

## Product Development Value Stream Mapping Manual (PDVSM)

Presented By Hugh McManus Metis Design 10/8/03



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## PDVSM: A Practical Guide to PD Value Stream Mapping

- A "Rother and Shook" for Product Development
  - More details necessary for the complexities of PD
  - Details and background for lean experts
  - Practical advice for in-the-field use
- Repository of LAI knowledge
  - Four+ years of PD team experience
  - References and attributions
  - Not an academic product
- Member Best Practices
  - Suggested "cookbook"
  - Options and resources
  - Running examples and other aids

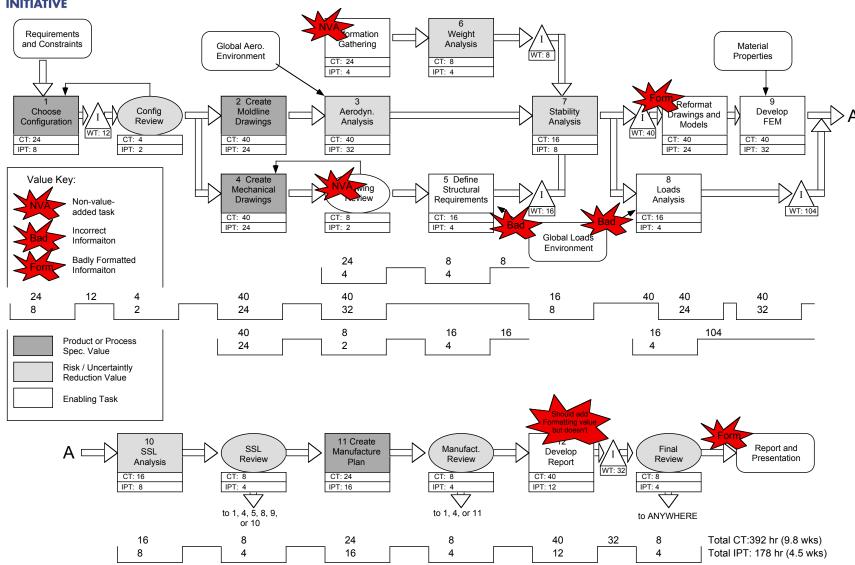


#### Contents

- Focus on PD Process (Local Lean)
- Primer on Lean Engineering
  - Applying basic lean concepts to PD
- Basic Process Mapping Techniques
  - Not rocket science
- Member Best Practices
  - Bounding problem
  - Defining Value
  - Sources and uses of data
  - Finding waste
  - Improvement heuristics
- Running examples and other aids

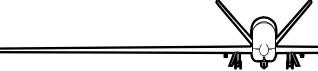


## **Example with Value Assessments**









## GLOBAL HAWK

**Lean Now Initiative** 

**Engineering Development VSM** 









Global Hawk Alpha Contracting





# Lean Now...Supporting and Accelerating the Lean Transformation of Government

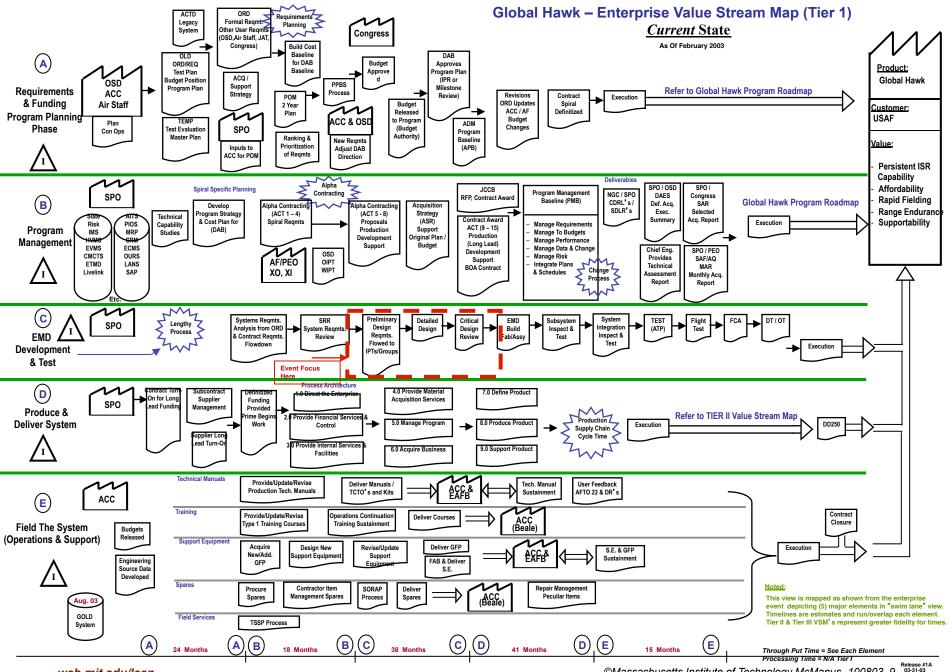
## Lean Now

- A Government Initiative...a Total Enterprise Team Facilitated Through The LAI Venue
- Leverages Collective Knowledge To Eliminate Barriers...capitalize On Government And Industry Teamwork
- Industries Experience In Large Scale Change
- Cadre Of Coaches... Subject Matter Experts
- Spiral Approach

Accelerate Value Creation And Eliminate Non-essential Activity – Apply Lean Principles To Government-industry Critical Processes:

1.User-SPO-industry Program
Interfaces
2.AF-industry Business
Processes
3.AF-industry Operating
Processes

### The right context





### **Event Description and Objectives**

- Conduct a collaborative event involving Government, Northrop Grumman, and Key Suppliers to review the Global Hawk Engineering Development Process; Focusing on Preliminary Design Requirements and Detailed Design Processes by Defining Current State Via Value Stream Mapping
- Simplify Process, Reduce Cycle Time and Improve Cost
  - Use Global Hawk Tier I VSM as Baseline for Event
  - Document Process "Current State" VSM (Select Areas)
  - Determine Improvement Initiatives for Cycle Time Gains
  - Develop "Future State" Value Stream Map for Process
  - Create 9 Block Chart Closure Plans to Achieve Targeted
  - Goals for both Cost & Schedule Improvements
- Two teams Component A design package (w/o sub); component B design/build team (with sub)



## **PDVSM** part of Integrated Training

- PDVSM manual was prep-work for participants
- First afternoon was kick-off and training:
  - LAI Lean Engineering lecture (review)
  - PDVSM review
  - Lean PD Simulation (the GAME)
  - Value Stream Mapping Exercise
  - Value Definitions from key stakeholders
- Completed the "Getting Started" part of the PDVSM process

An integrated training/kick-off package

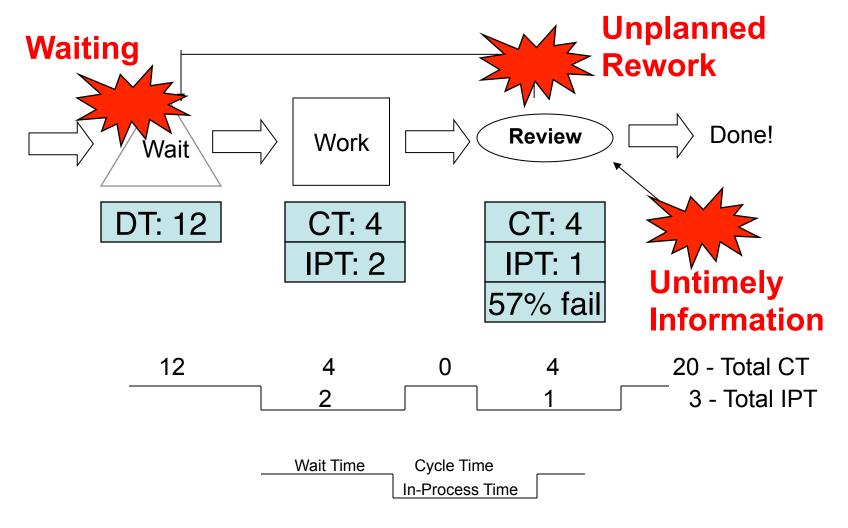


## Training with Lecture, Game, and Value Stream Mapping





## Game/PDVSM training featured VSM for a simulated systems





## **Building the VSM**





### **Data collection**

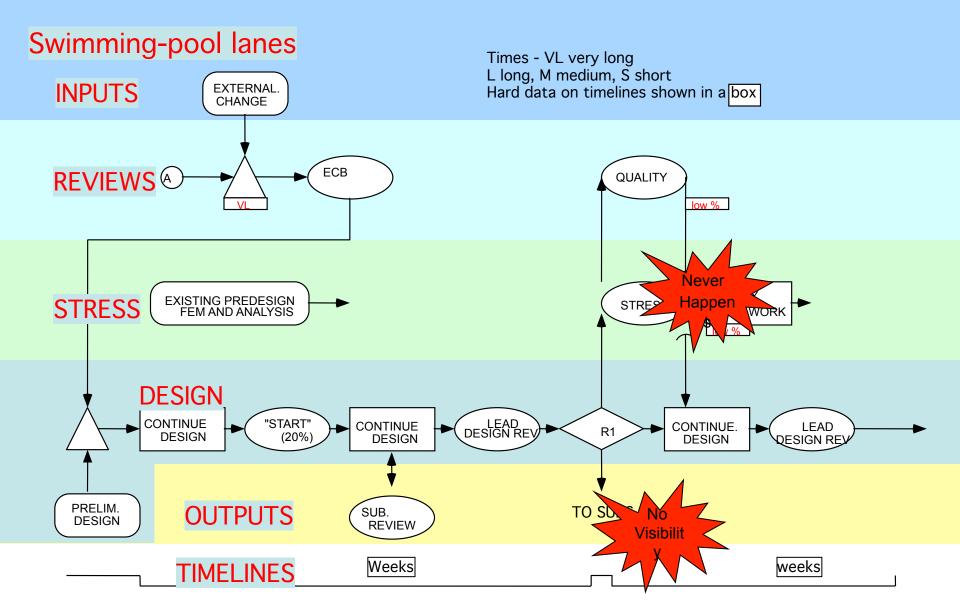
- Process flow (in declining order of accuracy and usefulness)
  - Participating personnel
  - Floor walking
  - Calls
- Task cycle times from existing data base
  - key personnel "went and got it"
  - Wait and process times NOT separated out approximated
- Capacities, rework probabilities from participating personnel (and call-ins)

Good data key
USEFUL effort scoped by the data
Needed data emergent



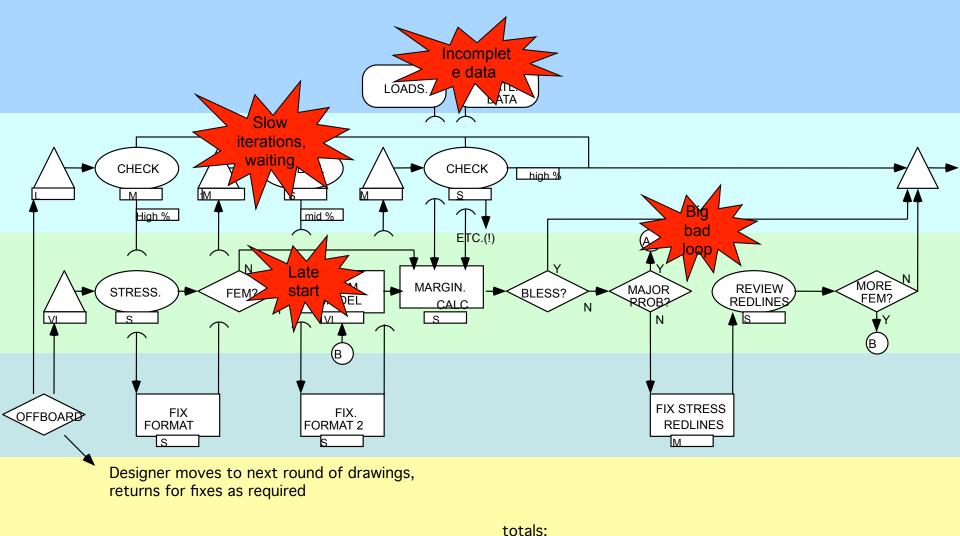
#### Results

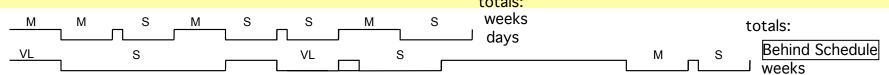
- Component A drawing release value stream maps
- One of three maps created only one that stuck to LAI PDVSM process closely
- Names and numbers removed
- Capacity calculations not shown
- 3 panels

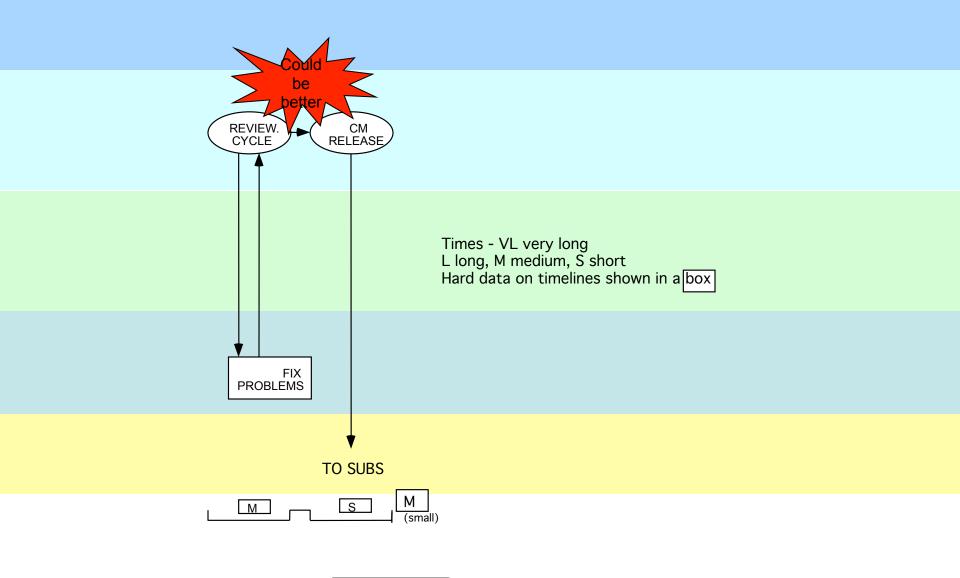


• ELAPSED TIME

On schedule









## **Observations on map**

- Map reveals some problems at a glance
  - Complexity
  - Inefficient batch and queue iterations
  - Big loops
- DATA reveals more
  - Early stress analysis NOT DONE
  - Stress is the long pole sequential process and insufficient capacity
  - Inefficient/NVA-looking final review process NOT critical
- Yet more revealed by digging a little
  - R1 release problems
  - Remaining (unavoidable) uncertainty requires flexibility that isnt there
  - Supplier involvement (missing!)

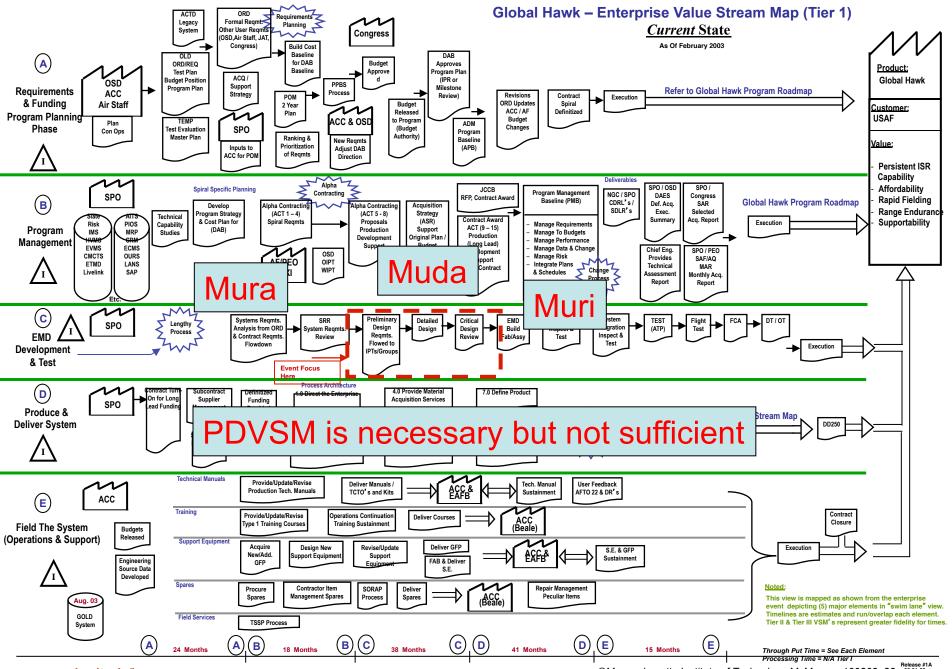
PDVSM a good tool for Globalhawk



### **Observations on process**

- Method works gets you there
  - Best results with team that stayed "on method"
- Preparation helpful (but inadequate)
- Training helpful (but not sufficient)
- Facilitation and mentoring necessary
- Right participants necessary (scoping)
  - Can't map areas where there is no knowledge
- Right data is key
  - Best if organization is responsive to evolving needs
  - Data allows correct focus, makes it credible
- Method adapted/improved
  - e.g. Swimming pool lanes, Constraint ID

#### Globalhawk a good test of PDVSM





### Overall Assessment of PDVSM

- Not the answer to all questions
- "Not rocket science" common sense, practical guide
  - Lean Engineering, Data and Metrics parts called out as particularly useful
- Some local improvement possible
  - Value definitions, improvement heuristics need work
- Most useful as an integrated tool
  - Game plus lean engineering material for training
  - Lean Now or other process framework for execution



## **PDVSM Completion Plan**

- Open to input (now)
- One more field test (Fall)
- Finish PDVSM 1.0 (December)
- Part of an integrated tool set



## **Toolkit Concepts**

- Top Level
  - EVSMA (guided for PD?)
  - Enterprise TTL Roadmap
  - Learning to develop concepts
  - MATE-CON for front end
  - CMMI or other assessment tools
- Mid Level
  - Warren Seering building on PDVSM
  - Learning to develop/member tools for project management
  - PD TTL Roadmap
- Low Level
  - PDVSM
  - Game concepts
- Training Material to support all of above

Do these address your stress?

plus many others



## **Development of PDVSM Manual**

March: Alpha Release

**Early Reviews** 

Presentation/critique at LAI Plenary meeting

April: Provided as supplement to GAME training;

distributed at Boeing as supplement

Summer: MIT critique and use

August: Global Hawk Lean Now event

Full integration with GAME and Lean

**Engineering training** 

Facilitated use for process improvement



## Approximate Event Agenda (in half days)

- Intro and Training
- Team formation and high level mapping
- Begin detail mapping and needs determination
- Data collection, floor walking
- Complete local mapping
- Future state determination
- Formalize next steps (action plans)

Adapted to meet needs of teams More iteration than planned