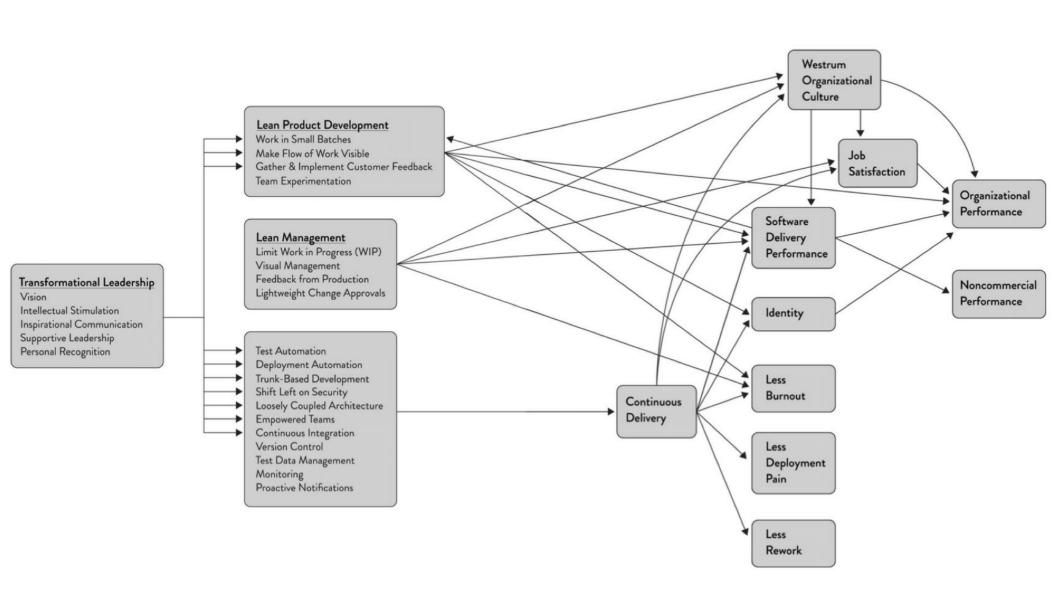
Overall Research Program

From "Accelerate: The Science of Lean Software and DevOps", by Nicole Forsgren, PhD, Jez Humble, and Gene Kim



High-Performance Team, Management, and Leadership Behaviors and Practices by Steve Bell and Karen Whitley Bell

| | Team Practices | Management Practices | Leadership Practices |
|---|--|---|---|
| | *Foster generative culture | *Foster generative culture | *Foster generative culture |
| Culture | *Build quality in, continuously measure and monitor | *Focus on quality, protect teams to ensure quality | *Focus on quality, protect teams to ensure quality |
| | Focus on promoting organizational learning | Focus on promoting organizational learning *Provide teams with time for improvement and innovation | Focus on promoting organizational learning *Provide teams with time for improvement and innovation |
| Organizational Structure | | | *Align, Measure and Manage to Flow (matrixed, cross-functional value stream organization structure) |
| | | Establish small, cross-functional, multi-skilled teams; support bridging structures so teams can easily communicate and collaborate | Enable and support cross-skilling to reduce expert- dependent bottlenecks, and form communities of expertise |
| | | | Establish and support internal coaches and the appropriate infrastructure to scale and sustain them |
| | | | *Engage with and learn from customers, teams, |
| Direct Learning and Alignment to Value | *Engage, learn from, and validate with customers (Gemba) | *Engage with and learn from customers and teams (Gemba) | supply chain partners, and other stakeholders (Gemba) |
| | *Understand & visualize customer value, - identify measurable targets for quality | *Understand & visualize customer value, - identify measurable targets for quality | *Understand & visualize customer value, -identify measurable targets for quality |
| | * Practice creativity as part of overall work | *Practice creativity as part of overall work, encourage team members to utilize this time to learn and innovate | *Budget for and allocate time for creativity (i.e. Google's 20% target) |
| Strategy Deployment | *Visualize team goals and targets, understand how these targets advance enterprise strategy *Actively monitor and visualize performance to | Help teams to set and visualize goals and targets, understand and communicate how these advance strategy (catch ball) *Actively monitor and visualize performance to | Practice strategy deployment, visualize all goals, and near-term targets, communicate this clearly to managers and help them set appropriate targets and initiatives *Actively monitor and visualize performance to |
| | goals/targets | goals/targets | goals/targets Eliminate unnecessary controls, invest instead in process quality, and team autonomy and capability (*Teams that reported no approval process or used peer review achieved higher software delivery performance) |
| Improve flow through analysis and disciplined problem solving | Visualize & analyze work flow, identify obstacles to flow, (Process/Value stream mapping & analysis); *understand the connection between the work they do and its positive impact on customers | Visualize and analyze work flow, identify obstacles to flow, (Process/Value stream mapping & analysis) help teams understand how they support larger value stream | Visualize and analyze overall value stream flows (enterprise architecture), identify systemic obstacles to flow, prioritize and support mapping and analysis of lower level supporting flows |
| | Prioritize obstacles to customer value and experience, and team targets and goals | Prioritize obstacles to customer value and experience, and team targets and goals | Prioritize systemic obstacles to flow |
| | Apply disciplined problem solving to prioritized problems, analyze to identify root causes | Apply disciplined problem solving to prioritized problems, analyze to identify root causes | Apply disciplined problem solving to complex systemic issues to identify strategic improvement themes and targets (strategy deployment), apply learning to update standard work |
| | Escalate cross-functional and systemic problems | Coordinate cross-functional problem solving, solve or escalate systemic problems | Cascade prioritized problem solving targets to the appropriate stakeholders through catchball PDCA |
| | Form hypotheses about root causes, design and conduct controlled experiments, measure results, communicate learnings, repeat if needed, incorporate improvements into | Form hypotheses about root causes, design and conduct controlled experiments, measure results, communicate learnings, repeat if needed, incorporate improvements into | Learn from organization-wide PDCA cycles, and repeat learning/improvement cycles |
| Way-of-Work Rhythm & Routine | *Visualize, measure and monitor work flow, monitor for deviations, respond to deviations appropriately | *Visualize, measure and monitor work flow, monitor for deviations, respond to deviations appropriately | *Visualize, measure and monitor work flow, monitor for deviations, respond to deviations appropriately |
| | *Break demand into small elements (MVP's) and release regularly and often | *Visualize Demand, WIP, and "Done" (Kanban) | |
| | *Visualize Demand, WIP, and "Done" (Kanban) *Minimize and visualize WIP | *Minimize and visualize WIP | *Visualize Demand, WIP, and "Done" (Kanban) *Minimize and visualize WIP |
| | Prioritize demand to goals and targets Develop & practice team standard work | Prioritize demand to goals and targets Develop & practice leader standard work | Prioritize demand to goals and targets Develop & practice leader standard work (rhythm |
| | (rhythm & routine) | rhythm & routine) Conduct daily stand-ups with team leads, | & routine) Conduct stand-ups with direct reports with |
| | Conduct daily stand-ups with standard routine, escalate obstacles as needed (catchball) | standard routine, resolve or bridge/escalate obstacles as needed (catchball) | standard routine on a regular cadence, resolve escalated obstacles (catchball) |
| | Support team and peer learning Conduct regular cadence of retrospectives | Coach team members; support team learning | Coach managers, have your own coach |
| | (work, and way of work) | Conduct regular cadence of retrospectives (work, and way of work) | Conduct regular cadence of retrospectives (work, and way of work) |