

# The Development Difference

*Essential Insight for Understanding and Mastering Development Projects*

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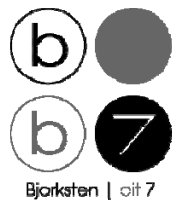
# Agenda

- Introduce Activity
- Have Fun
- Discuss Observations
- Discuss Implications
- Questions



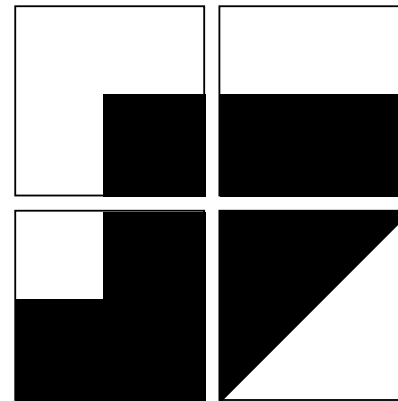
# Activity

- Complete a mini-project in 30 minutes
- The project is to solve a puzzle
  - There are thousands of possible solutions
  - You only need to find one
- There's no trick involved, just work...
  - Report progress at 15 and 30 minute points
  - Watch for things that feel like real projects



# Requirements

- Use all 64 pieces
- Create an 8x8 piece square
- Place pieces "face-side" up
- Match black and white interior edges
- Don't modify or trade pieces



# Observations

- What reminded you of real projects?
- Was your progress report “accurate”?
  - How did you arrive at % complete?
  - Why did that work / not work out well?
- Why is this puzzle so different than putting a jig-saw puzzle together?
  - Was “invisible effort” required?
  - Was significant rework required?



# Implications

- What happens when manufacturing methods are used in purely creative tasks?
- What happens when creative methods are used in purely manufacturing tasks?
- Both extremes are rare in practice
- What happens in-between?
  - Is “mostly” a good enough to assign method?
  - What happens to the “minority” subset?



# Thanks for Participating

# Questions?





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