



PHIL HAACK

THE HUMAN COST OF PROCESS

WHAT IS A PROCESS EVEN?



**A PROCESS IS A SEQUENCE OF ACTIVITIES
THAT PRODUCES AN OUTPUT**

Step 1: Build a Product

Step 2: ???

Step 3: PROFIT!





SOME PROCESSES ARE INDIVIDUAL

Have you tried turning it off and on again?

**SOME PROCESSES INVOLVE LOTS OF
PEOPLE AND TIME**



Photo: Bo-Taoshi by Dozo Domo CC BY-SA 2.0

**A SYSTEM IS A COLLECTION OF PROCESSES THAT
ACCOMPLISHES A MAJOR GOAL**

WHY DO WE CREATE PROCESSES?

WHO
WHEN
WHERE
HOW
WHAT
WHY



**WE CREATE PROCESSES TO
MAKE THE SYSTEM BETTER**

POTENTIAL BENEFITS OF A PROCESS

Processes save time

Processes reduce errors

Processes make it easy to hand off work to others

Processes scale

THE COSTS OF A PROCESS

Reduce individual freedom and decision making

Reduces autonomy over work

Reduces scalability



**BEWARE OF
BOTTLENECKS**

“IN GENERAL, FREEDOM AND RAPID RECOVERY IS BETTER THAN TRYING TO PREVENT ERROR. JUST BECAUSE A FEW PEOPLE ABUSE FREEDOM DOESN'T MEAN THAT OUR EMPLOYEES ARE NOT WORTHY OF GREAT TRUST.”

HOW DO WE DESIGN A PROCESS?





CLEARLY ARTICULATE THE PROBLEM

THINK HARD ABOUT THE **REAL**
PURPOSE OF A PROCESS



“DO NOT FALL FOR THE ILLUSION THAT BY PREVENTING ERRORS YOU WON'T HAVE ERRORS TO FIX. THE TRUTH IS THE COST OF PREVENTING ERRORS IS OFTEN GREATER THAN THE COST OF FIXING ERRORS LATER.”



**EMBRACE THE
INEVITABILITY
OF FAILURE**

OPEN IT UP FOR DISCUSSION



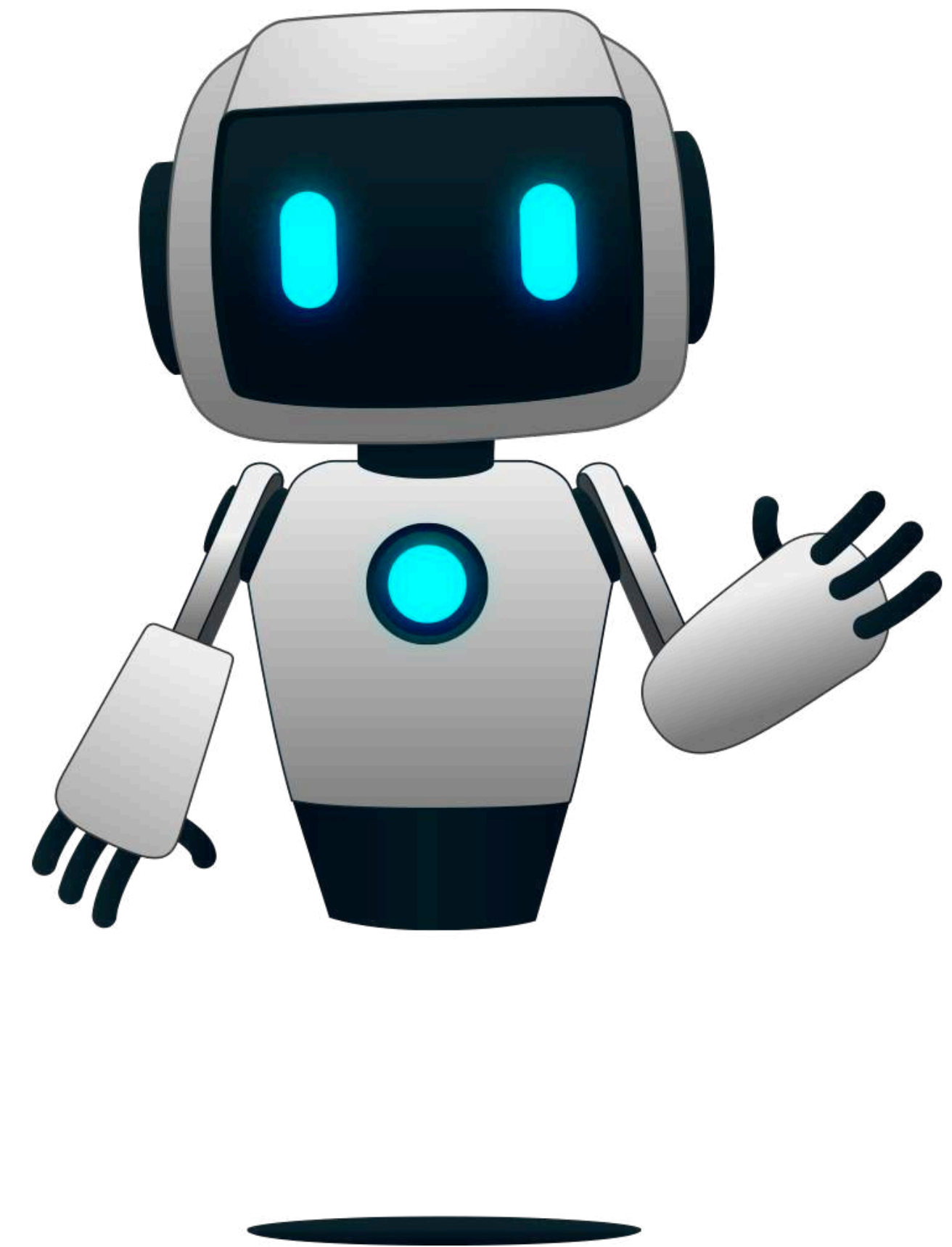


BE CLEAR ABOUT THE DECISION MAKING PROCESS

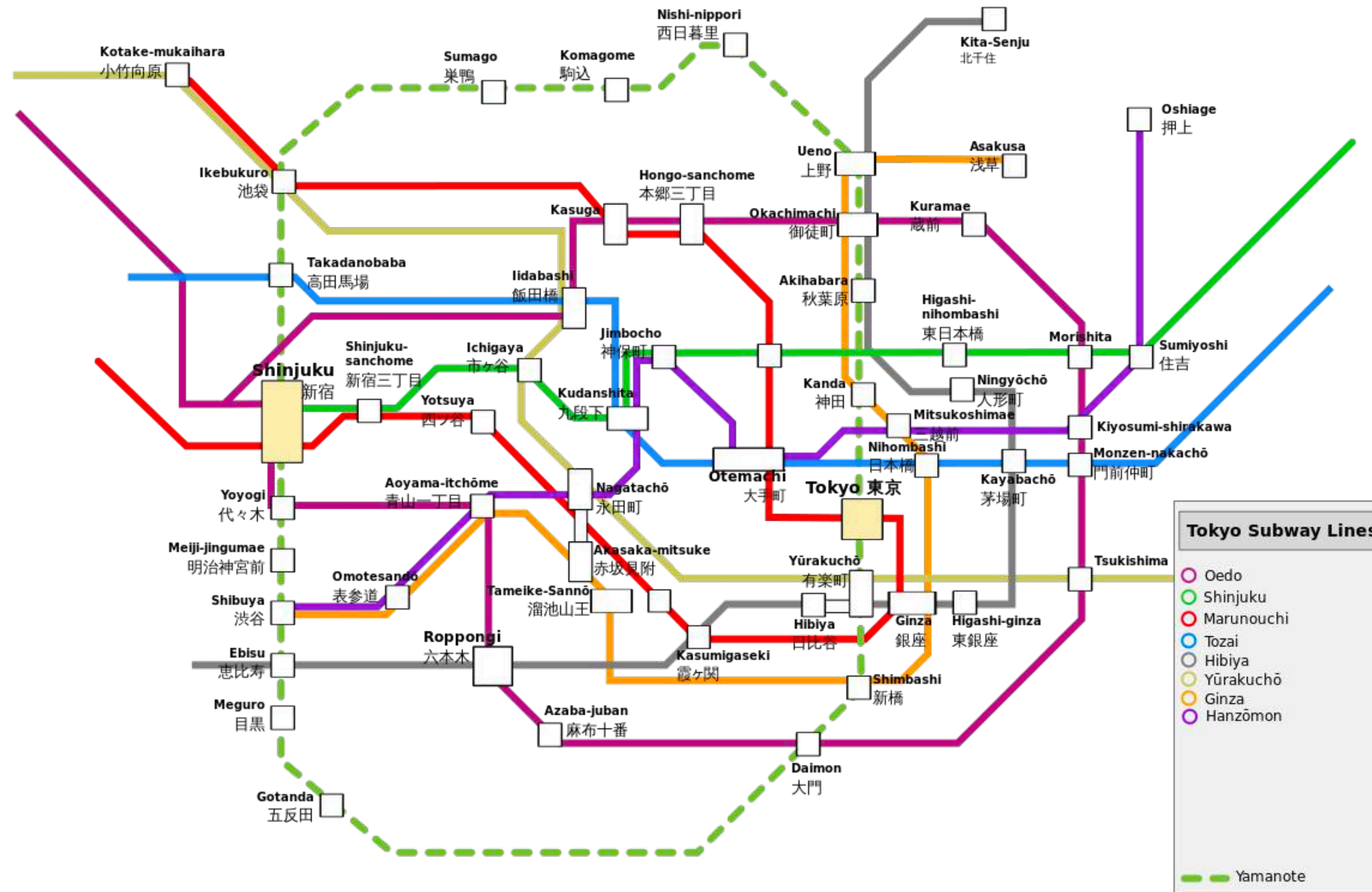


LEAD WITH EMPATHY

AUTOMATE ALL THE THINGS!



CONSIDER THE WHOLE SYSTEM





SOLVE THE PROBLEM



**HOW DO WE KNOW IF THE
PROCESS WILL MEET OUR
GOALS?**

WE WON'T.



REPORT SCHEDULE

	11AM	3PM	7PM	11AM	3PM	7PM	11AM	3PM	7PM
GLUCOSE									
PAIN									
PAIN BY MED									
CHECKS									
MISC CH									

PATIENT MEDICATION SCHEDULE

	0800	1000	1200	1300	1400

PATIENT NAME: _____ MD

**ESTABLISH A SUCCESS
CRITERIA UP FRONT**



**HOW DO WE
INTRODUCE
A PROCESS?**

STEP 0: BUILD TRUST



BUILD ALIGNMENT

OWN THE DECISION



HOW DO WE MAINTAIN A PROCESS?

PROCESSES EXPERIENCE BITROT

**“IF YOU WANT TO BUILD A SHIP, DON’T
DRUM UP THE PEOPLE TO GATHER
WOOD, DIVIDE THE WORK, AND GIVE
ORDERS. INSTEAD, TEACH THEM TO
YEARN FOR THE VAST AND ENDLESS
SEA.”**

