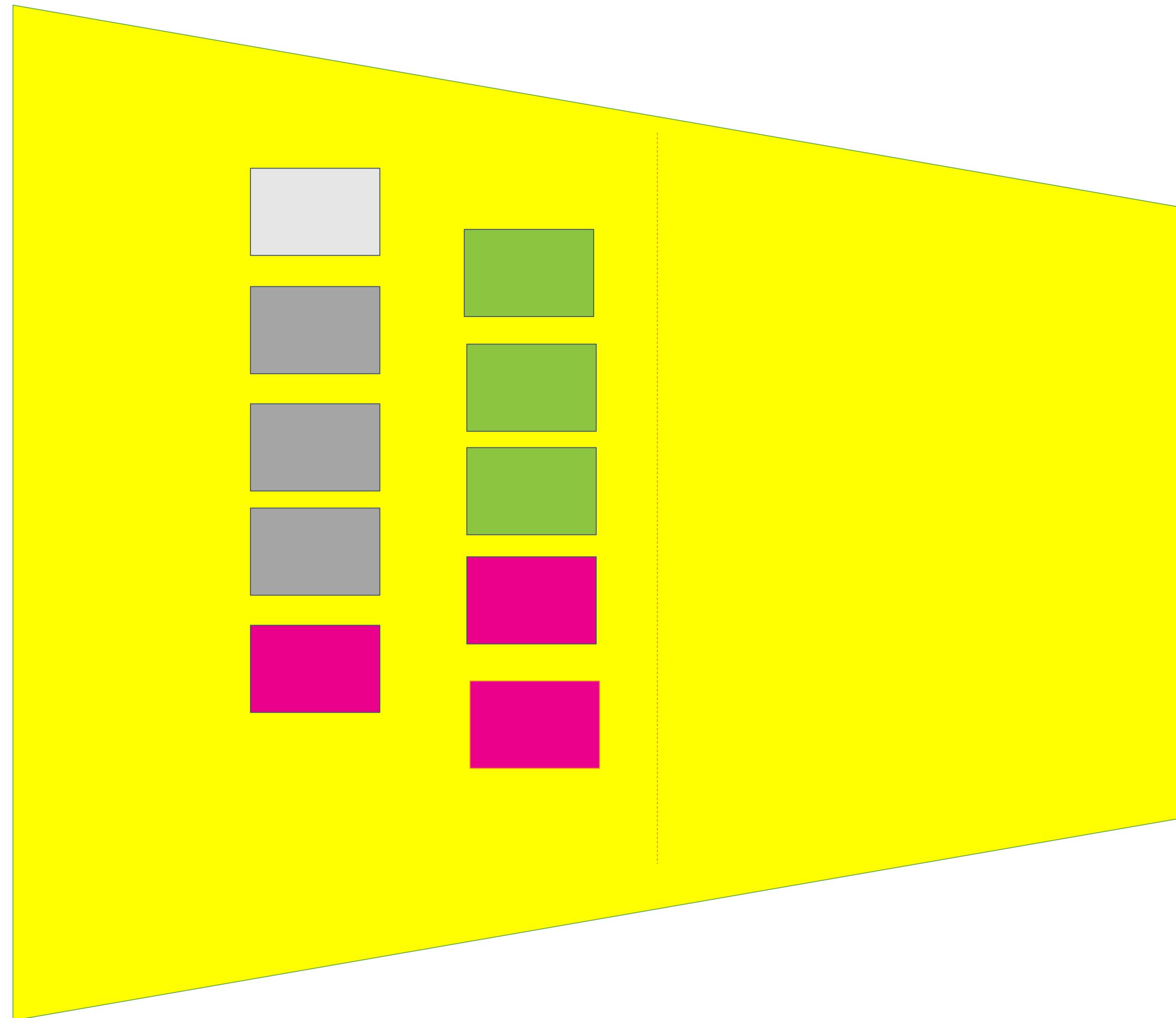
# Discovery & Delivery



# Life cycle of a feature, epic or project



# Problem Validation



# Start with the Problem

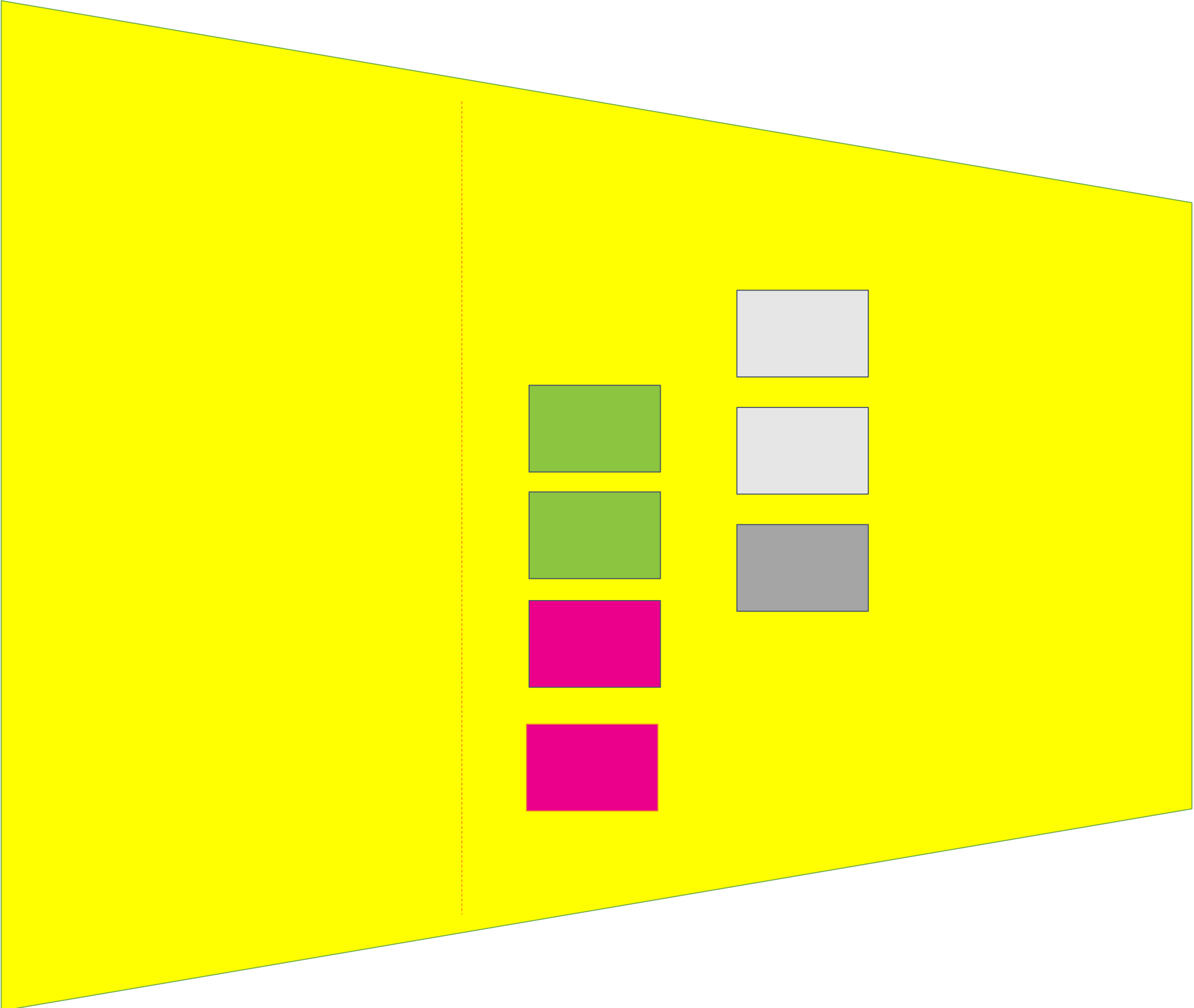


Do not jump straight to the solution, explore pain points, user requests, help desk logs.



- What problem are we trying to solve?
- How can we validate that these problems exist?
- What is the urgency to address them?
- What current solutions exist (even work arounds)?
- How will we test this?

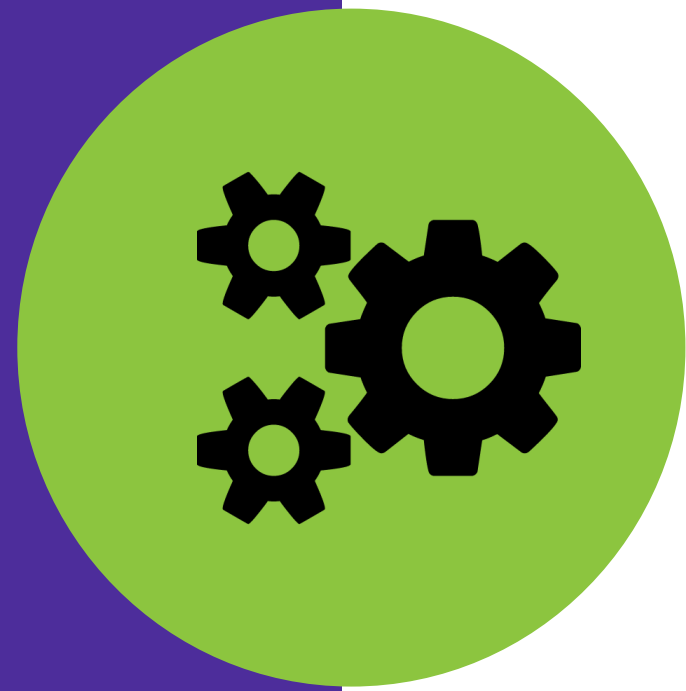
# Solution Validation



# Experiment with Solutions

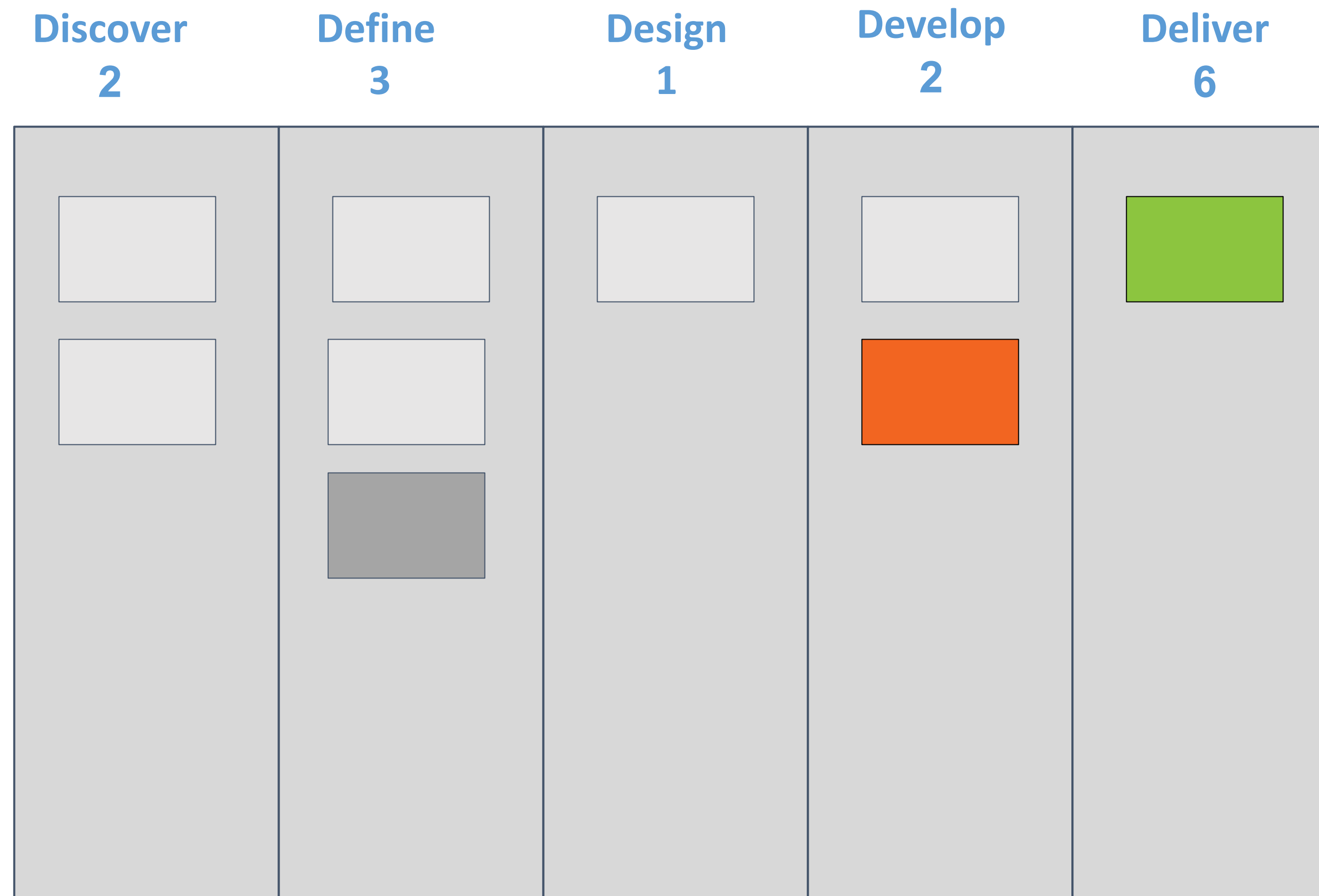


Brainstorm solutions to the users specific problem.



- How can you solve their problem in a way that others can't?
- Can your solution be easily replicated?
- What if this problem goes away?
- How will our solution be unique?

# Map the Stages



# Identify the Activities



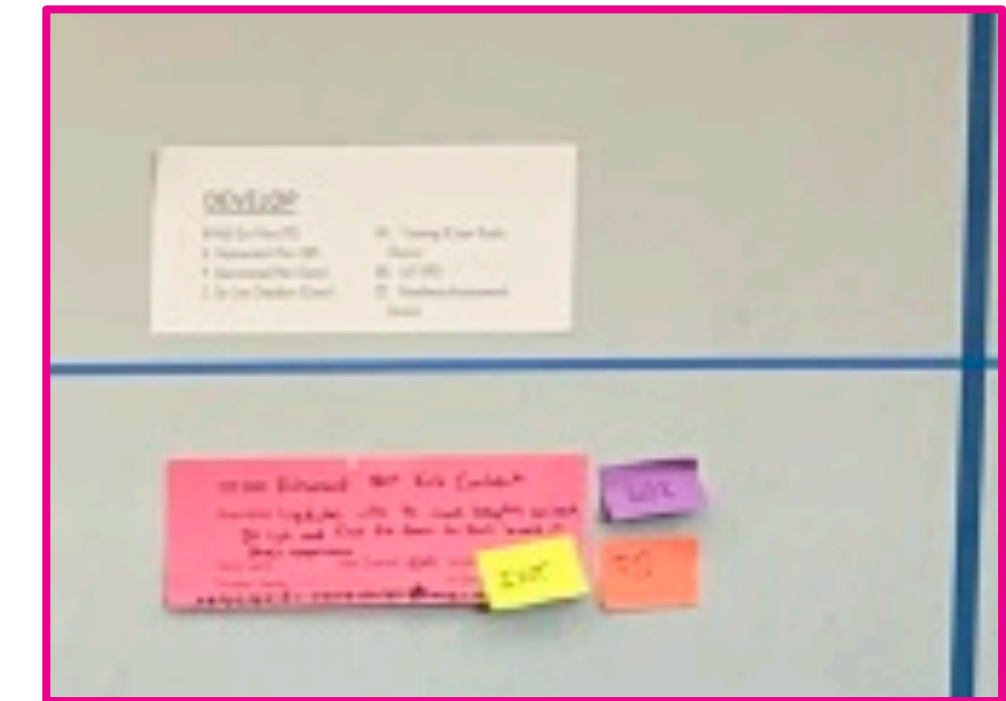
Map the life cycle of an epic.



- What are the standard work items that we do every time?
- Who is responsible for completing each item?
- Could we start some of these activities earlier?
- How can we avoid silos and handoffs?



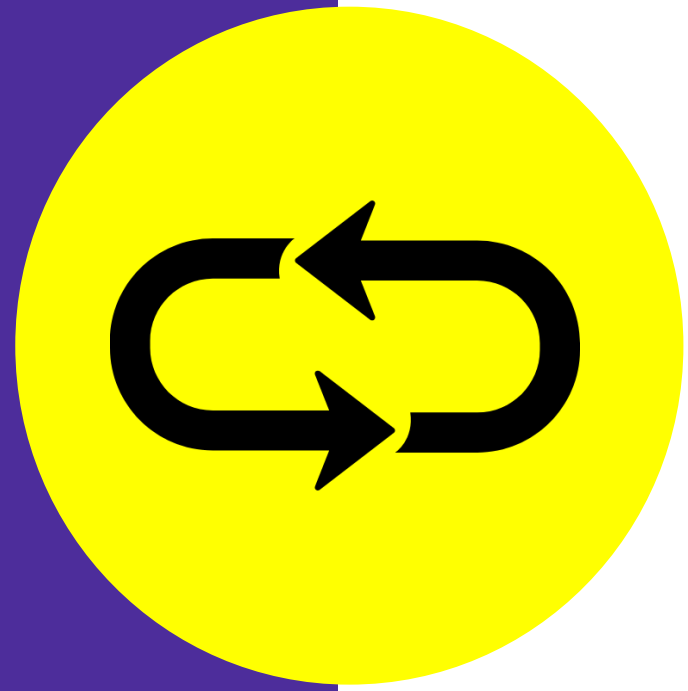
# Alignment of policies



# Leverage Feedback Loops

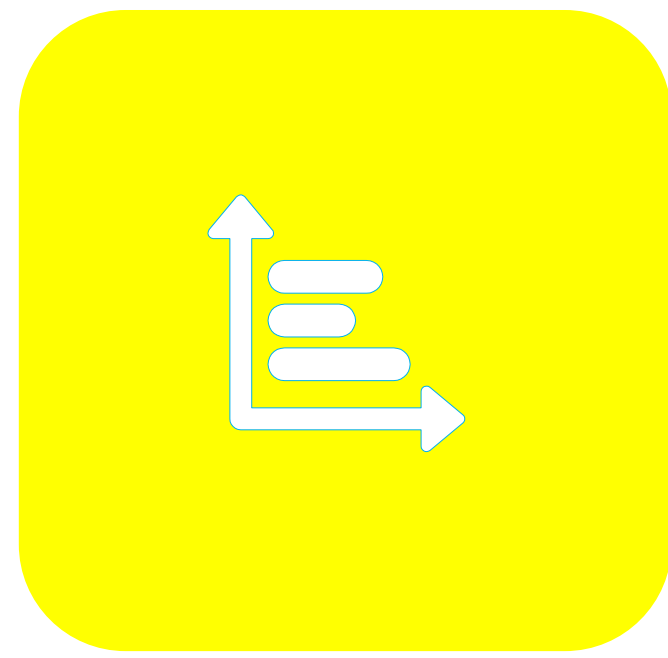


Fold learning into each phase.



- Use data to make decisions
- When to start based on % complete
- Refine process based on tracking
- Make success metrics clear and visible

# Measuring Outcomes



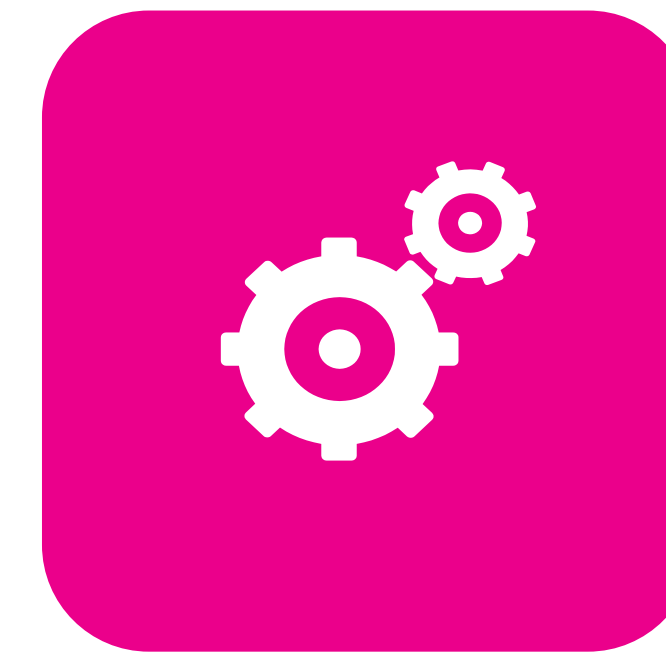
Gather usage and adoption metrics



Set success metrics up front



Share value and outcomes with the team

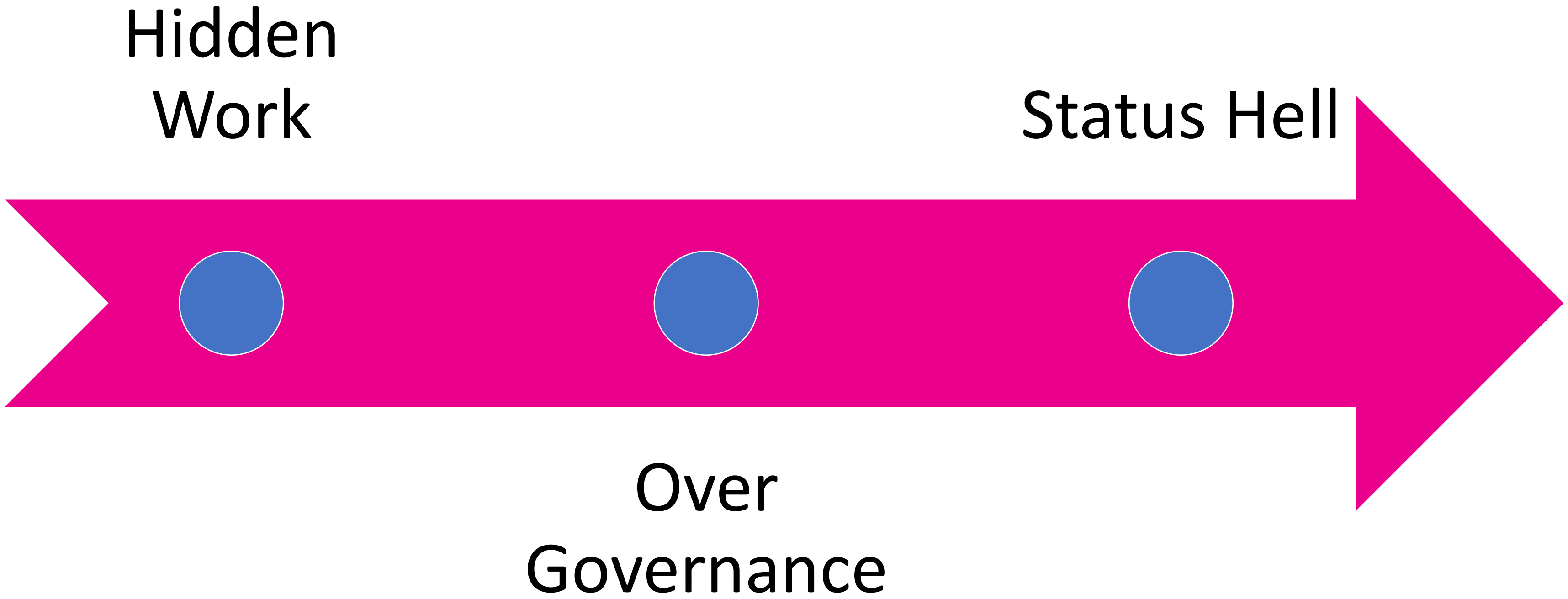


Create space between features



Make data visible and easily accessible

# RESISTANCE





# 1. Hidden Work

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The work that we talk about **but never show** on the board.

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# Don't Show, Don't Tell



- The portfolio board only highlights what people \*want\* to see and talk about
- Watch for the hand waving:
  - Blocked by XYZ
  - Pull off to do XYZ
  - Someone asked me to help with this real quick.





## 2. Over Governance

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Using the board and process to **create accountability** over other people.

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# Your going to need approvals for that.



- An abundance of exit policies to account for every possible thing that could ever happen
- Everyone wants to check one million boxes to show their part is done







## 3. Status Hell

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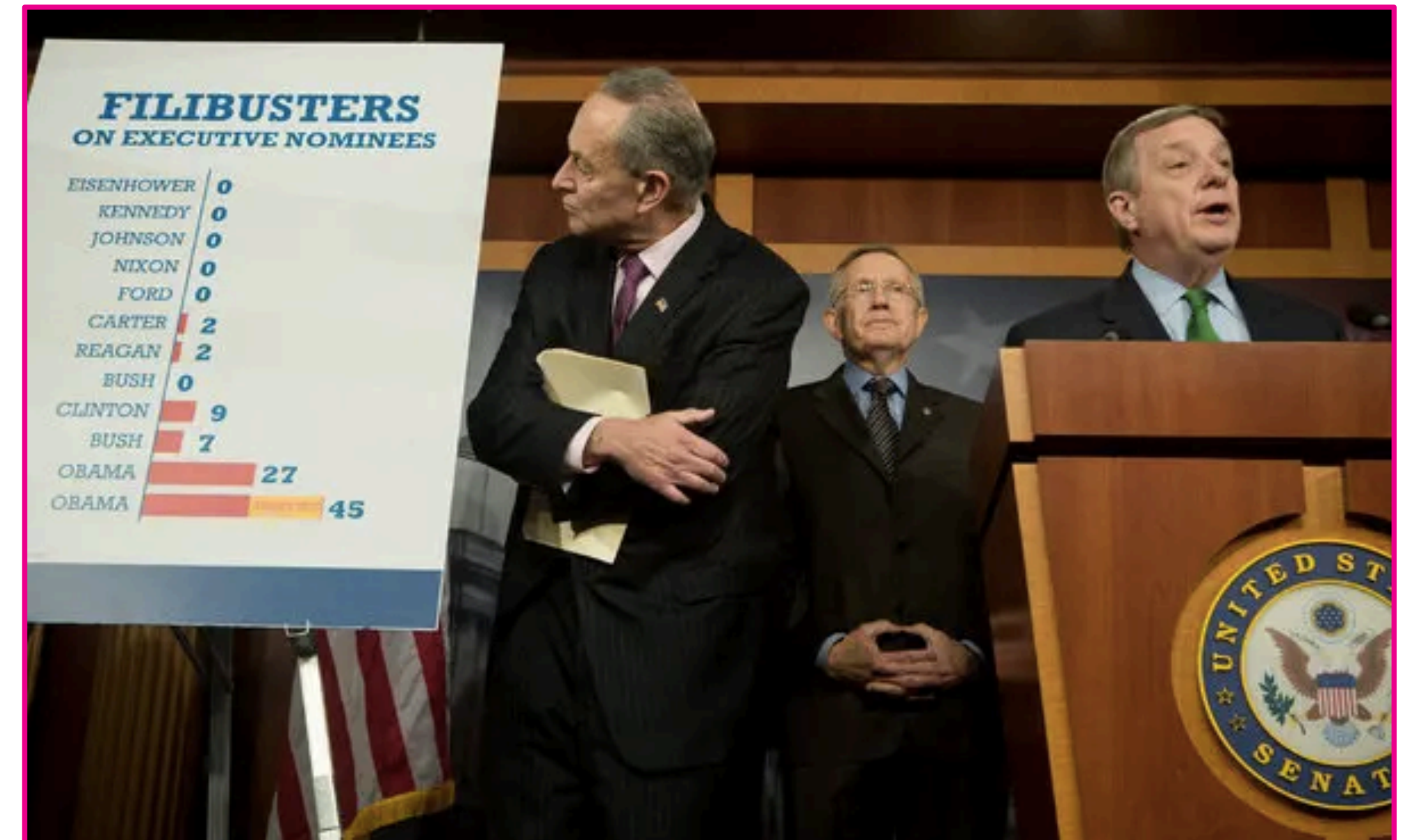
Running through the **same irrelevant updates** about epics at every stand up.

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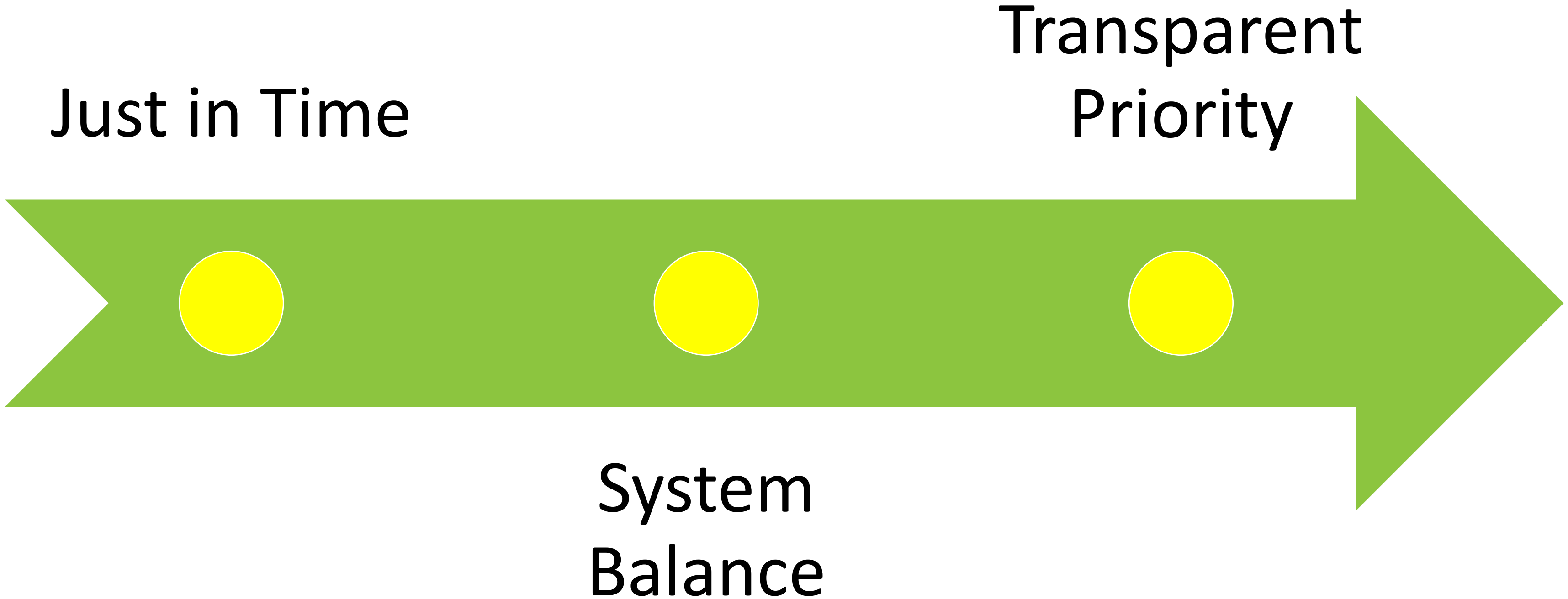
# I'll keep talking so you stop asking.



- Exposing information puts people on the defensive so they arm themselves with status



# REWARD





## 4. Just in Time

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**Breaking free** of the need to have 6 months worth of stories in the backlog.

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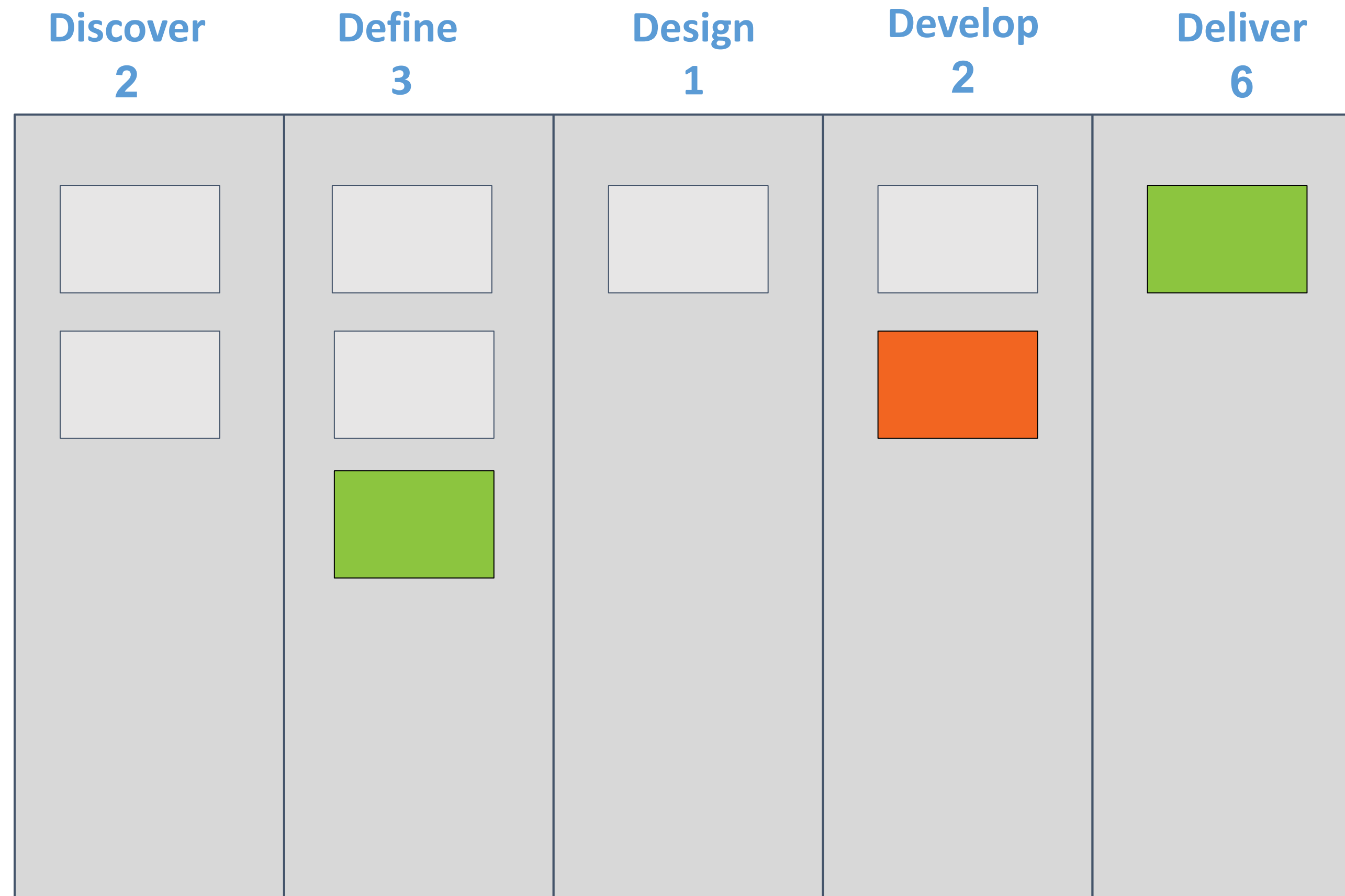
# Relevant Information



- Only need to fully define each feature when you are ready to pull
- Create space to incorporate learning from the past
- Give opportunity to pivot or change scope



# Look for Next to Pull





## 5. System Balance

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Understanding that the capacity of engineering **shouldn't dictate the WIP** of other parts of the system.

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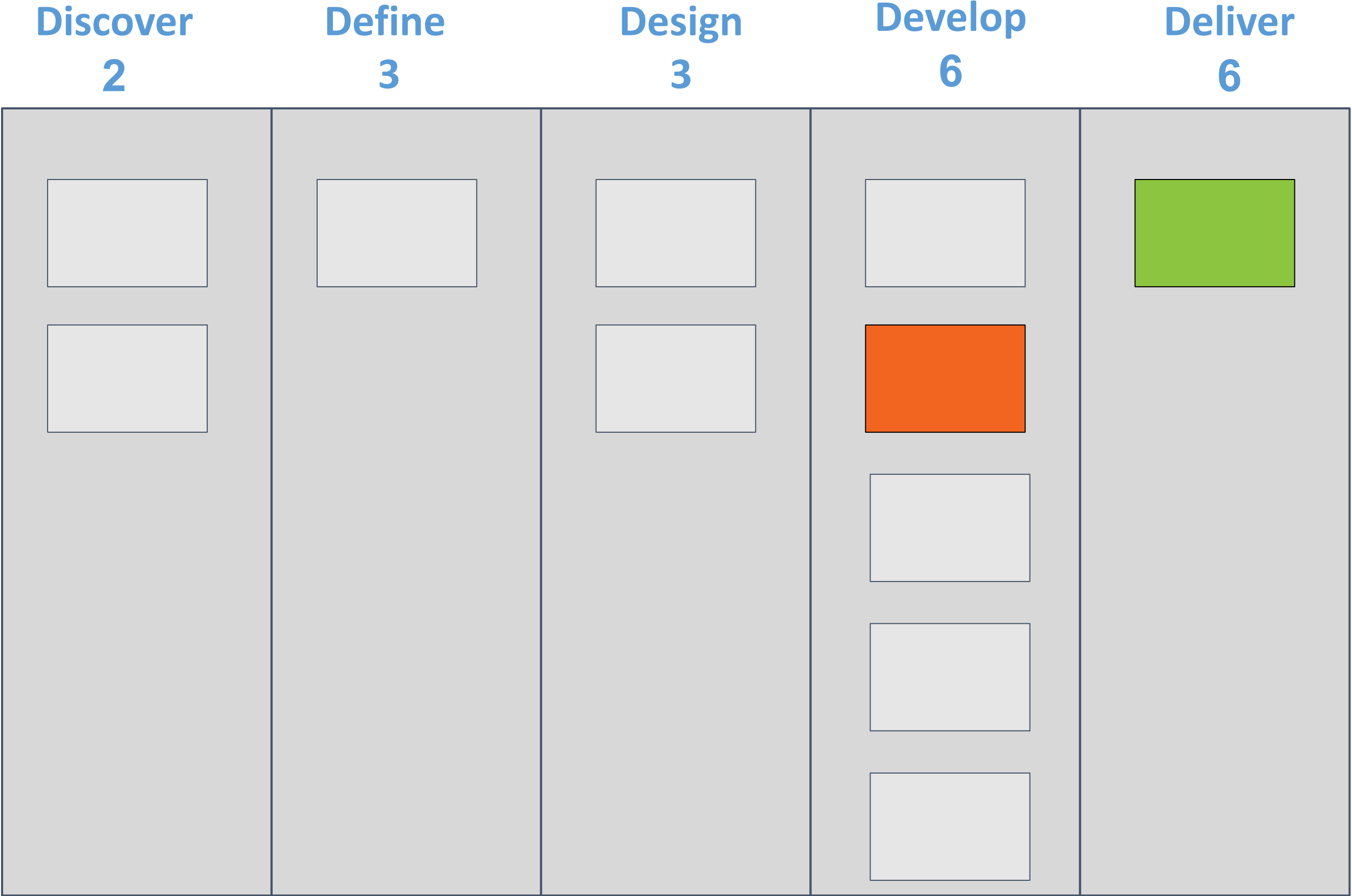
# WIP Limits Create Flow

- Minimizes multi-tasking/context switching
- Reduces overburdening in the business
- Exposes capacity issues & bottlenecks





# Identify System Capacity





## 6. Transparent Priority

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**Understanding the impacts** to changing priorities or the addition of new work.

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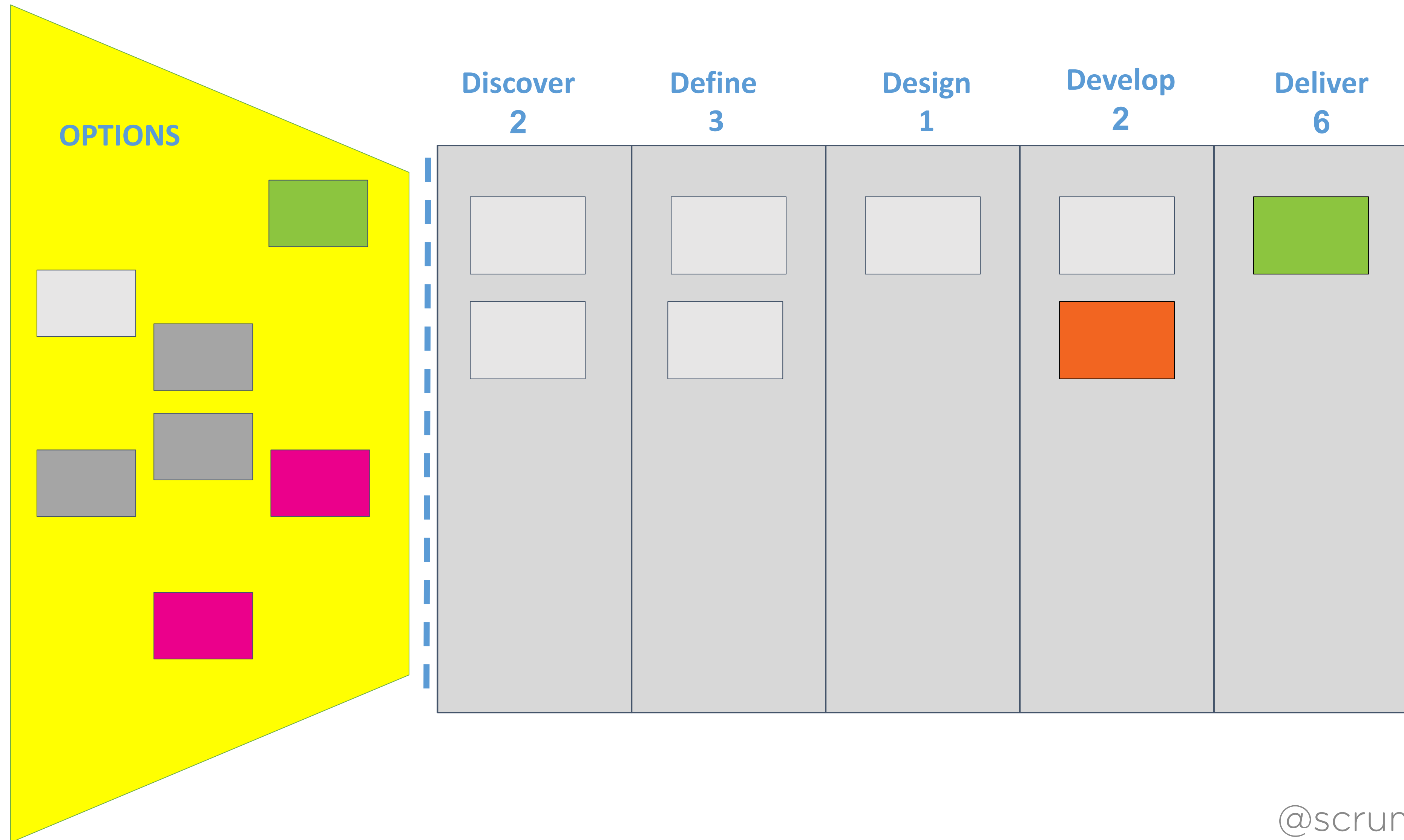
# Informed Decision Making



- See ALL of the options
- Make more informed decisions about what to work on next
- Understand the impacts of switching priorities



# Make the Impact Clear





@scrumhive



# Thank you!

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