



scruminc.

Extreme Manufacturing

Taking Scrum Back to its Roots



Hosts: Alex Brown, Jeff Sutherland
Presenter: Joe Justice

scruminc.: Who We Are

Scrum Inc. is the Agile leadership company of Dr. Jeff Sutherland, co-creator of Scrum. We are based in Cambridge, MA.

We maintain the Scrum methodology by:

- Capturing and codifying evolving best practices,
- Conducting original research on organizational behavior
- Adapting the methodology to an ever-expanding set of industries, processes and business challenges



We also help companies achieve the full benefits of Scrum through our full suite of support services:

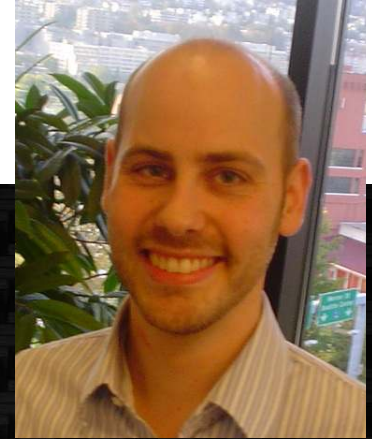
- Training (Scrum Master, Product Owner, Agile Leadership, webinars, etc.)
- Consulting (linking Scrum and business strategy, customizing Scrum)
- Coaching (hands-on support to Scrum teams)
- Publishing and new content development

We run our services company using Scrum as the primary management framework, making us a living laboratory on the cutting edge of “Enterprise Scrum”

Find out more at www.scruminc.com.



Wikispeed: Who We Are



Joe Justice, Team Lead of Wikispeed
info@wikispeed.com

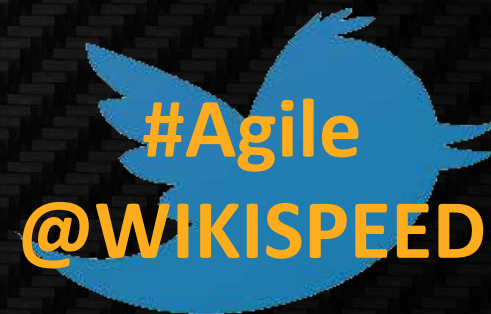
MY NEXT CAR GETS 100 MPG. U.S. EPA

WIKISPEED

158 IMPERIAL. 1.5 l / 100KM.



www.WIKISPEED.com



Agenda

- Motivation: the Team Wikispeed story
- What is Extreme Manufacturing? (XM)
- Why are these concepts important?
- Parting thought: the future of manufacturing

Wikispeed and the Automotive X-Prize



- Automotive X-Prize created in April 12 2007 with stated objective to build street legal car that:
 1. Achieved 100+ mpg fuel economy
 2. Produced less than 200 g/mi of CO₂ emissions
 3. Could be built for the mass market
- At the time, most efficient gas car only got 42mpg
 - Cars that achieved 100mpg existed...but were "bobsleds"

Astounding Results

- Wikispeed placed 10th in mainstream class, out of 136 competitors
- Developed lightest frame to ever receive a five-star crash equivalency rating (124lbs)
- Accomplished all of this in only 3 months with an all volunteer team!



Rapid Evolution of the Wikispeed Car

2009



Only 3-months after team is formed, early version of Wikispeed car places 10th in mainstream class at Automotive X-Prize

2010

2011



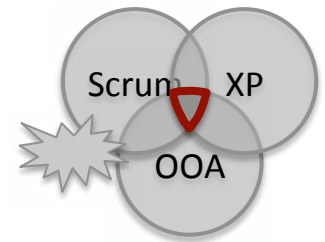
Enhanced version of Wikispeed car shown at Detroit Auto Show and featured on Discovery Channel

2012

Production version of Wikispeed car commercially available for purchase



How Wikispeed Did It: Extreme Manufacturing (XM)



I. Scrum Organization

- a. Roles and Responsibilities
- b. Sprints/Iterative Design
- c. Make Work Visible
- d. Measure Velocity
- e. Continuous Improvement (Lean)

II. XP Engineering Principles

- a. User Stories
- b. Pairing and Swarming
- c. Test Driven Development

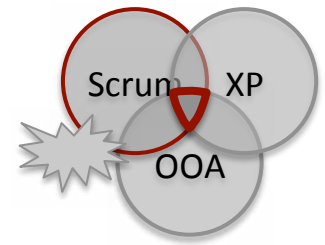
"XM"





III. Object-Oriented Architecture

- a. Modular Components
- b. Contract-First Design
- c. Design Patterns
- d. Re-use and Inheritance

Morale is a multiplier for Velocity!

Scrum Organization: Roles and Responsibilities



 PO - Product Owner
 SM - ScrumMaster
 T - Team
 C - Customer



Product Backlog Refinement



Sprint Review

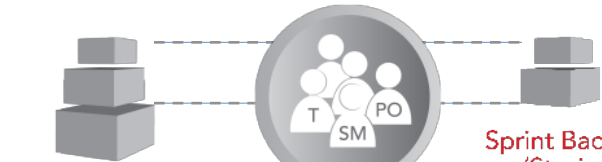


Sprint Retrospective


 Input from End-Users, Customers, Team and Other Stakeholders



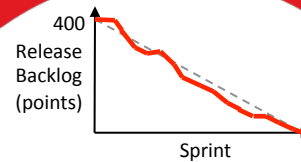
Product Owner



Product Backlog (Features)

Sprint Planning

Sprint Backlog (Stories)

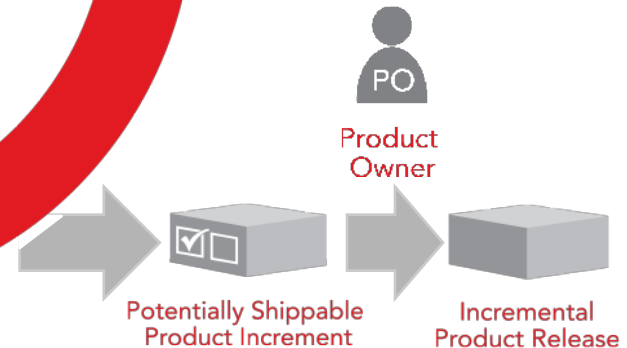


Sprint
1-4 Weeks

24 hrs



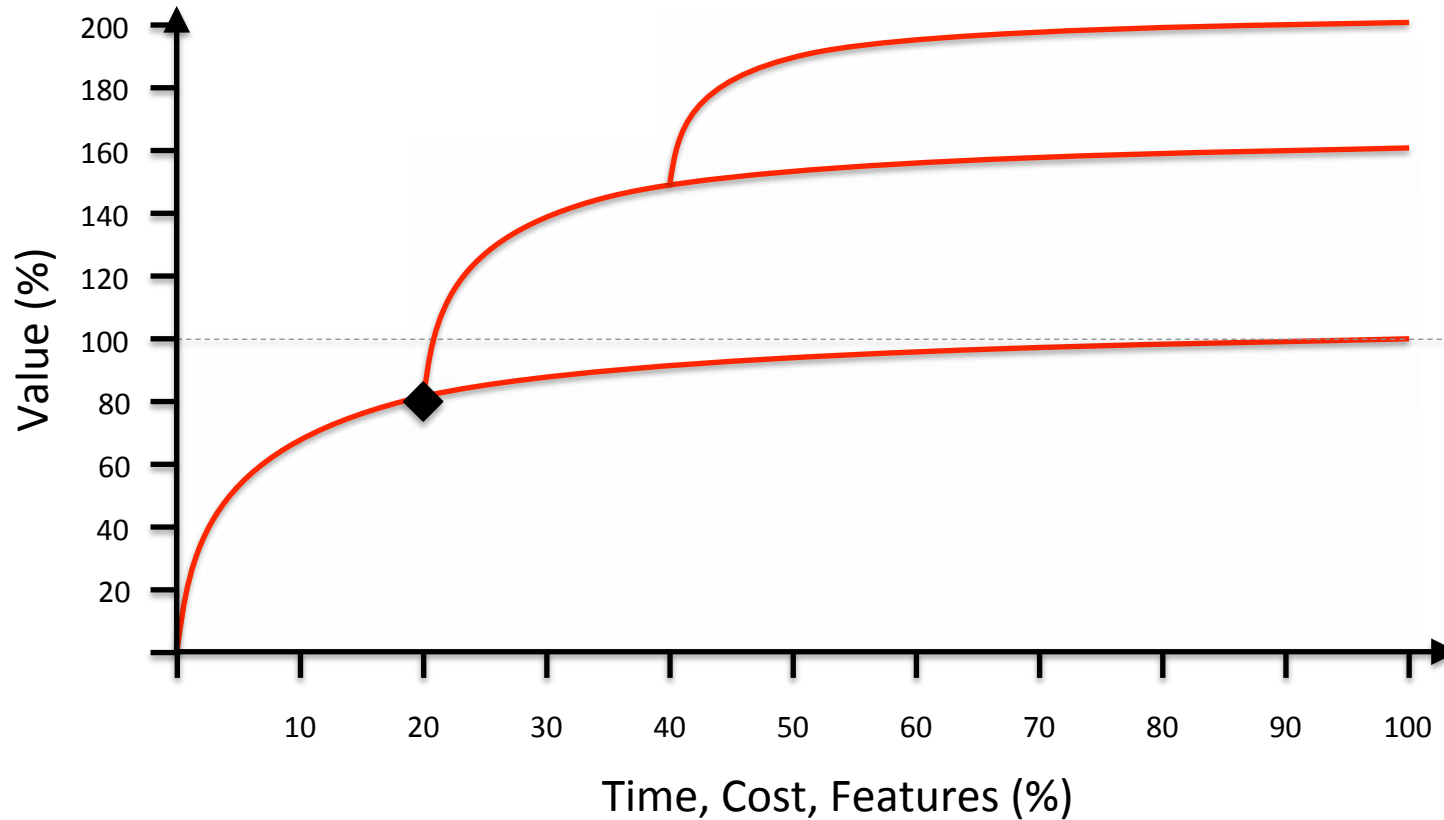
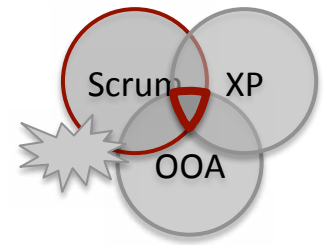
Daily Standup



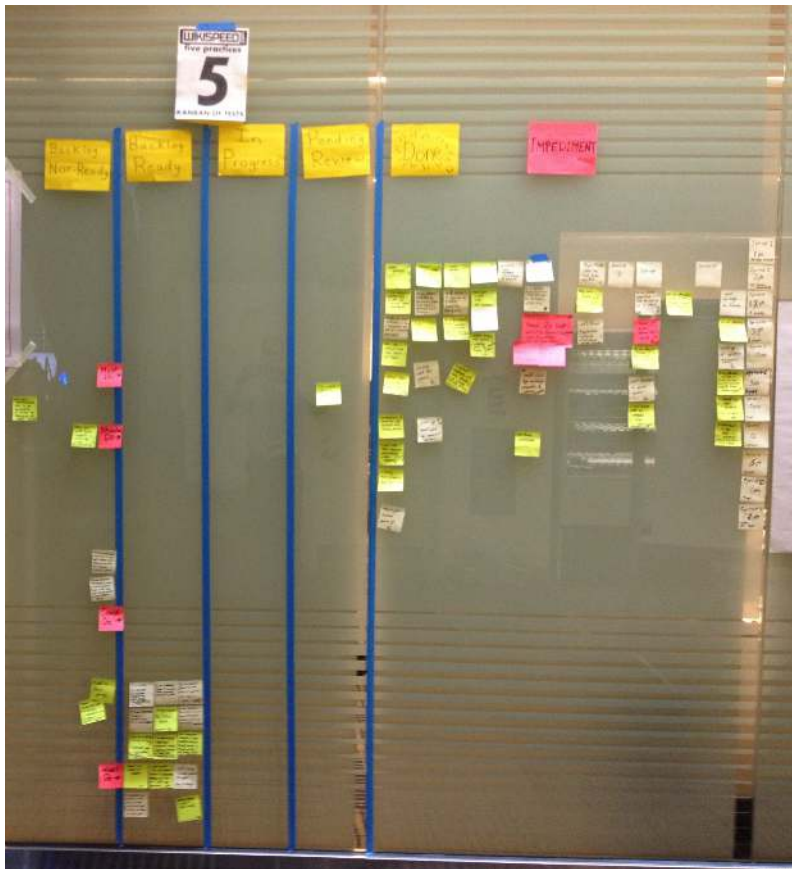
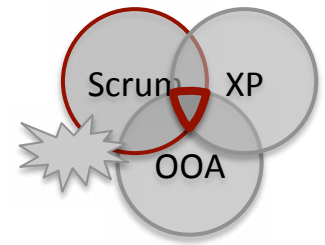
Potentially Shippable Product Increment

Incremental Product Release

Scrum Organization: Sprints and Iterative Design



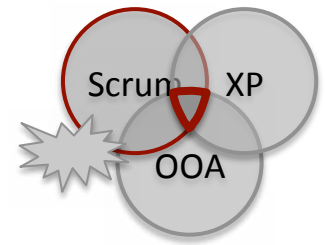
Scrum Organization: Make Work Visible



Visualizing workflow:

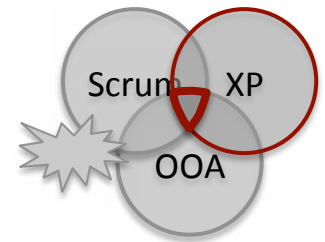
- Keeps the team aligned
- Allows them to make better decisions independently
- Avoids hidden delays

Scrum Organization: Continuous Improvement (Lean)



- Build time in to improve the Process, not just the Product
- Set up a process around minimizing the cost of change
- Always try to use less stuff

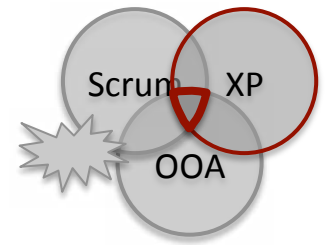
XP Engineering Principles: Pairing and Swarming



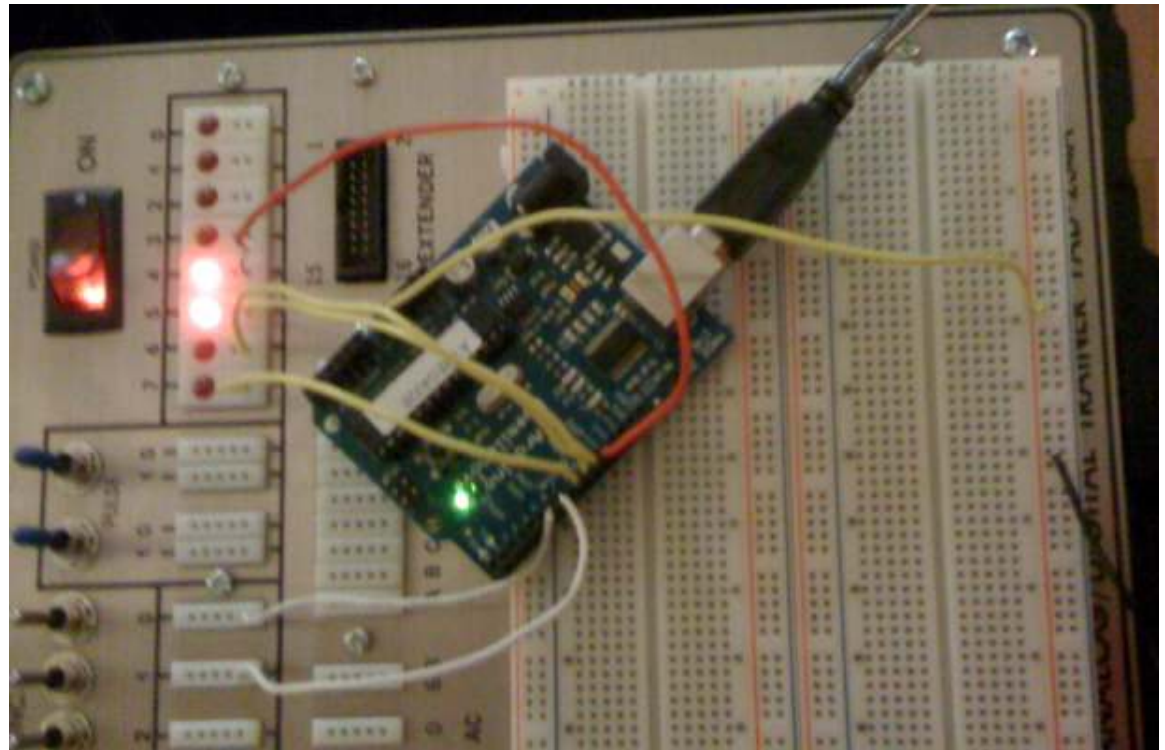
By working together, two colleagues....

- Build quality control into the process
- Share knowledge
- Collaborate to develop more creative solutions

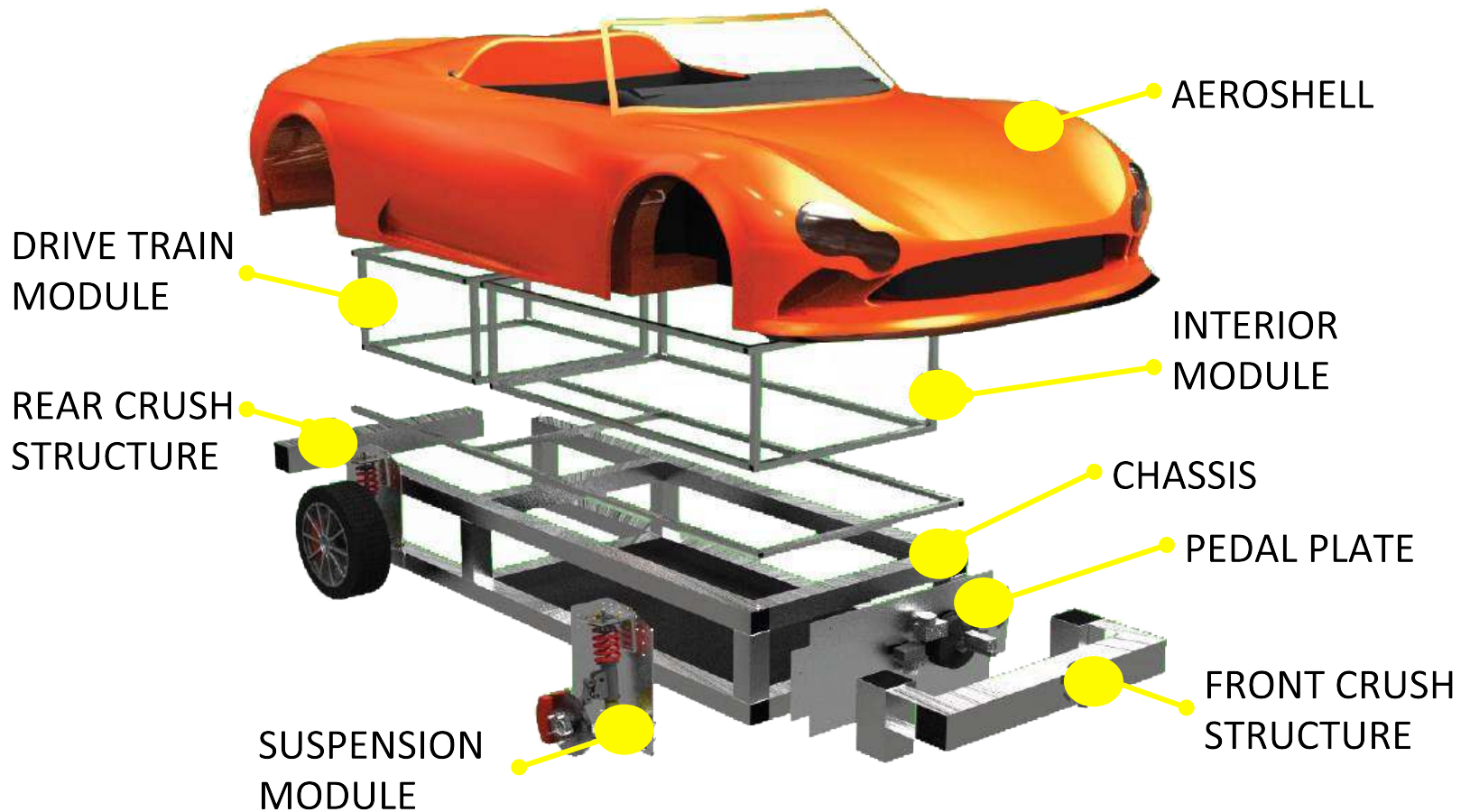
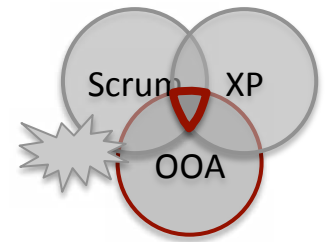
XP Engineering Principles: Test Driven Development (TDD)



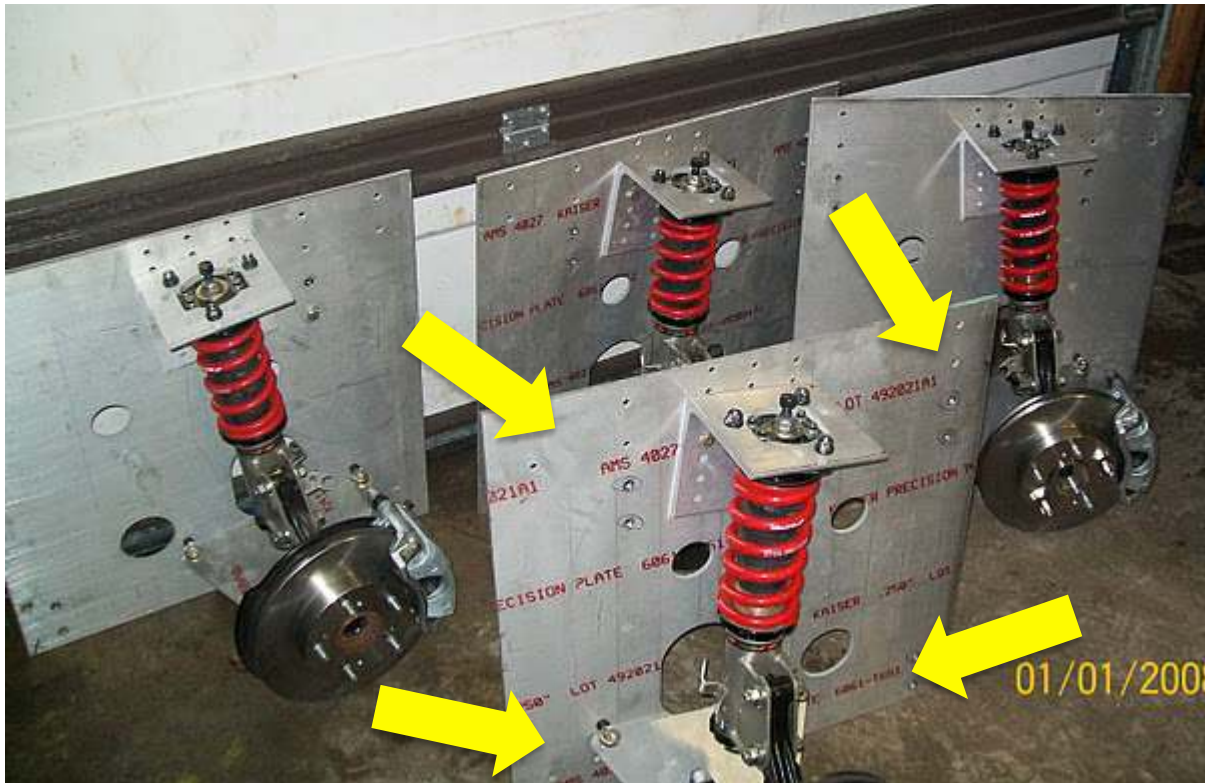
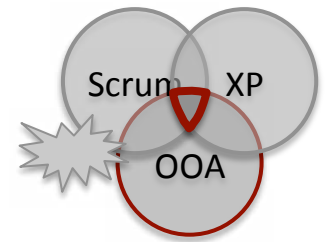
1. Before designing a part, specify the key performance attributes it needs to have, and a way to test them
2. Build the minimum amount needed to pass the tests
3. If needed, refine the design to make it more straightforward (while still passing all tests)



Object Oriented Architecture: Modular Components



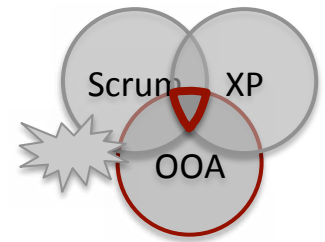
Object Oriented Architecture: Contract First Design



Pre-negotiated physical and data connections permit greater design versatility

Interfaces deliberately over-designed to reduce need for disruptive re-negotiation

Object Oriented Architecture Design Patterns and Inheritance

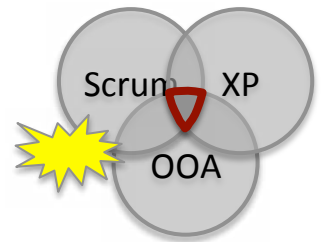


- Don't re-invent the wheel
 - If a proven solution has worked well in the past, start with that and modify as needed



- Reduce complexity – Find solutions that work for multiple aspects of the problem
 - Eg. If a particular bolt works as a fastener in one location, use the same bolt in all similar situations

Morale is a Multiplier for Velocity!

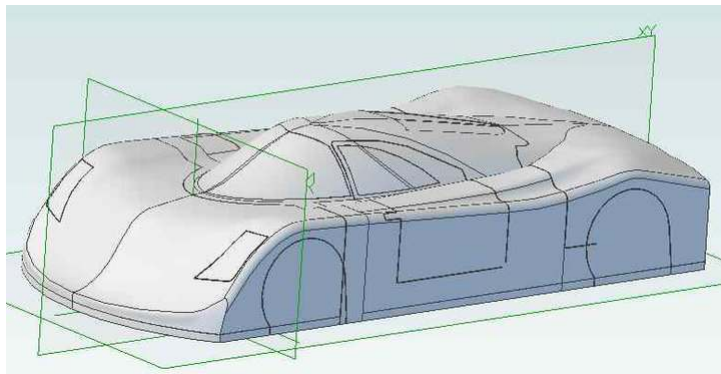


People having fun and following a sense of purpose get more done

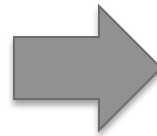
Why this is Important: The Corporate Strategy Implications of XM

- 1 “Customer-centric development” = build products that your customers want to buy
 - 2 “Use less stuff” = lower the cost to produce
 - 3 “Reduce the cost of change” = Bring innovative products to market faster than the competition
- + As an added bonus, happier employees are more productive and have lower turnover

Why this Is Important: Move Faster than you Thought Possible



Day 1: Develop new Aeroshell CAD design



Day 2: Automated CNC router creates foam mold



Day 5: Demonstrate new LeMans exterior at Detroit Auto Show



Day 3: Team lays up carbon-fiber composite shell to cure on mold

Why this Is Important: Leading Manufacturers Already Moving this Way



Parting Thoughts: Scaling "Out" Rather Than "Up"

- Consumers increasingly expect more product customization in response to local needs
 - This leads to smaller production runs
 - Will manufacturing scale remain important as this trend advances?
-
- If not, are Container-based Micro-factories the future of manufacturing?
 - Consistent, local fabrication in all markets
 - Easily re-deployable anywhere in the world



Conclusion

- Extreme Manufacturing combines elements of Scrum, XP, and Object-Oriented Architecture back into a manufacturing and hardware environment
- Wikispeed has been an early proof-of-concept on the effectiveness of this approach
- Forward-looking manufacturers are already starting to move in this direction. Is your competitor one of them?

Questions?



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