

# Improving the Practice of Process Improvement

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# The Paradox of Process

- Process-focused improvement efforts promise big payoffs. (e.g. Easton and Jarrell 1998)
  - › **Total Quality Management**
  - Business Process Reengineering**
- But process-oriented efforts often fail.
  - › **Failed implementation** (e.g. Ernst and Young 1991, White 1996)
  - › **Short-lived successes** (e.g. Kaplan 1990)

# The Paradox of Process

- Product development is a particularly challenging process.
  - › **Long delays between decisions and consequences**
  - › **Content provided by many functions**
- Doing product development well promises a particularly high payoff.
  - › **Tools seldom used (e.g. Cooper, Edgett, and Kleinschmidt 1997)**

# Why can't we collaborate?

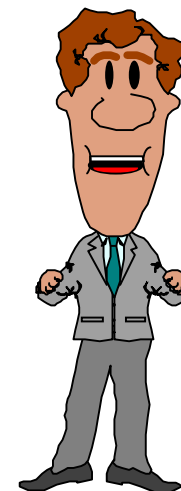
projects  
duration:  
initiation to  
launch

engineer-hours to  
complete

volumes  
customer base  
percent first-time  
buyers



*Engineering*



*Marketing*

# Challenges in Cross-functional Collaboration

- The knowledge we need is
  - › **Local (Wenger 1998)**
  - › **Embedded (Polanyi 1966)**
  - › **Invested (Taylor 1993)**
- We have trouble representing to each other what's at stake for us
  - › **Longer development cycles,  
higher costs, fewer efficiencies**

# Why can't we keep up?

*MKT:* No design changes--just make it black!

*ENG:* It's a process problem. We've never painted parts that get so hot.

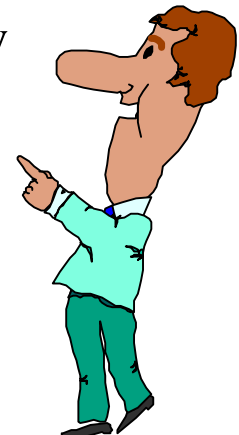
*MKT:* It's the right thing to do!

*ENG:* We'll have to pull people off the early phase of Secret Project.

*MKT:* Secret Project is the right thing to do, too. It must be ready next year.



*ENG:* We'll work extra hard. We'll pull off this lob-in and Secret Project, too.



*Engineering*

*Marketing*

# Challenges of Dynamic Complexity

- Short-term actions and outcomes are more
  - › **Salient** (Kahneman et al. 1982)
  - › **Certain** (Einhorn and Hogarth 1985)
  - › **Tangible** (Repenning and Sterman 2000)
- The longer the delays, the worse grows our decision-making.
  - › **We blame the people, not the system--and make the problems worse.** (Repenning and Sterman 2000)

# Process Challenges

- A *process* by definition
  - › **Involves multiple practices**
  - › **Is dynamic**
- Product development is particularly vulnerable to two failure modes:
  - › **Break-downs in cross-functional collaboration**
  - › **Inability to manage dynamic complexity**



# Boundary Objects Help with Collaboration

- A robust boundary object...  
*concretely shows differences and dependencies and is transformable by all involved*
- Kinds of boundary objects:
  - › **Repositories**
  - › **Objects / drawings**
  - › **Maps / models**
  - › **Methods**

# Formal Models Help with Dynamic Complexity

- System view shows it's the process, not just the people. (Repenning and Sterman 2000)
- A model can depict interactions between physical and behavioral aspects of work.
- Simulation through time portrays trade-offs between short-term and long-term strategies.

# Each Without the Other May Not Work

- Typical boundary objects can't always
  - › **Represent the dynamic complexity at stake**
  - › **Represent a *process* as it is and as it can be**
- Formal modeling efforts often
  - › **Fail to involve the people who can act**
  - › **Fail to be concrete**
  - › **Fail to be transformable / iterative**

# Proposed: Use Formal Model as a Boundary Object

- Formal model is more explicit than description with words.
  - › **The process of building a model aids consistency and draws out unspoken assumptions.**
- Simulation through time emphasizes dynamic nature of relationships / process.
  - › **Simulation model is *designed* to be transformable.**

# Proposed: Use Formal Model as a Boundary Object

- Process-oriented efforts may *require* formal models as boundary objects
  - › **Rapid process prototyping**
    - ⇒ Easy to transform
    - ⇒ Easy to see trade-offs over long time horizon
  - › **Low-cost iterative experiments--  
a “wind tunnel” for organizational  
process experimentation**

# As a Boundary Object a Model Can Become More Effective

- Involve people from across practices
  - › **Use concrete model variables**
  - › **Show how the work of one group affects the work of other groups**
- Model in front of the group
  - › **Simulate early and often**

# Learning More About Boundary Objects

- Using formal models as boundary objects
  - › **Provides consistent empirical opportunities**
  - › **Increases the population of boundary objects for study**
  - › **Carries boundary objects into process design as well as product design**
- Using system dynamics models explores
  - › **What levels of detail are appropriate to talking about process**
  - › **Range of cross-practice collaboration**

# Research Underway

- Combining **formal modeling** techniques with a theory of **boundary objects**, we'll contribute to the theory and practice of creating and sustaining robust processes.
- We're seeking to articulate a **sociology of effective use** of formal models.