



TRAINING COURSE OUTLINE

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Lean Software Development Overview – 1 Day

‘Lean thinking’ originated at the Toyota Production System, masterminded by Taiichi Ohno in the 1940s and ‘50s. ‘Lean Software Development’ is the application of the principles and practices of Lean production to the process of software development, and was first properly described in 2003 by Tom and Mary Poppendieck in their book ‘Lean Software Development: An Agile Toolkit’. Lean software development consists of seven principles and a series of ‘Thinking Tools’ which can be used to apply Lean principles to software development, to maximise value and minimise waste.

This one-day course provides an introduction to Lean Software Development and an overview of the principles and practicalities of its implementation and use for Agile systems development.

Audience

Anyone considering, evaluating or who is involved in a move towards Lean Software Development or Agile Project Management and Delivery – to replace or to complement their current processes.

Content

- The Case for Lean
- History and Origins of Lean Thinking
- The Seven Wastes of Software Development
- Eliminating Waste – Fast, Flexible Flow
- Value Stream Mapping
- Principles of Lean Software Development
 - Eliminate Waste
 - Amplify Learning
 - Delay Commitment
 - Deliver Fast
 - Build Integrity In
 - Empower the Team
 - See the Whole
- Key metrics
- Products Vs. Products
- Lean Software Development and Agile
- Implementing Lean Software Development
- Summary

Additional Details

Duration 1 day

Setup Laptop projection; flip charts; space for groups of three or four to work together in comfort.

Options Any chosen iterative, incremental lifecycle can be used as the context for this training – general Agile, Scrum, DSDM (Dynamic Systems Development Method) Atern, the Agile/Open Unified Process or any client-specific local practices.