

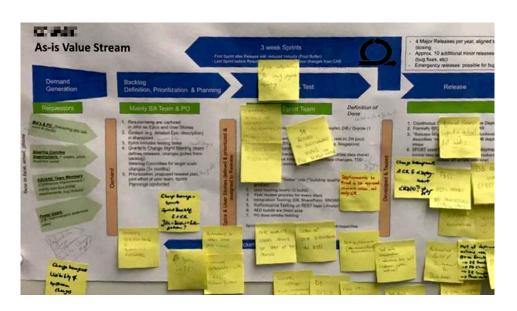
Justus Graumann, Swiss Re I Alex Lichtenberger, impact matters GmbH



Intro

Topics

- VSM: What it is & approach
- Some reale life examples
- Learnings & benefits



Alex Lichtenberger

- DevOps & Agile Enthusiast
- Founder impact matters GmbH



Justus Graumann

- Application Architect & Engineer at Swiss Re
- Supporting various DevOps initiatives





"Improving daily work is even more important than daily work"

-Gene Kim

"You can't improve what you can't see"

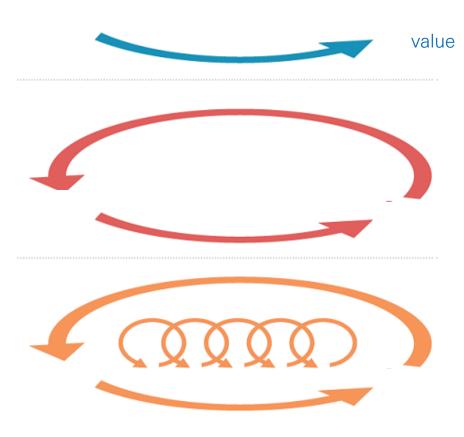


DevOps: What we are looking for

Understand & Increase Flow

Shorten & Amplify Feedback Loops

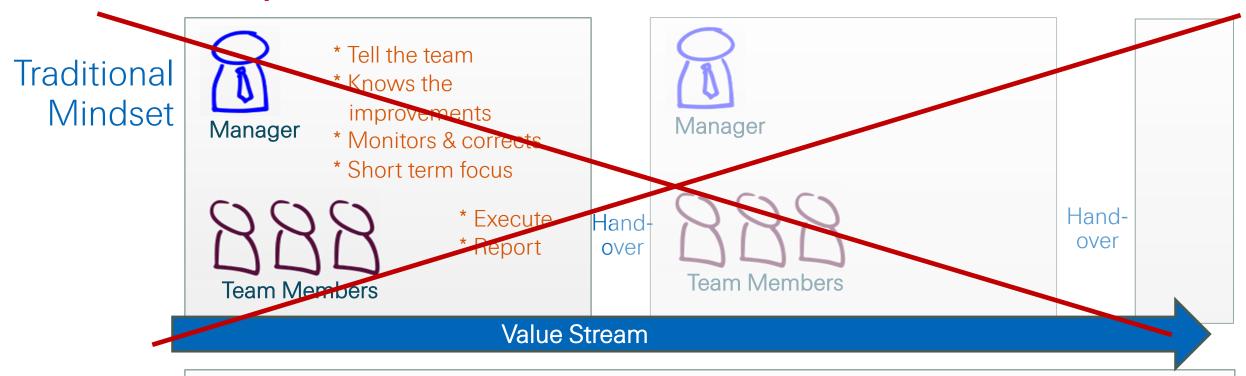
Continuous Experimentation & Learning



Various <u>Practices</u> such as Cl/CD,
Shift Left, IaC and close Collaboration support that.



The Lean Spirit & Mindset



Lean Mindset



- * We build it, we own it and the customer experience
- * Standard Work
- * Measure Results
- * Retrospect & Improve
- * Crosstraining



- * At the workplace
- * Asks Questions
- * Remove Impediments
- * Strategic Focus

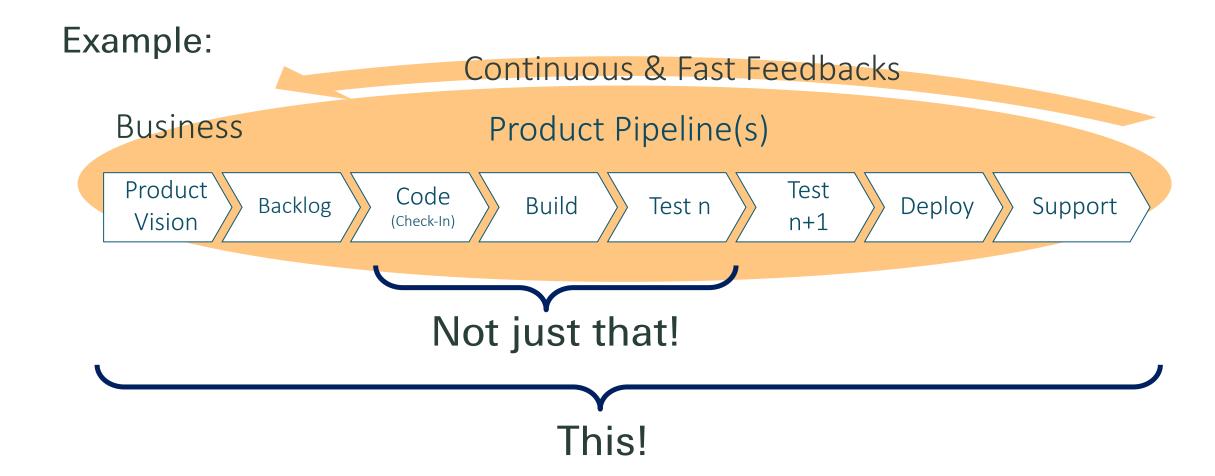
DevOps Value Stream Mapping

Looking at the As-Is Value Stream, end-to-end, identifying improvements potential along the 3 Ways and...

....improve!



Scope: End to End – Inception to Value

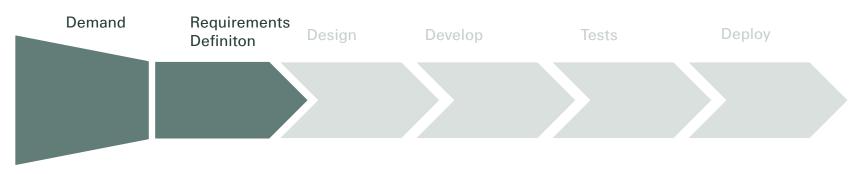




Value Stream Mapping Approach (1/2)

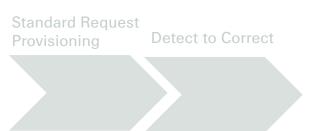
After a couple of iterations we found this approach the most useful:

Scoping & preparation As-Is Value Stream Draft (Interviews)
 Gemba – How do people actually work toegther (not how it is documented)



Example questions for one piece in the flow

- Who are typical requestors? (grouping)
- How are requirements gathered & documented?
- How are requirements prioritized?
- · Ressources involved?
- Typical lead times?





Value Stream Mapping Approach (2/2)

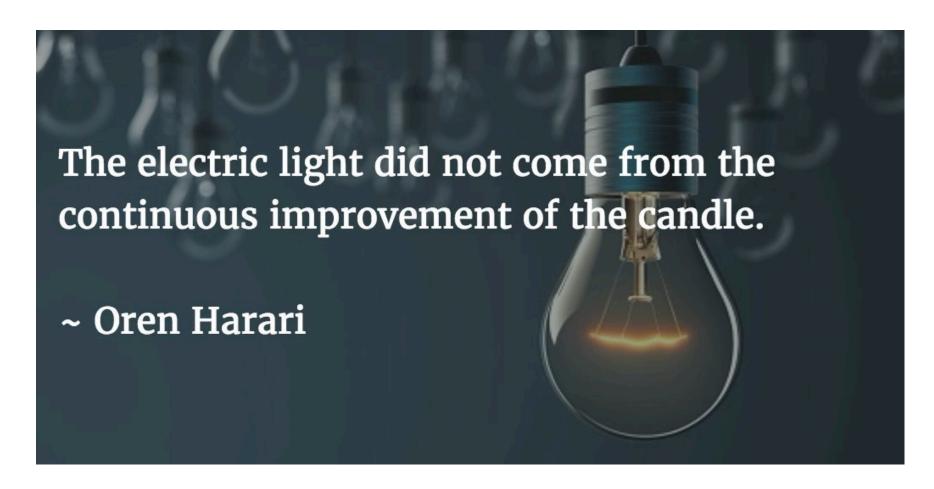
- 2. Workshop (usually one day)
 - Verification of «As Is» Value Stream
 - Identification of bottlenecks & improvement potential
 - Prioritization (where do we need to improve first?->Focus)
 - Identification of improvement measures
 - Definition of **next steps** & closing
- 3. Do it & iterate!



Typical questions for finding improvement areas?

- Can we eliminate steps or artefacts, which are not adding value?
- Where do we have "idle time"?
- How can we collaborate more closely and avoid unnecessary handovers?
- What is the effort and time needed for each activity?
- Where can be add or shorten feedback loops to shift left?
- Where does it make sense, from a holistic point of view, to optimize?

VSM – What it is not



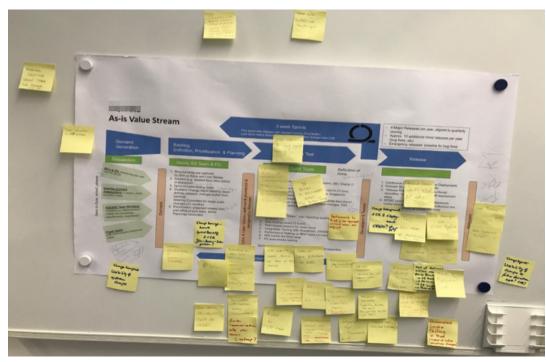
Evolution instead of Revolution! But you still bring in Innovations!



Example 1 Square

Description of team and scope

Example 1 SQUARE (Software for Qualitative & Quantitative Analysis and Reporting)



Some Improvement identified:

- Onboarding on better change management process
- Set up "Trusted Partner Collaboration" Meeting
- Create video tutorials
- and more

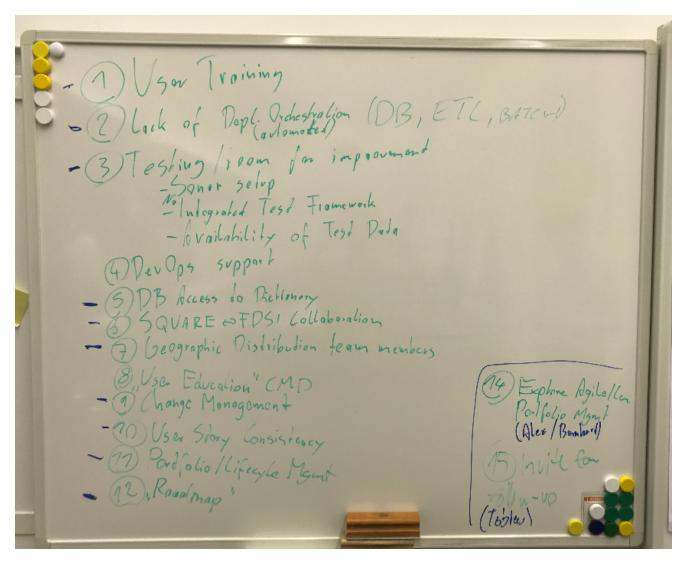
- Team is using Agile / Scrum approach

Some Findings out of VSM:

- Collobaration with other teams not optimal
- Lack of deployment orchestration => manual steps
- Missing support in topics like DBaaS
- Missing test data



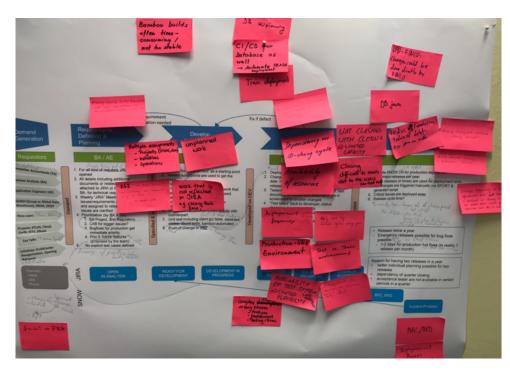
Example 1 Improvements areas



All involved in one room!



Example 2 Non-Traditional Accounting App



- Team is using Jira, but not a Scrum / Agile approach at all

Some Findings out of VSM:

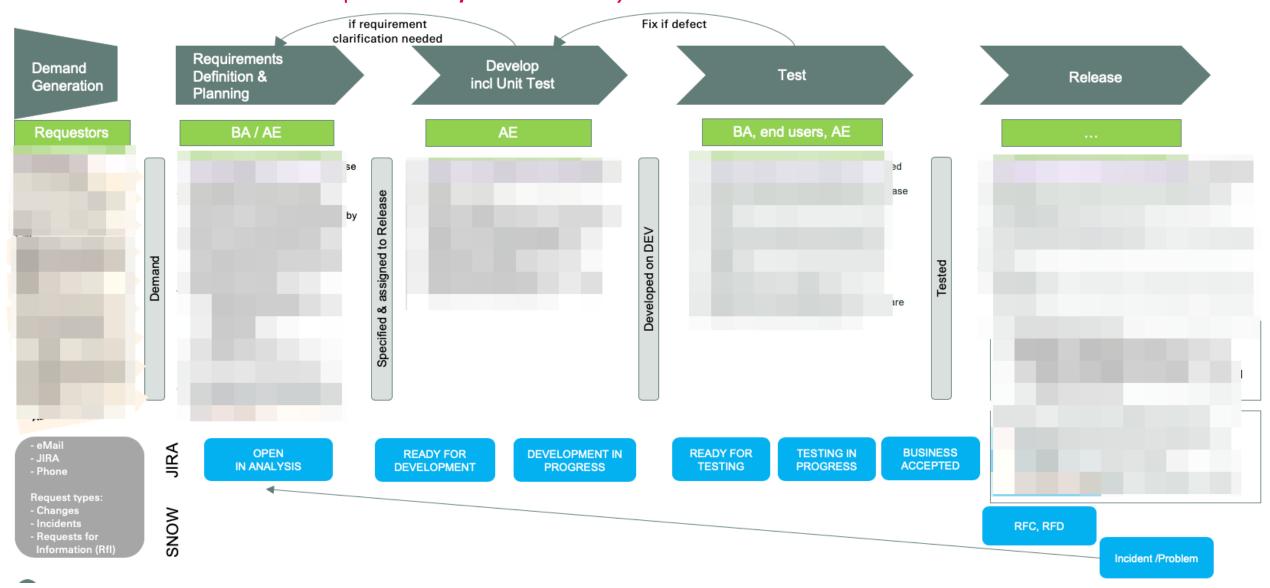
- Change Management process
- work is not reflected in jira (e.g. operational tasks)
- multiple assignments
- availibility of test system

Some Improvement identified:

- Knowledge sharing of new Change Management process
- e2e automation
- enabling early testing approach
- setup production like environment in «TRAIN / TEST» environment

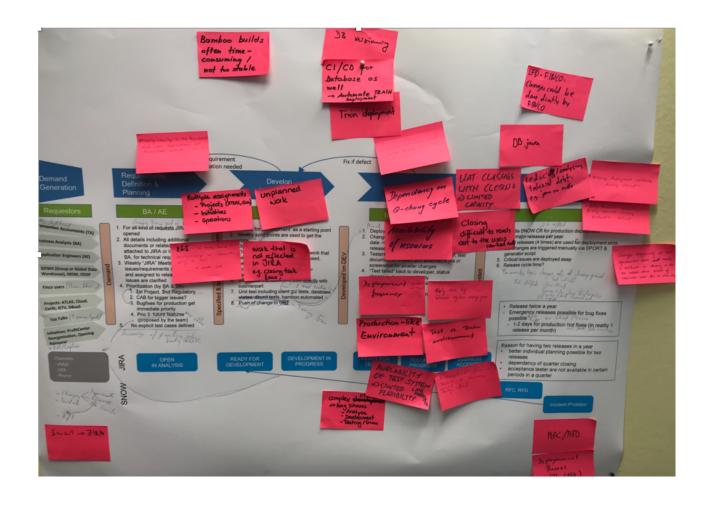


As Is Value Stream (Details pixeled out)



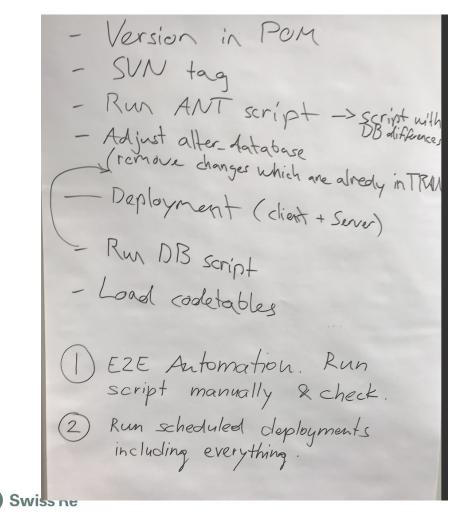


Input from
Participants
(Improvement
Areas)

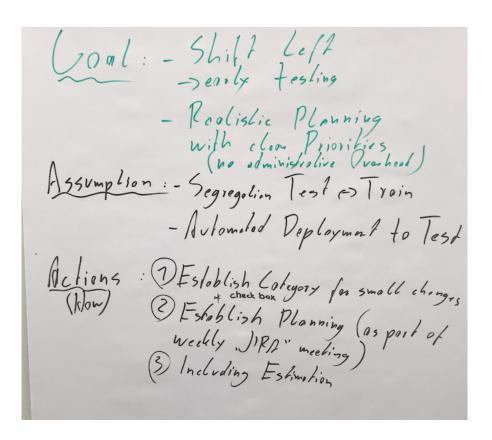


Outcomes Group Work

Group A:



Group B:



Example 2 All involved in a Room!



Example 3 SAP GL Team



 Very complex environment, multiple teams & value streams, hybrid agile.

Some Findings out of VSM:

- definition of done / definition of ready is not defined
- e2e accountibility
- Testing automation

Some Improvement identified:

- Testing, Automation, Shift Left
- Collaboration People
- DoD, DoR, Unclear/Changing Requirements



Example 3 Does this work with so many people?



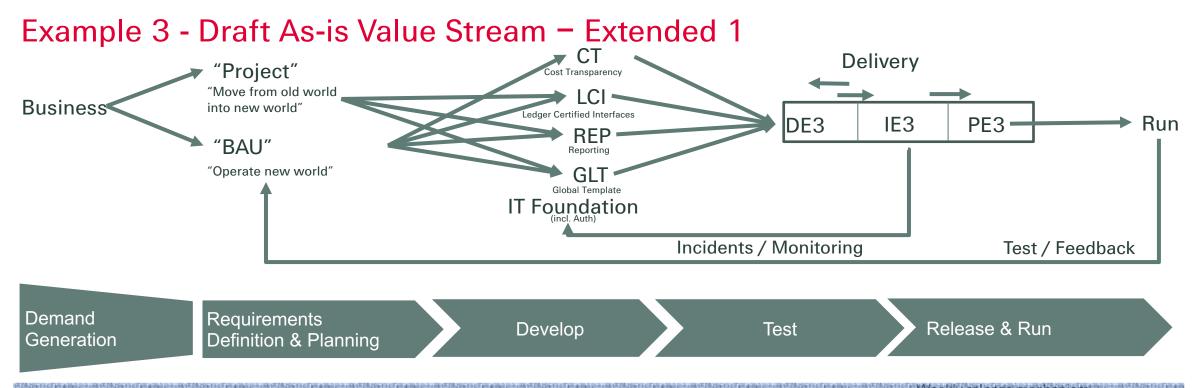


Example 3 Draft As-is Value Stream – High Level

Inception Value Delivery "Project" Cost Transparence "Move from old world into new world" **Business** Ledger Certified Interfaces IE3 Run DE3 PE3 REP "BAU" Reporting "Operate new world" **Global Template** IT Foundation (Auth) Test / Feedback

Incidents / Monitoring



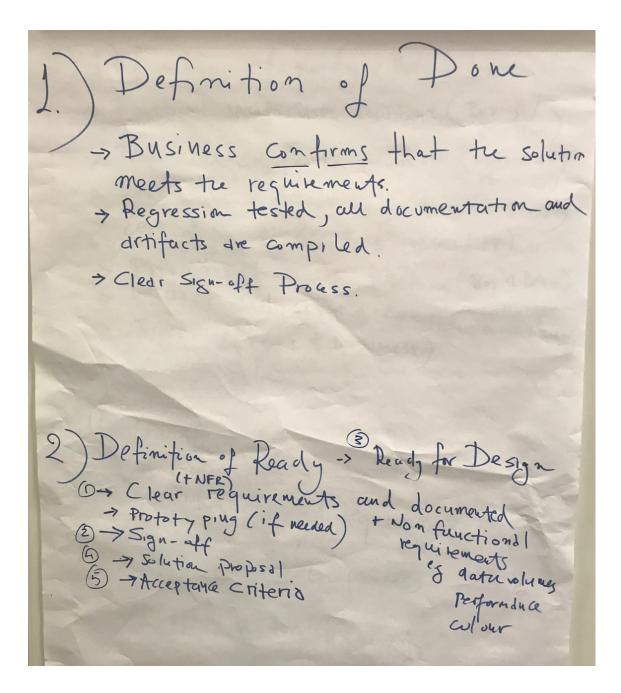


- Weekly release mechanism Requirements are documented Two main tests: SIT & UAT: Types of requests: - In some teams subtasks are used for deployment Onbarding new location created for user stories and both on IE3 - All non SAP loosely - Additional information (Fit/gap workshop) Plus component test for BAU components orchestrated Regulatory (FSA Newsl., (Design, ...) in Sharepoint Corresponding CHARM ticket Dedicated & program-wide Confluence (Wiki) UAT is created - End User Requirements - Epics are broken down into Sporadic unit testing Program wide once a year - Incidents / Ops User - Stories and subtasks. After development peer review (Q4)- Runbooks for regression improvement! Additionally umbrellas are used Code quality gates, ATC as structure element Requestors: testing - BA, - Project, - End User Requirements prioritization (FROS team) - Tax group & group done through various stakeholders Finance - Power Users, -SCA Solution Engineering Governance Channel -eMail JIRA (Reco), - SNOW,

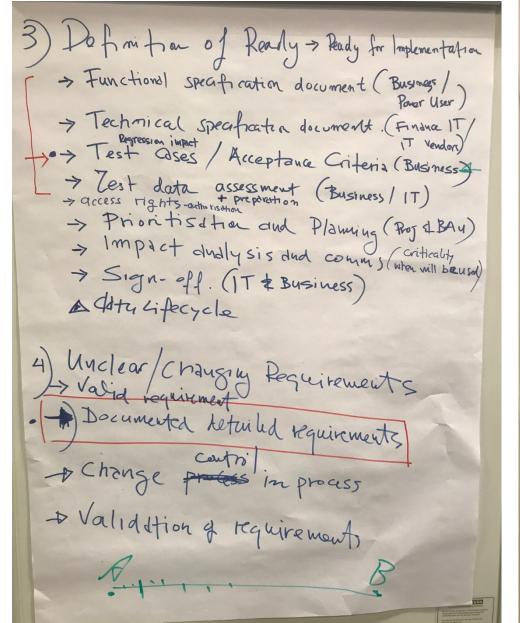
Example 3 - Identified Improvement Areas (Red Post It's)

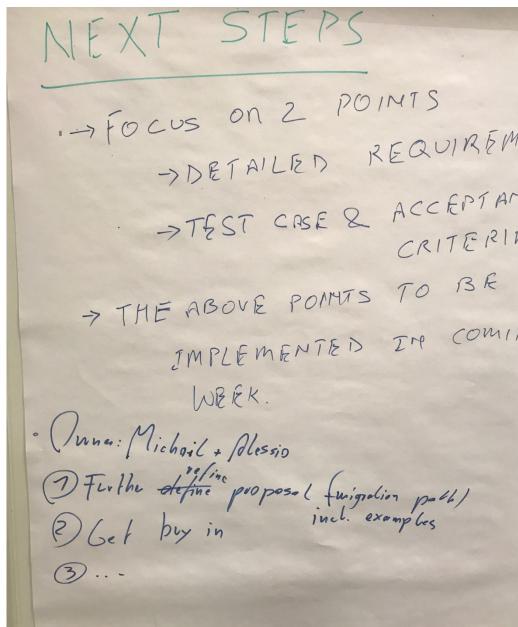


Example 3 Results Group 1 (1/2)

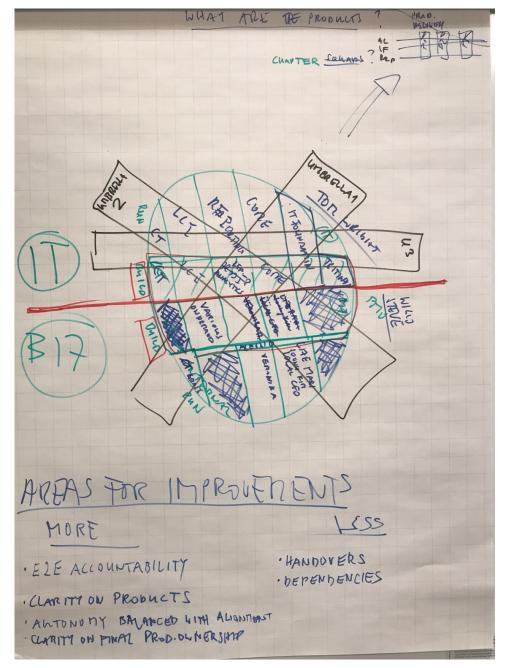


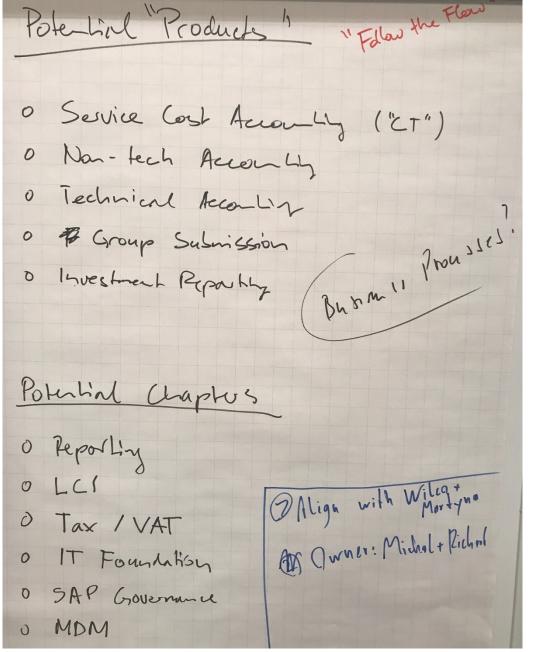
Example 3 Results Group 1 (2/2)



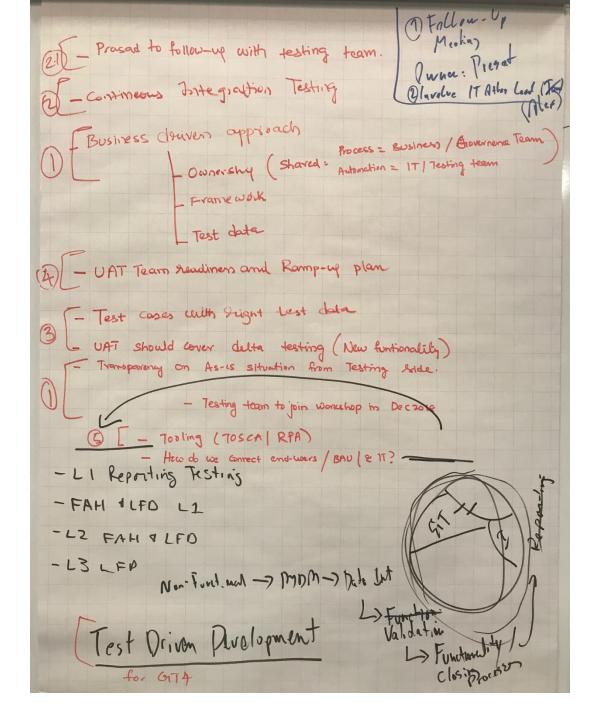


Example 3 Results Group 2

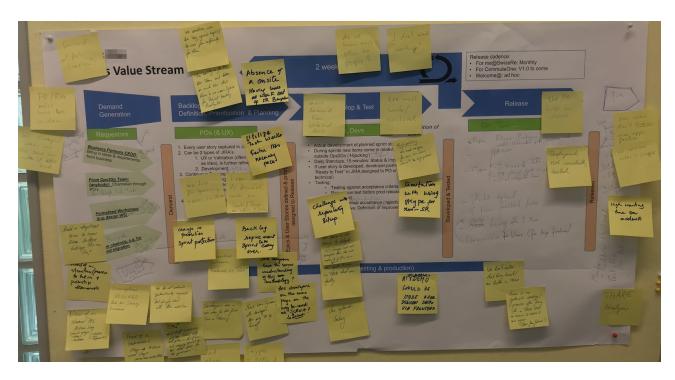




Example 3 Results Group 3



Example 4 Mobile App Developement Team



Some Improvement identified:

- Reserve time for unplanned stuff (ScrumBan)
- Shift left (quality gates before release)
- Create Stakeholder Map

- Innovation Team
- Scrum, UX, Design Thinking
- High degree of autonomy & decoupling

Some Findings out of VSM:

- No time for incidents
- Quality gates before Release → late feedback
- Inputs from many stakeholders / not clear -> difficult prioritizations



Conclusions & Learnings

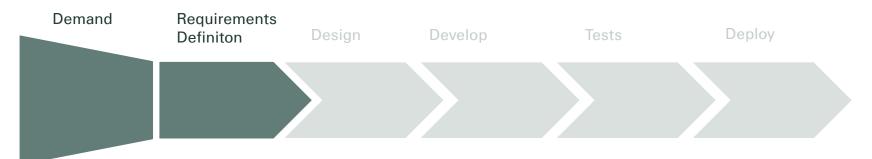
- Just making the value Stream visible can already solve many issues!
- As improvements are defined by the team, they usually support it, but it also needs commitment (intrinsic purpose)
- Implement the improvement the agile way -> prioritized backlog, iterations with feedback
- VSM should't be a one-off exercise, but a continuous effort
- Scoping the Value Stream right at the beginning is key, but sometimes difficult
- Involving business representatives is crucial, but not easy, there is still a business / it silo mindset in place



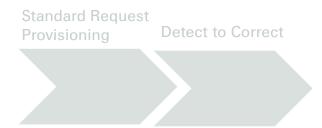
Appendix Example questions for identifying As-Is VAlue Stream

Example Value Stream Questions

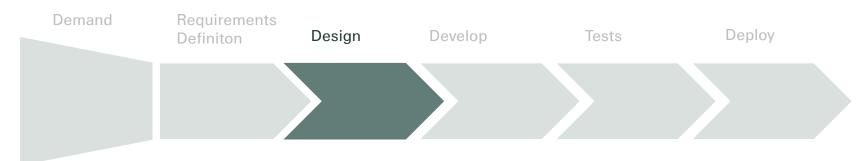
This was for a classic waterfall setup



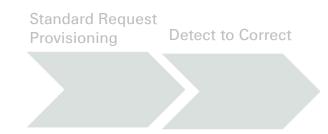
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- How are requirements prioritized?
- Ressources involved?
- Typical lead times?



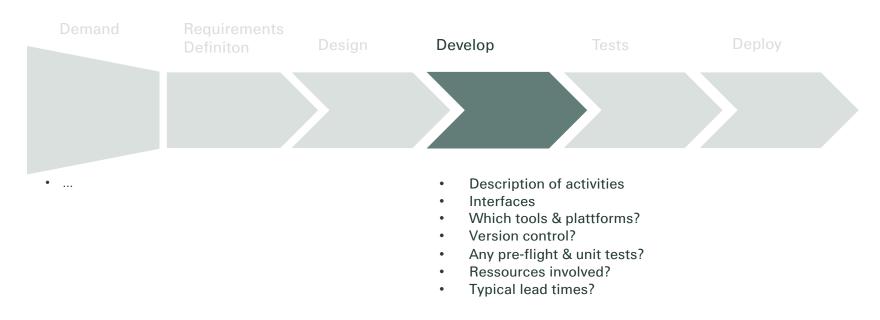


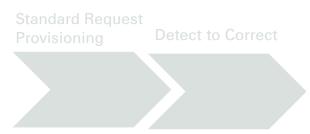


- Any design done before starting with development
- · Description of activities
- Dependencies
- Ressources involved?
- Typical lead times?

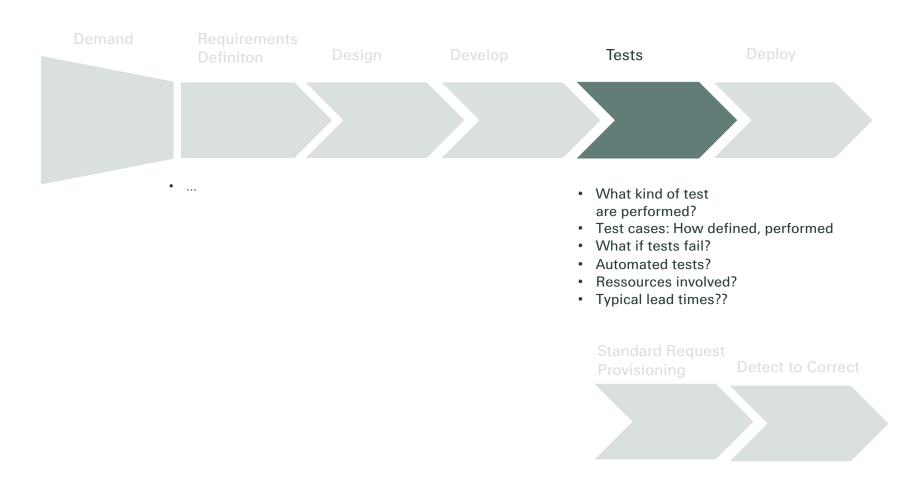


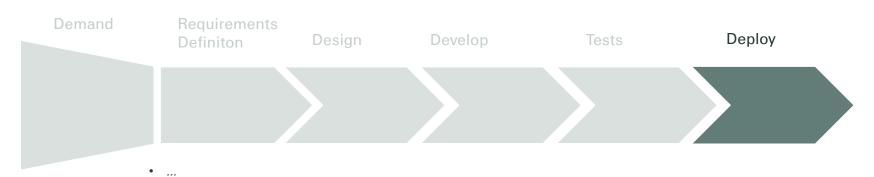












- · Description of activities
- Ressources involved?
- Typical lead times?

