1.43

How does that make you feel?

Dag Flachet

Co-Founder @ Codific

Professor and board member at Geneva Business School

Doctorate degree in management and behavioral psychology.

Influencing Boardroom Strategy

1: Good Numbers

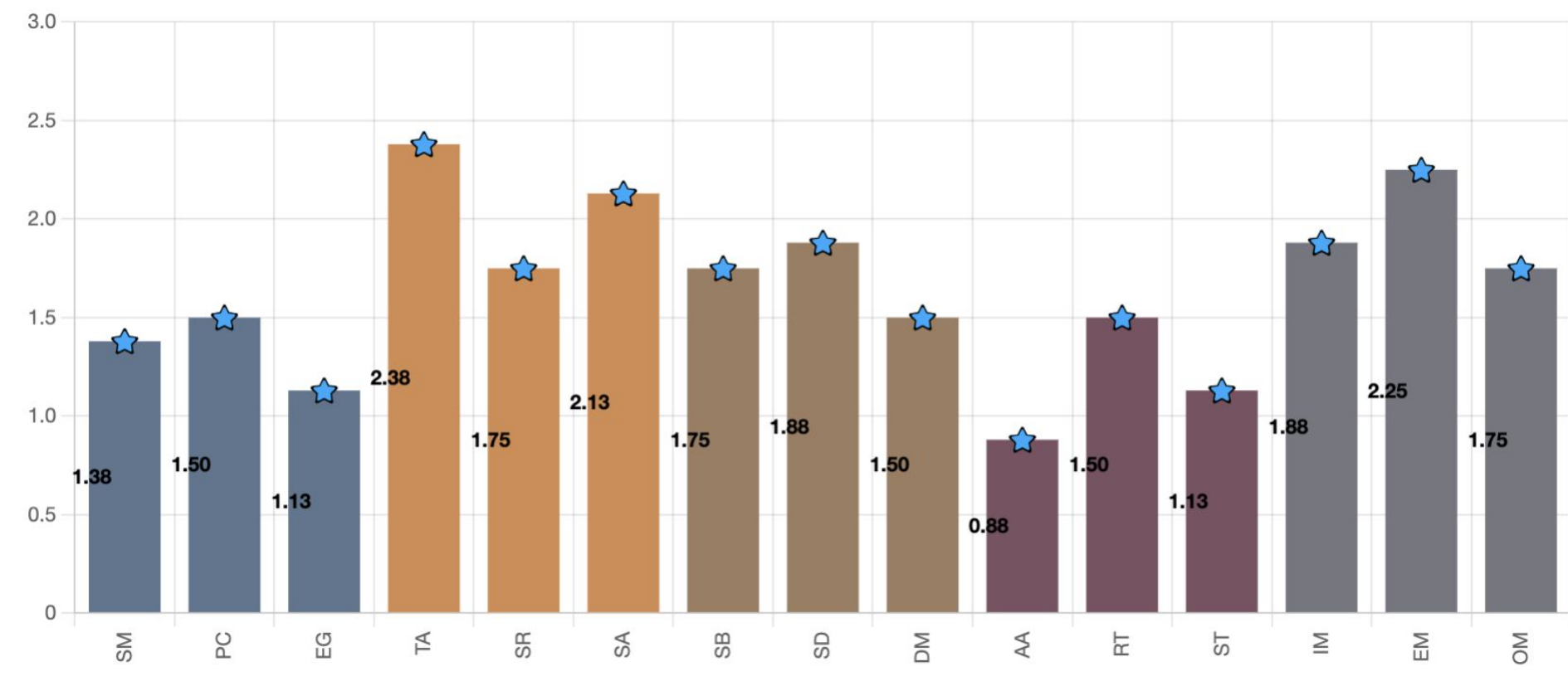
2: Reliable Numbers

3: Meaningful Numbers

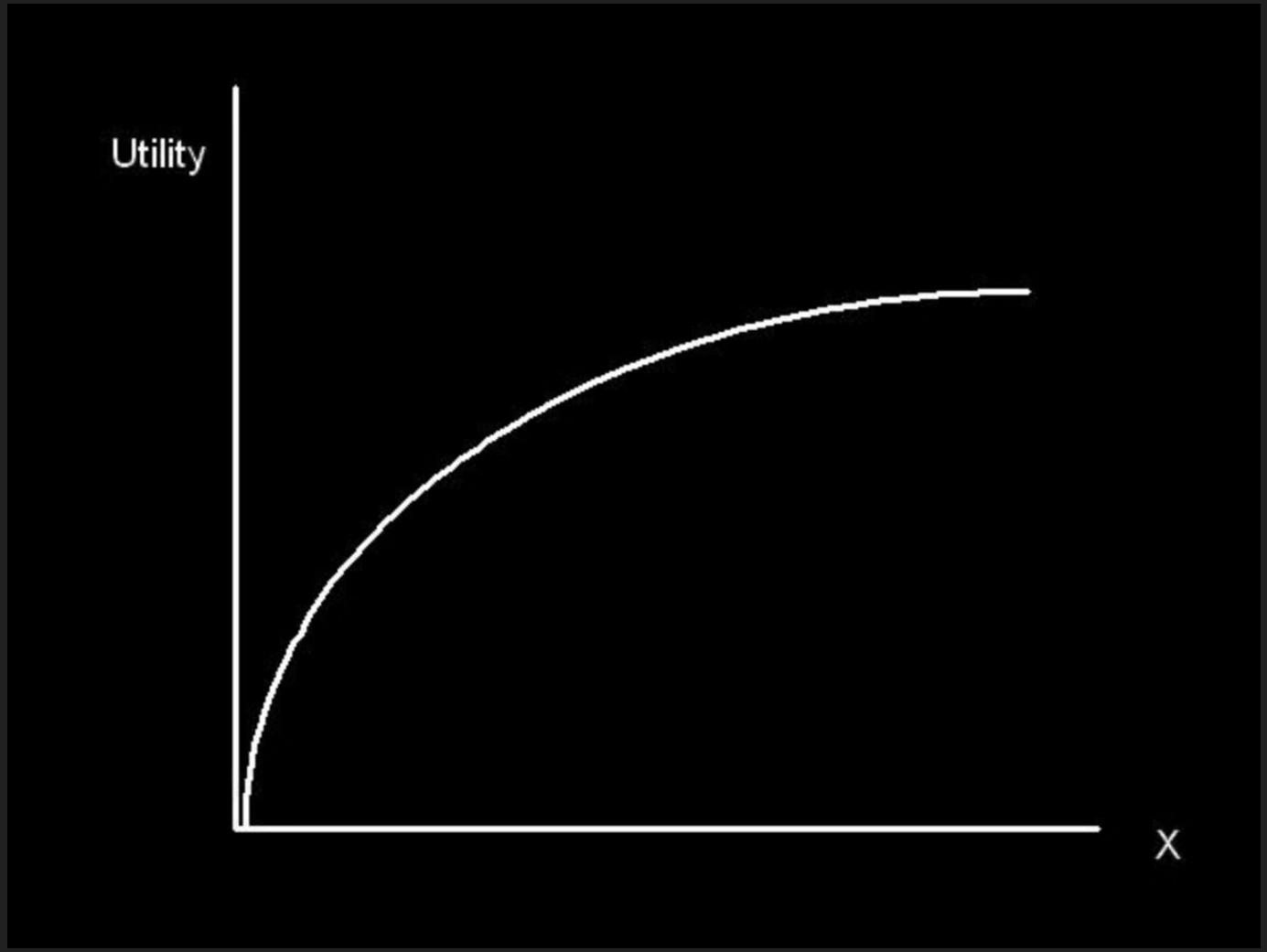
SAMM is great

1.43

1.43:
How did we get there?


3.0
2.5
2.0
1.5
1.0
0.5
0
1.38
1.50
1.13
2.38
1.75
2.13
1.75
1.88
1.50
0.88
1.50
1.13
1.88
2.25
1.75
SM
PC
EG
TA
SR
SA
SB
SD
DM
AA
RT
ST
IM
EM
OM

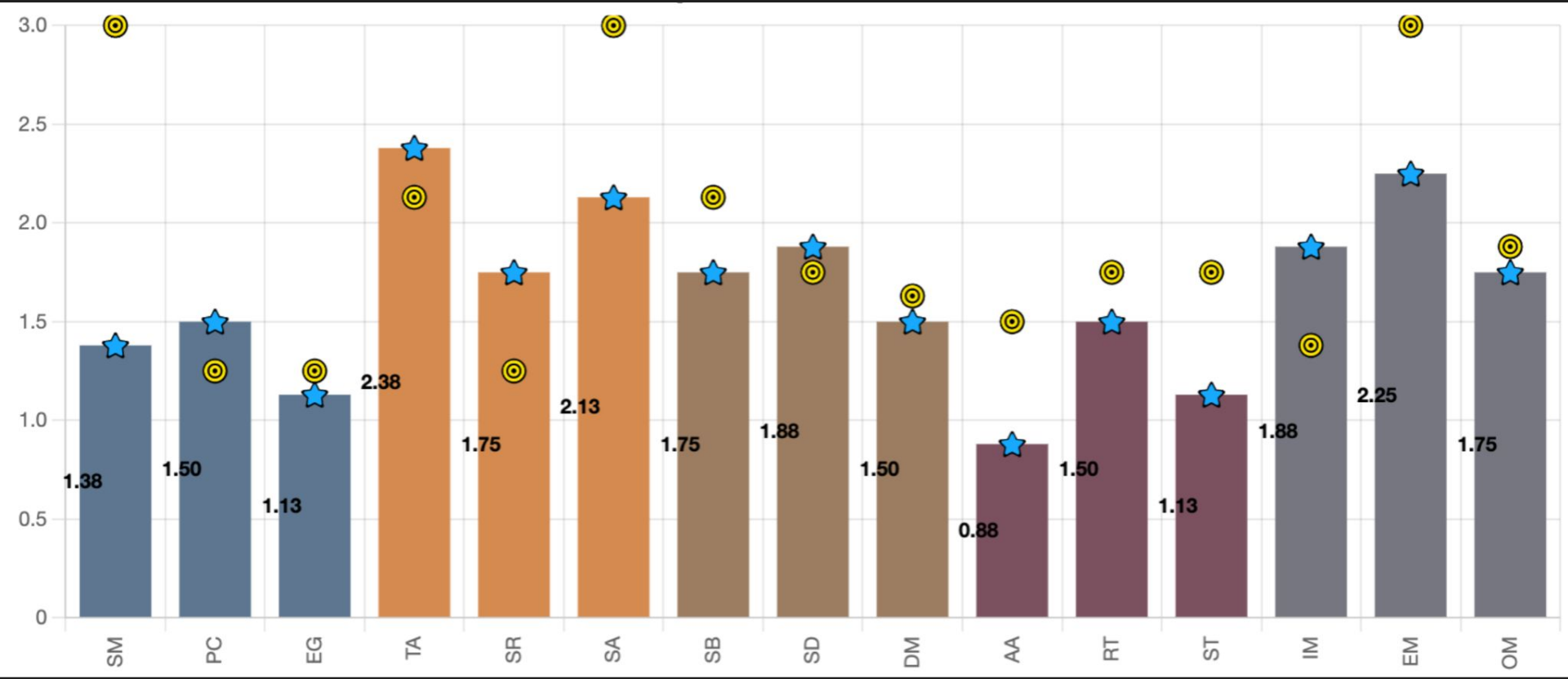
What is the real value of improvements on each of these activities?


Utility
X

The sweet spot

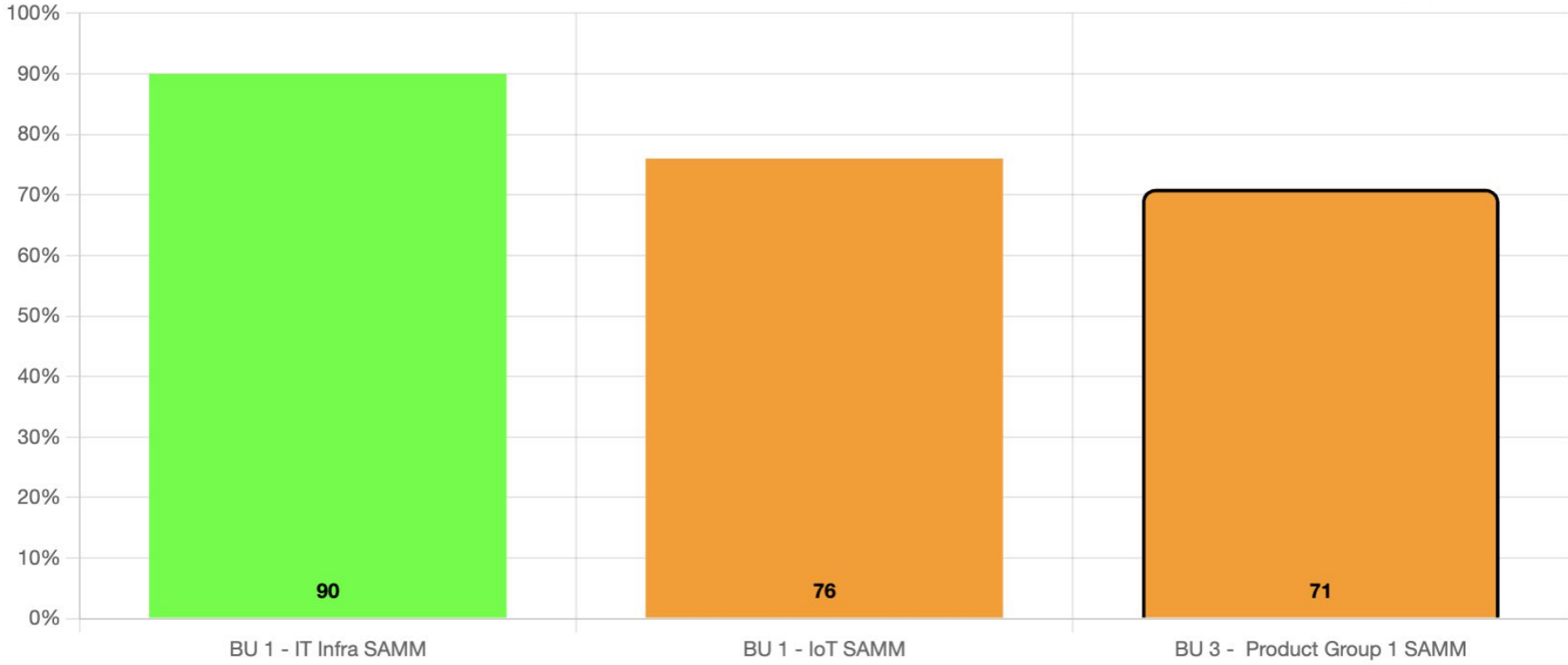
Target posture

Sweet spot for each activity


3.0
2.5
2.0
1.5
1.0
0.5
0
1.38
1.50
1.13
2.38
1.75
2.13
1.75
1.88
1.50
0.88
1.50
1.13
1.88
2.25
1.75
SM
PC
EG
TA
SR
SA
SB
SD
DM
AA
RT
ST
IM
EM
OM

Percentage to Web Apps SAMM target score

Gap analysis | Compare



Non applicable question.

Gap target

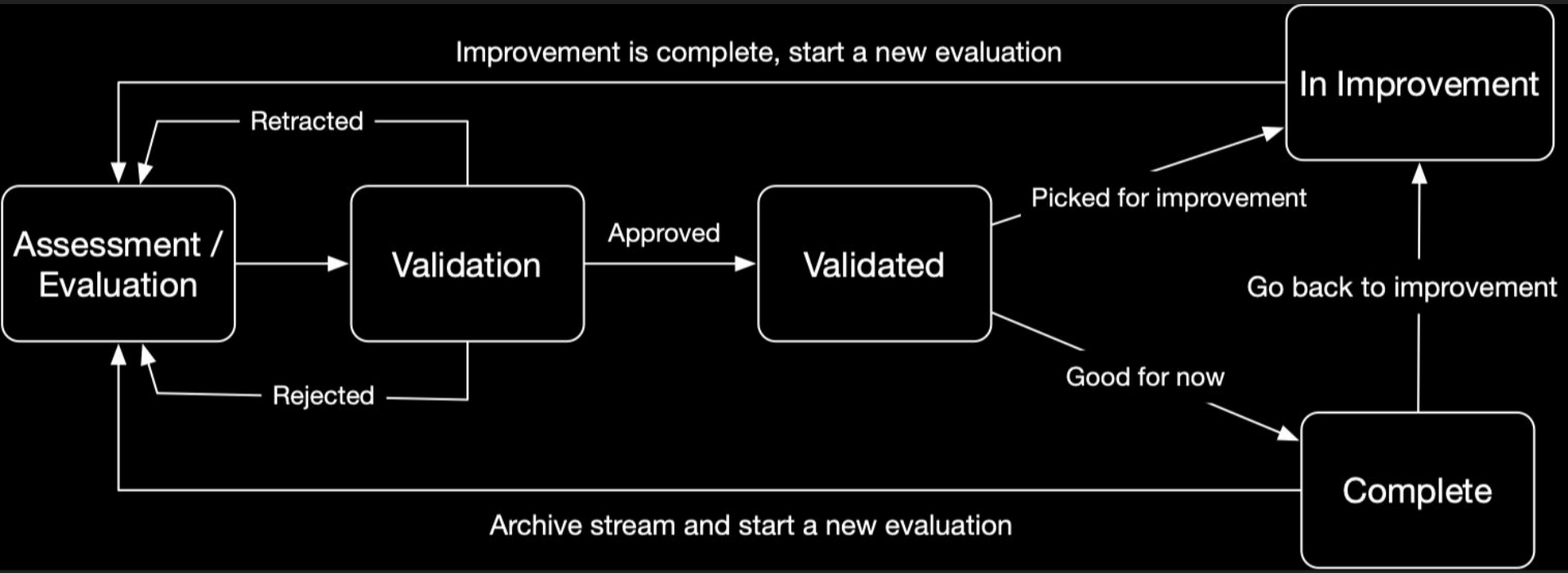
The good number.

1.43

1.43:
Really?

Who is doing the assessment?

The flip side of gamification


Improvement is complete, start a new evaluation
In Improvement
Retracted
Assessment / Evaluation
Validation
Approved
Validated
Picked for improvement
Go back to improvement
Good for now
Rejected
Complete
Archive stream and start a new evaluation

Lean quality improvement cycle for every stream.

Reliable numbers.

With stream validation.

1.43

1.43:
What does that really mean?

What about, risk, ROI?

We need these people to come up with answers.

Benchmarking, mapping and data collection.

Influencing Boardroom Strategy

1: Good Numbers

2: Reliable Numbers

3: Meaningful Numbers

Muito Obrigado