

# The Mindset of an Effective Big Room

Dan Shipley, JE Dunn Construction Tammy McConaughy, CRB

LEAN GUMBO: THE PIGHT INGREDIENTS FOR PROJECT SUCCESS

Tuesday, October 18, 2022

1-5 pm

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#### LCI Course:

The Mindset of an Effective Big Room 4 CEU

Sign the sign-in sheet for credit



#### **Learning Objectives**



Define the meaning of a Big Room, and understand the purpose and benefits of implementing the approach to improving project outcomes.



Understand the characteristics and behaviours of a Big Room Team including aspects of effective facilitation.



Identify the venue types for hosting a Big Room, and discover the key elements for tailoring the space to support collaborative activities.



Gain insights into how the Big Room approach supports knowledge sharing and enhanced collaboration.

#### Rules of Engagement



This is a safe zone



Everyone has equal status



Speak up and share your ideas



(S) Actively listen to others



One conversation at a time



Use E.L.M.O.



Silence phones



✓ Be focused and engaged



Stay on time



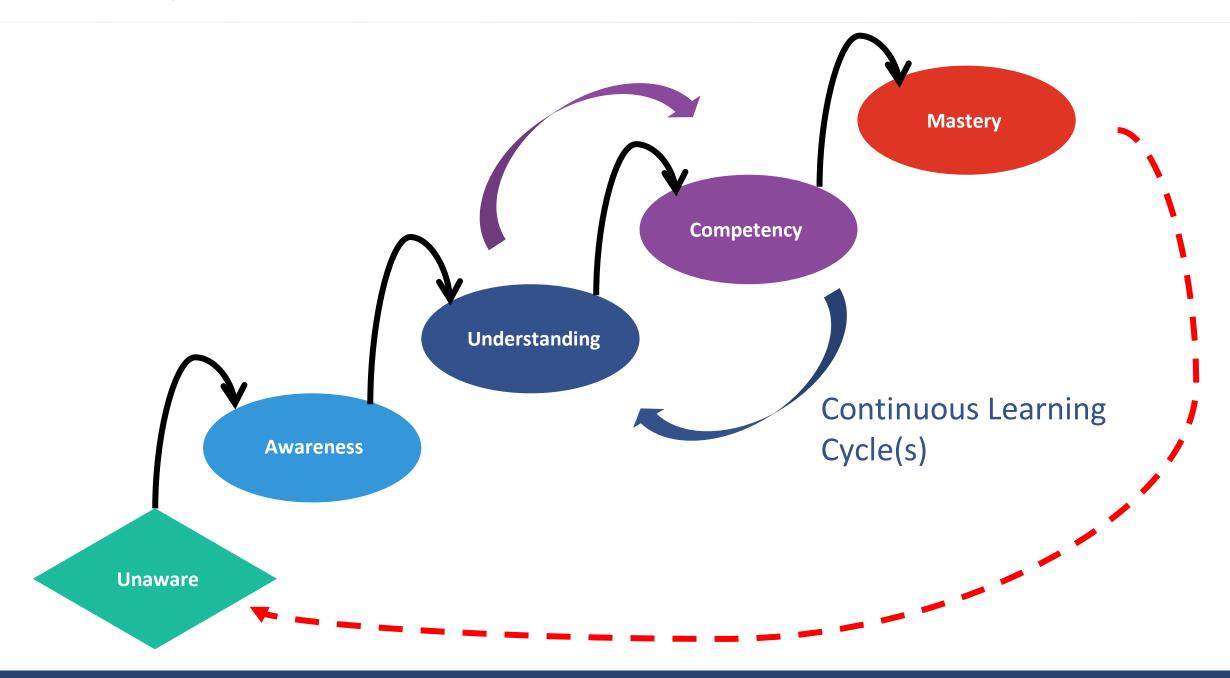
Have fun!

# Stay on Track



# ENOUGH LET'S MOVE ON

# Lean Journey

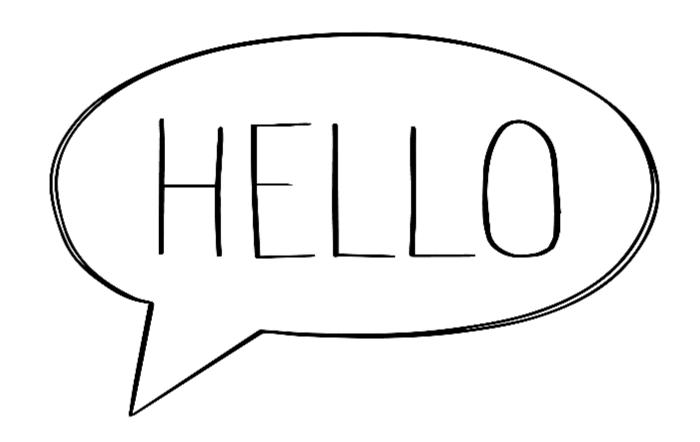


#### Today's Process

- We will facilitate discussions in small and large groups.
  - Small groups will report back to the large group.
- If you have Big Room experience, great! But prior experience is not necessary.
  - You will be able to think logically about the topics to be discussed.
- We will take "Live Notes" on the screen or a flip pad to capture your ideas.
  - You will receive these Notes by email after the Congress.
  - LCI is compiling ideas from each Big Room training session so the entire community can continuously learn.



Name, company, role. What do you want to learn?









- Objective: Everyone get a 6-inch square in front of you
  - You may not speak
  - You may offer pieces to others
  - You can receive, but you may not take or request pieces from another
  - No finger pointing, grabbing, groaning, grunting, etc
  - No cutting, tearing, folding the pieces
  - There is NO TALKING



# Silent Squares Learning Points

- It isn't about the individuals, but rather the group.
  - Individuals need to give something up to make it work for the group
- All players need to have a shared understanding of the entire project's successful outcome
- Collaboration is not only okay, but is required
- Challenge all assumptions for validity

#### SIX TENETS OF LEAN CONSTRUCTION

- 1 Respect for People
- 2 Optimize the Whole
- 3 Generate Value
- 4 Eliminate Waste
- 5 Focus on Flow
- 6 Continuous Improvement



# What is a Big Room?



#### Big Room - Definition

**Big Room** refers to a project approach of bringing key individuals together to speed communication and decision-making, and to reduce siloed thinking or approaches.

At its core, the Big Room is a scheduled and recurring event.

It brings key stakeholders together to collaborate, plan, update, solicit resources, invite feedback, demonstrate accountability, make decisions, schedule events and compare the project's current state to the published goals or Conditions of Satisfaction.



#### Big Room - Definition

- A mindset of intense focus on advancing work
- Is instrumental in *cross-functional* team collaboration
- Refers to the collaborative behavior of a team and the work they are producing
- *Visually displays* all information needed to guide the team



#### Purpose

#### The purpose of a Big Room is to:

- Support cross-functional high-performing teams in advancing work.
- Add value by driving down overall project costs.
- Facilitate rapid advancement of work in a short time frame.
- Enhance collaborative brain power of the team.

Big Room is a commitment to a project, the team, and to working together!



Example of a small project Big Room

#### Benefits

#### A Big Room benefits the project by:

- Improving collaboration through greater team interaction.
- Allowing team members to support each other and align themselves with the goals of the project.
- Breaking down the silo mentality within the project.
- Leading to improved project outcomes.



Example of a Big Room

# What happens in the Big Room and how is it different than a conference room?

How is it different than an Owner / Architect / Contractor (OAC) meeting?



Discuss as a whole group. (10 minutes)

#### 10 Mins

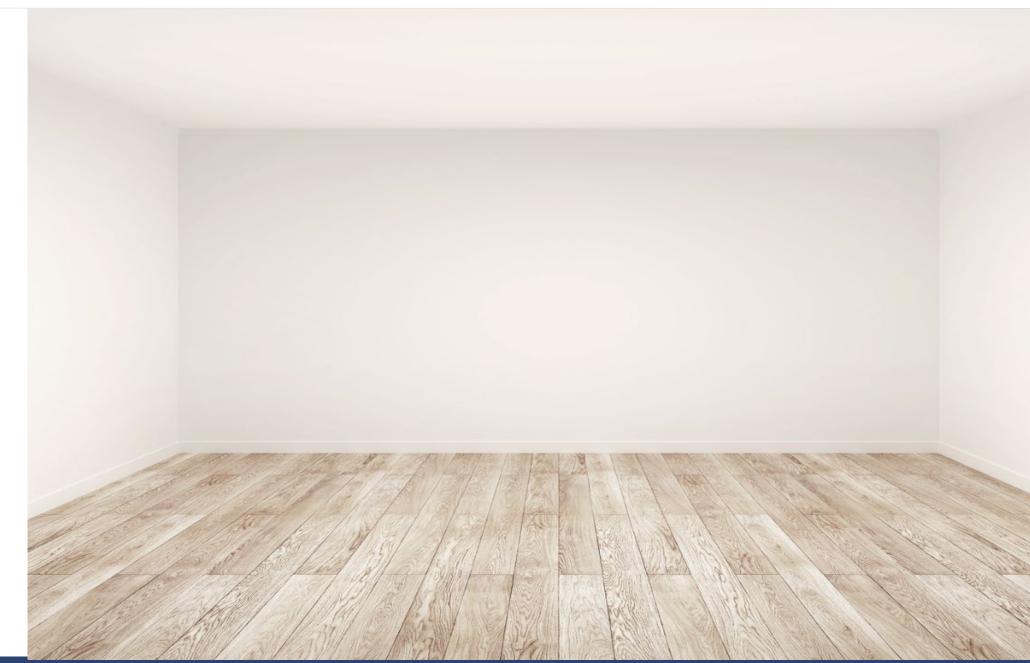


# Culture & Mindsets Matter



# A Big Room – Noun

- A Place
- A thing



# A Big Room – Verb

- A mindset
- Actions
- Behaviors



#### Teams Interact to Advance Work

#### It is .....

- Cross functional
- Visual management
- Includes all perspectives
- Explore Options
- Gains alignment
- Active Problem Solving
- Continuous Improvement
- Go & See

#### It is not .....

- Just a report out
- A one-sided conversation
- Just a room with posters
- Traditional behaviors
- Fire and forget
- Hiding behind a screen
- Multitasking
- Just showing up



# How does the Big Room fit into the Lean design and construction approach?



Discuss as a whole group. (10 minutes)



Take Live Notes.

#### **Culture & Mindsets**



The Big Room is about fostering behaviors that lead to high levels of collaboration and thus to High Performing Teams.

#### Culture & Mindsets

- Fostering behaviors that lead to high levels of collaboration.
- Understanding the behaviors and activities of the environment.
- Establishing & maintaining high-performing teams.

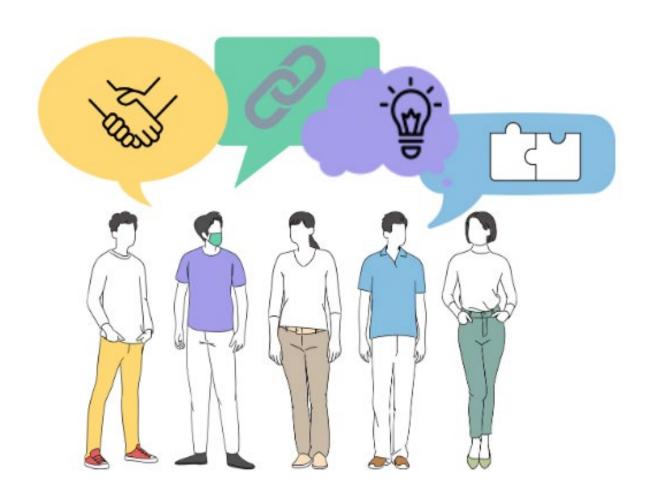


#### What Is a Team?

# Think about the best team you have ever been a part of.

Use 1 word to describe what made it the best.

# High Performing Teams



- United in Purpose
- Focus on delivering results
- Accountable & Committed
- Engage in healthy conflict and debate
- Actively build trust

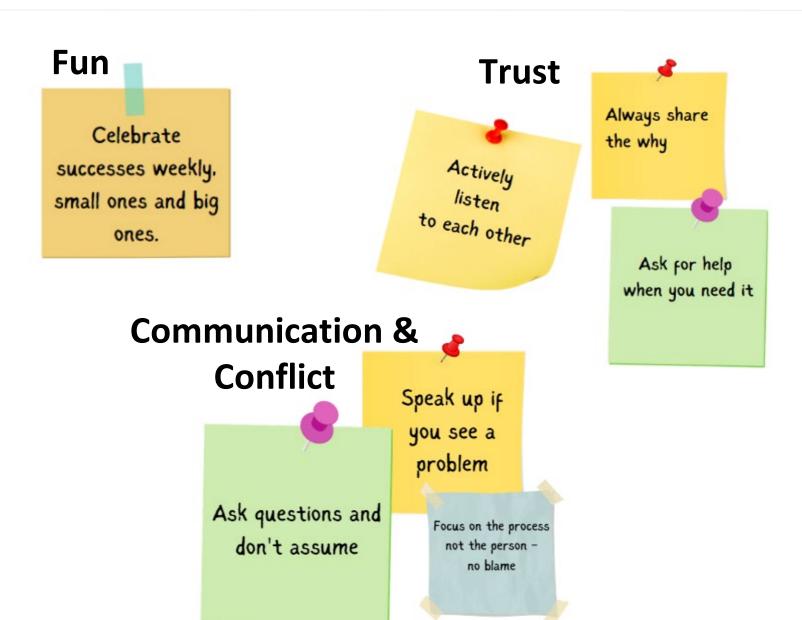
### High Performing Teams

- Is built on a strong foundation of trust
- Has a strong team culture of respect
- Focuses on delivering Conditions of Satisfaction
- Celebrates both small and large successes of the team and individuals
- Continuously improves
- Breaks down traditional silos

High performing teams are not built through a single team building session, they must be constantly nurtured, maintained and developed.

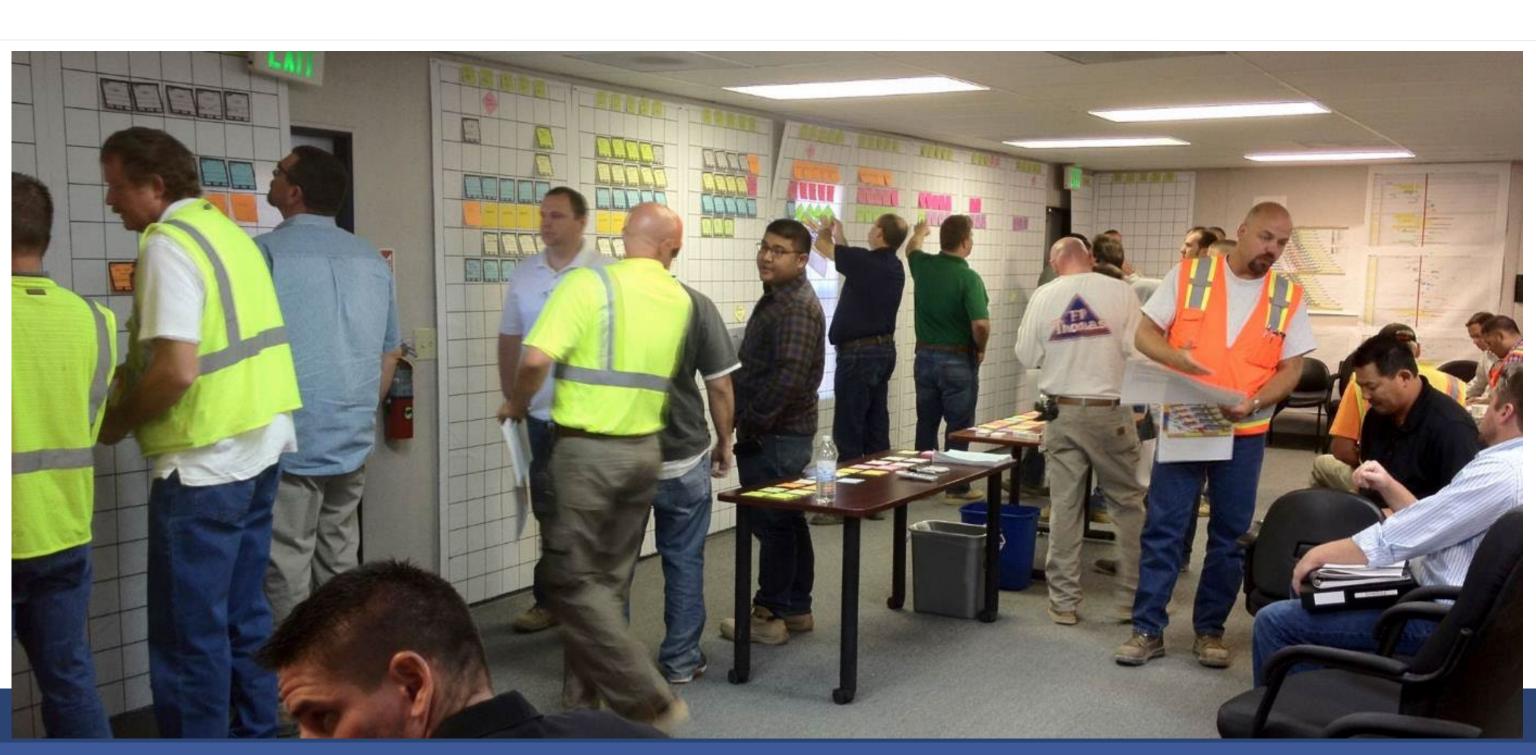


# Rules of Engagement



How will we engage as a team?

- Problem solving
- Communication & Conflict
- Accountability & commitment
- Life/work balance
- Trust
- Fun



## Big Room Implementation

- Adjust as needed
- Adjust at the pull of the project



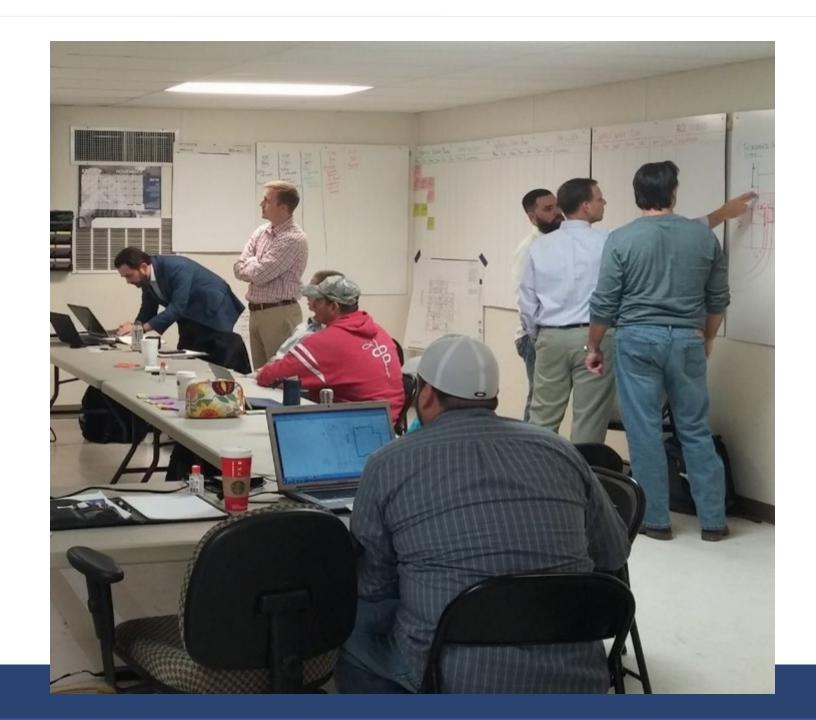
- Learn & Align on the What
- Define your purpose & How

- Retrospectives
- Plus/Delta's

- Implement Your Plan
- Core Big Room Group

#### Big Room Implementation

- Define the value or purpose of the Big Room
- Conditions of Satisfaction for the Big Room
- When, Where and who



## Big Room Implementation

#### When:

- As early in the project as possible.
- The frequency must support the work at hand.
- Teams must continuously evaluate the frequency and duration of sessions.

#### Who:

 Participants will change overtime as the project advances.



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#### Keys to Peer Facilitation

We are about to begin a series of Small Group discussions in which most of you will have an opportunity to Peer Facilitate, so...

- Stay calm and neutral.
- Don't contribute instead ask questions.
  - If you wish to prompt a thought in the group, ask a leading question, like "Have you thought about ....?"
  - If you *must* make a point, hand "the pen" to another member to be the neutral facilitator, until you finish.
- Assure everyone speaks. Use "round robin" if needed.
- Watch the time.

#### Why would we use a Big Room on projects?



Discuss in small groups. (5 minutes)

- One person facilitate.
- Identify 3-4 reasons.
- One person take notes & report back.



Report back to whole group. (15 minutes) Don't repeat same idea.

# Where, How and Who



### Big Room Implementation

#### **Co-located:**

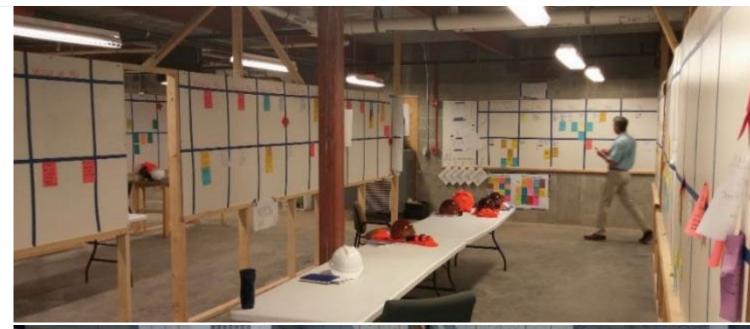
Continuously located with continuous collaboration.

#### **Disbursed:**

 Meet in person on regular scheduled recurring basis.

#### **Hybrid:**

 Combination of in-person and virtual.





### Co-located or Dispersed

Co-located: Members of the team are in the same physical location allowing for face-to-face continuous collaboration.

 Co-located teams schedule Big Room sessions to come together with a focused agenda.

Dispersed: Members of the team are located at their respective company site locations.

•Face-to-face collaboration may continuously happen within their organization but does not happen with the broader team.



Example of a co-located team.

### In Person Big Room Example



**Visual Information** 

Multi-Discipline Team

Collaborative Seating Arrangement

Name Cards

Personality Assessment Results

## In Person Big Room Example

Small Group Collaboration

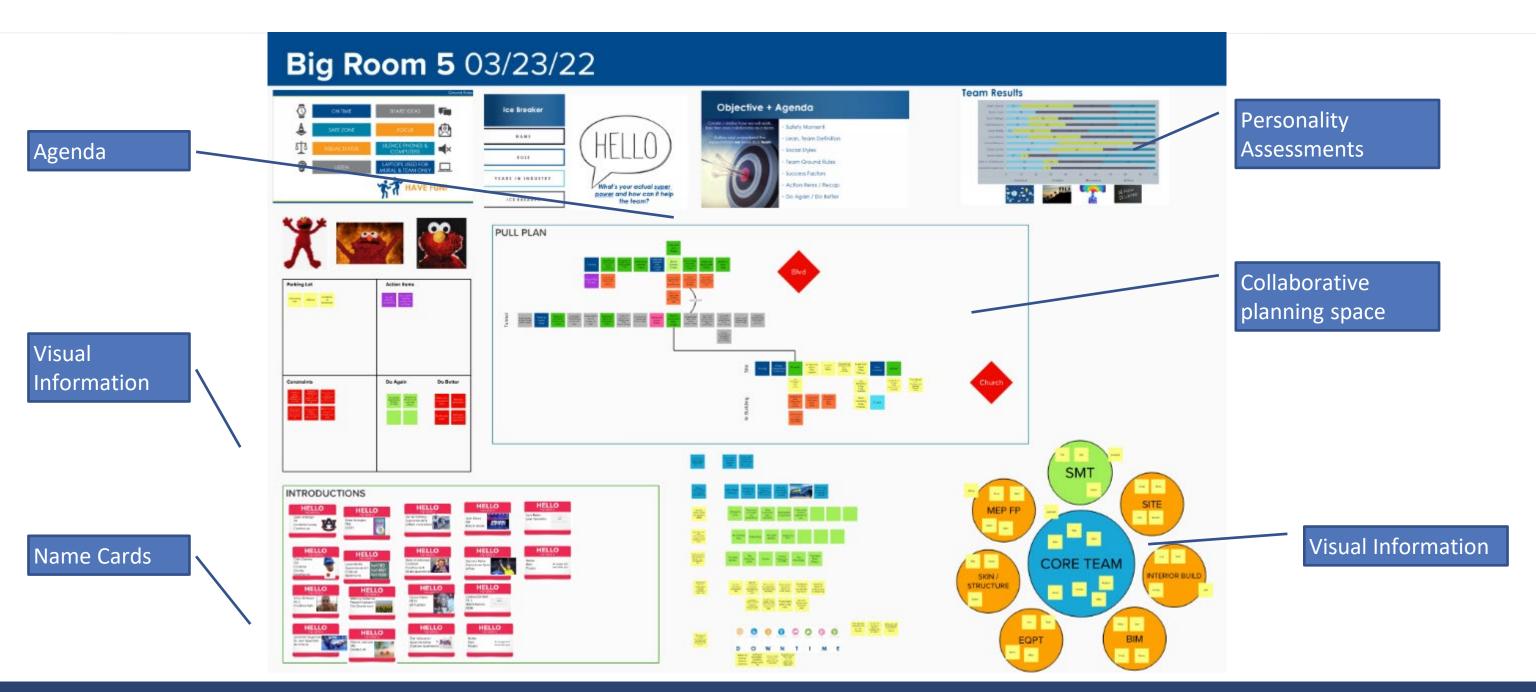
Visual Information

Collaborative Seating Arrangement



Multi-Discipline Team

### Virtual Big Rooms



### Hybrid Big Rooms

Hybrid Big Room Spaces include in person space along with virtual spaces.

- Engage those on the phone
- Camera's on
- Unmute
- Pause often
- Use breakout rooms
- Smaller intentional breakouts
- Collaboration spaces must meet both needs.



## Can you have a Big Room on-site?



### Setting up a Big Room Space

- Very large configurable room
- Several smaller conference rooms
- Cluster group workspaces
- Planning space (Last Planner System® weekly boards and phase pulls)
- Small private breakout spaces
- Spaces to celebrate
- "Collision spaces" like Kitchen/break room
- Visual information
- Needs to be re-designable as the team evolves





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#### **Spatial Needs for Activities**

- Planning
- Learning
- Team-building
- Collaborative problem solving
- Target cost conversations

- Decision making
- Commitments
- Team health & assessments
- Ad hoc conversations
- Retrospectives
- What else?





#### How would you structure or organize your Big Room?



Discuss as a whole group. (10 minutes)



#### • Examples:

- Team where everyone co-locates for several weeks/months.
- Team where most meet 1 day a week.
   Long distance team members join by GoToMeeting.
- Design/Build or IPD team where the Big Room includes a co-location and runs the entire project from conception to completion.
- Others?

# Learning Into Action



#### Define what each topic means in your Big Room!

- 1. Desirable Behaviors & Onboarding
  - 2. Effective Facilitation & Meetings
    - 3. Learning
    - 4. Technology
    - 5. What Could Go Wrong



# Small Focus Group Topics

- 1. Desirable Behaviors
- 2. Onboarding
- 3. Effective Facilitation & Meetings
- 4. Learning
- 5. Technology
- 6. What Could Go Wrong

#### Discuss in small groups. (30 minutes)

- One person facilitate make sure everyone talks.
- Use flip charts.
  - Two people take responsibility for the report out.
- Define the subject: what does it mean in the Big Room?
- Brainstorm topics and ideas.

#### Report out to whole group. (30 minutes)

- Wander from group to group . (5 minutes each)
- Take Live Notes.



## 1. Desirable Behaviors

#### **Desirable Behaviors**

- Overcoming silos
- Leadership
- Conditions of Satisfaction (CoS)
- Respectful collaboration
- Maintaining enthusiasm
- Trust & respect
- Learning



Temecula Valley Hospital Big Room

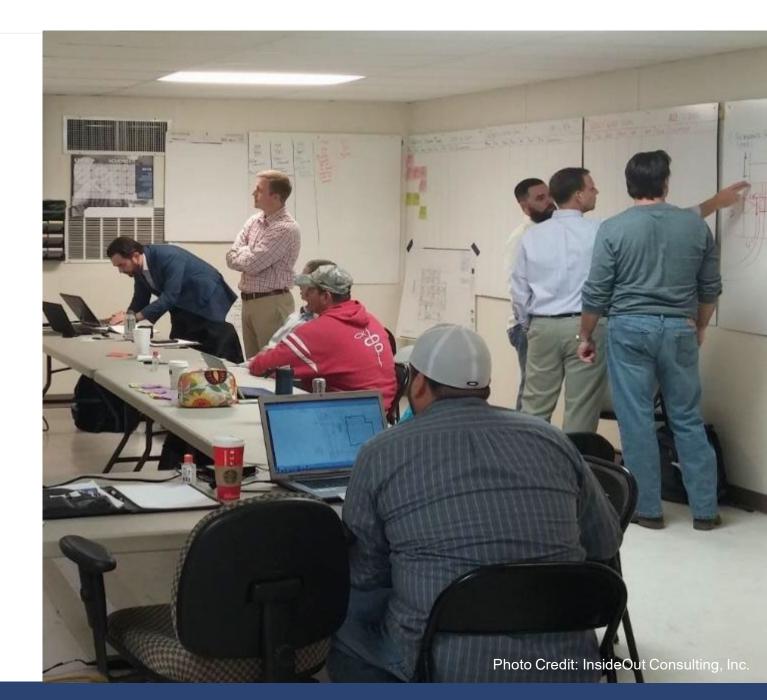
### The Big Room Mindset



- Fostering behaviors that lead to high levels of collaboration.
- Understanding the behaviors and activities of the environment.
- Establishing high-performing teams.

#### Effective Leaders are:

- Bold
- Observant
- Channel positive team energy
- Distinguish strength and weaknesses of team members
- Motivational
- Take action



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### Conditions of Satisfaction (CoS)

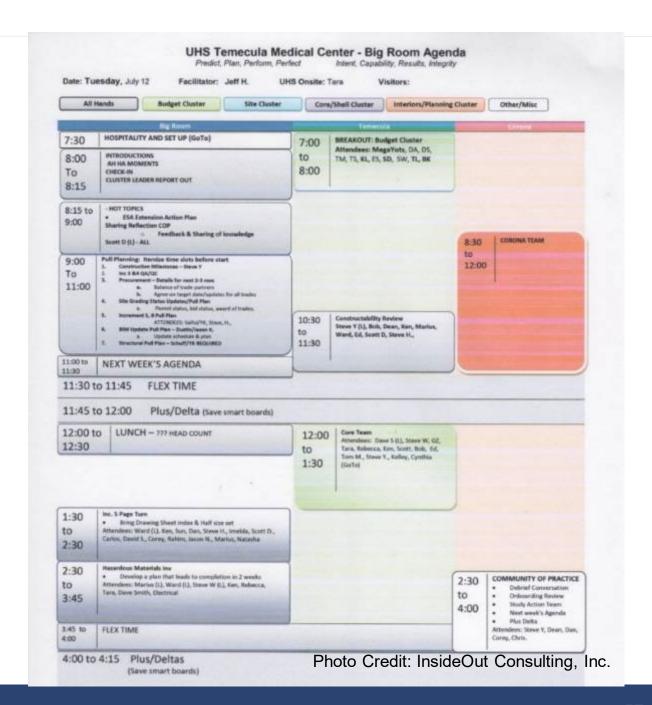
- The project CoS define what "success" means for the project.
- The CoS guide decision making throughout development and implementation of a project.
- Each CoS is a commitment, and all team members are responsible for delivering according to the CoS.



# 2. Effective Facilitation

#### Effective Facilitation Practices

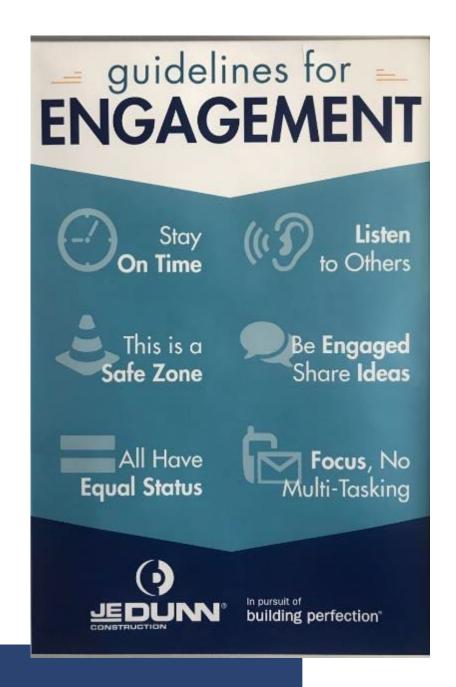
- Collaboratively developed
- Clear
- Standardize where possible
- Visual controls
- Key participants
- Expected Outcomes
- Time keeper
- Scribe for live notes



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### Meeting Rules of Engagement

- Safe zone
- No stripes
- Speak up
- Listen to others
- No side-bar conversations
- No cell phone use
- No multi-tasking
- Stay on time

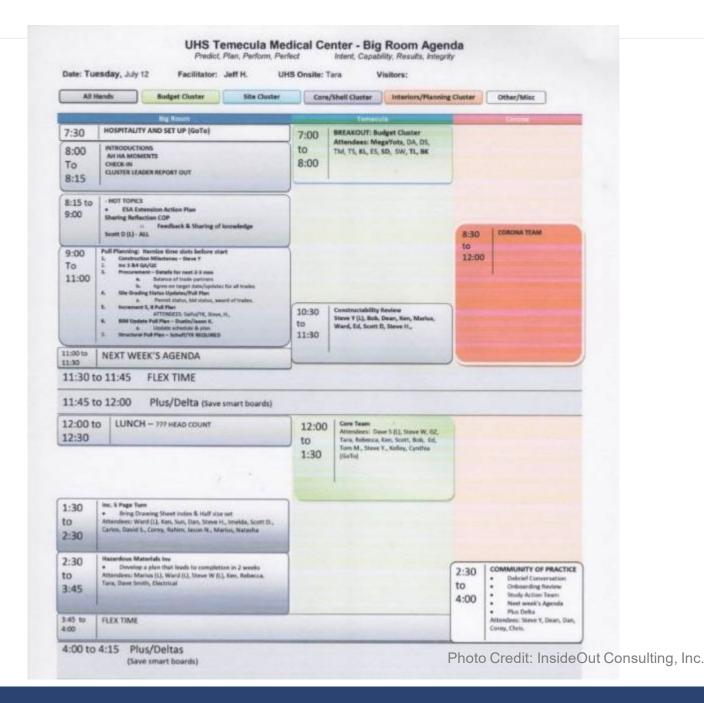


#### Creating the Agenda Tips

 Develop together for next session before ending current session.

Determine frequency of Big Room sessions.

 Pull-plan informs breakout sessions/subjects.

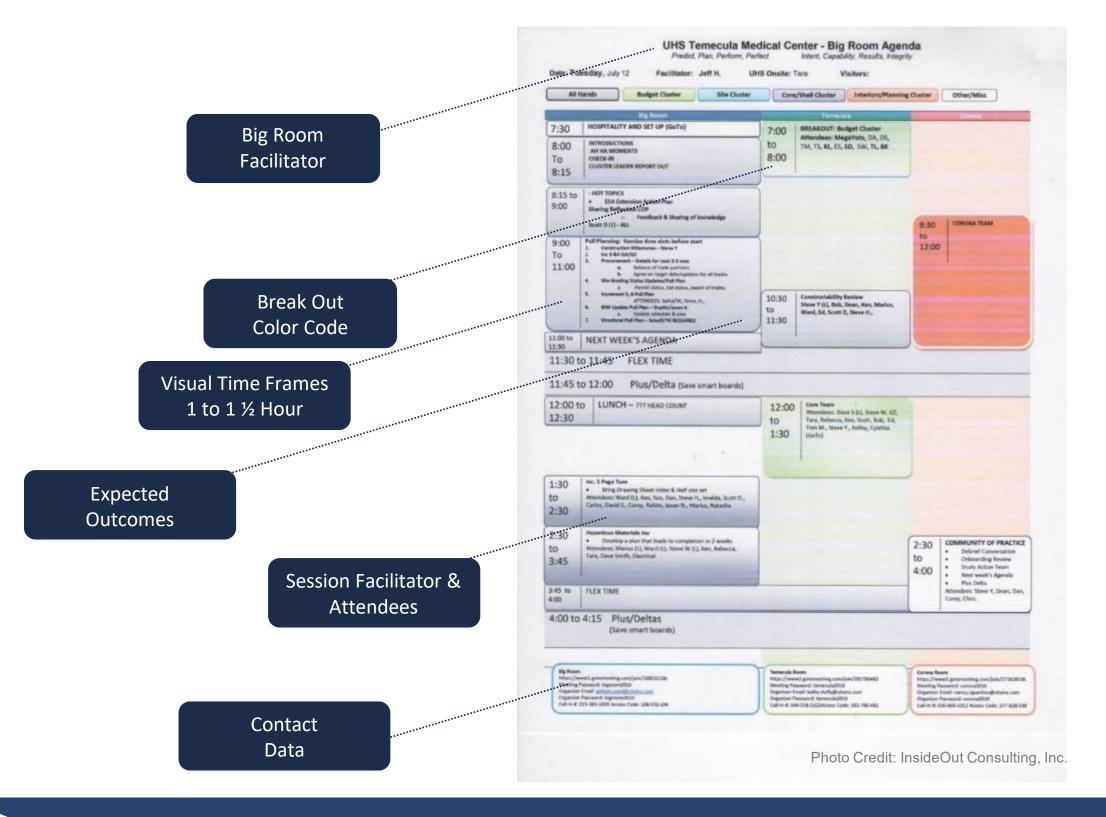


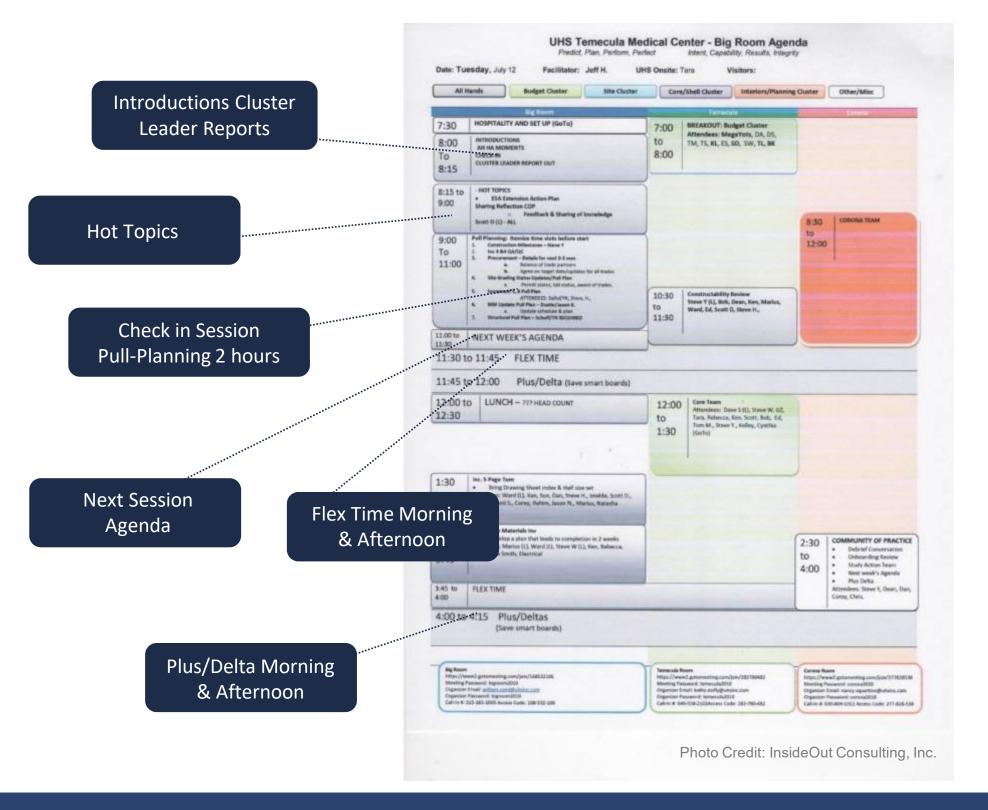
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#### Agenda Topic Tips

- Hot Topics
- Work Cluster Reports
- A3 Dashboards
- Commitment Log Progress
- Constraint Log
- Agenda for Next Session
- Last Planner<sup>®</sup> Planning
- Cluster Group Breakouts
- Learning Activity

tart Time	Duration	End Time	Topic	Leader	Attendees
1:00 p	5 min	1:05 p	Introductions, Agenda Review & Review Big Room Rules of Engagement	Facilitator	Project Team
1:05 p	5 min	1:10 p	Plus Delta Reflection from Last Meeting	Facilitator	Project Team
1:10 p	5 min	1:15 p	AH HA Moments	Facilitator	Project Team
1:15 p	5 min	1:20 p	Hot Topics (list only)	Facilitator	Project Team
1:20 p	15 min	1:35 p	FF&E Update Review	Nancy	Project Team
1:35 p	20 min	1:55 p	Civil Update	Rene	Project Team
1:55 p	15 min	2:20 p	Budget Update & Burn Rate	Keyan	Project Team
2:20 p	25 min	2:45p	Review Pull Plan/Work Register	Facilitator	Project Team
2:45p	30 min	3:15 p	Hot Topic Work Session	Facilitator	Project Team
3:15 p	20 min	3:35 p	Lean Learning	Facilitator	Project Team
3:35 p	10 min	3:45 p	Agenda for Next Meeting	Facilitator	Project Team
3:45 p	10 min	3:55 p	Plus Delta		





# Stay on Track



# ENOUGH LET'S MOVE ON



# 3. What could go wrong?

#### Commonly Occurring Risks

- The team spirit diminishes and people gravitate to their silos and "us-them" thinking.
- Death by meetings we don't have time to do our work because we're always in meetings.
- Enthusiasm wanes, this becomes just another day.
- Meetings start late because of late arrivals.
- Leadership quits listening and becomes directive.
- Planners don't follow the plan, go rogue.

#### Drift to Traditional....





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# 4. Learning

### **Learning Opportunities**

#### **Simulations**



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#### Reading/Discussion Groups



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# Learning





#### Team Health & Assessments

- Teams need to assess how they are doing as they progress through a project.
  - Chemistry
  - Collaboration
  - Teamwork
  - Meeting Commitments
  - Innovation/Creativity
  - Target Value Delivery
  - Learning & Coaching
  - Excitement
  - Attitude/Fun
  - Building relationships
  - Transparency

#### **Team Monthly Average Scores**

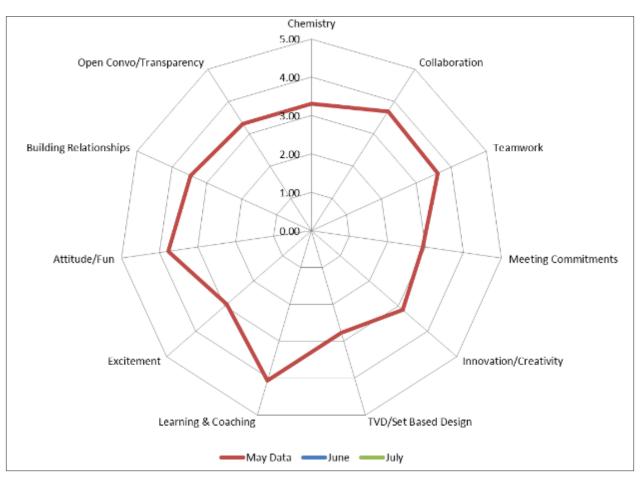


Photo Credit: UHS

### Retrospectives/Continuous Improvement

- Quick retrospective conducted at the end of every meeting.
- Regular occurring retrospective conducted at the completion of work cycles.
- Event-based retrospective conducted at the completion of major milestones.
- Impromptu when a breakdown is declared or other reason arises.



## Retrospective





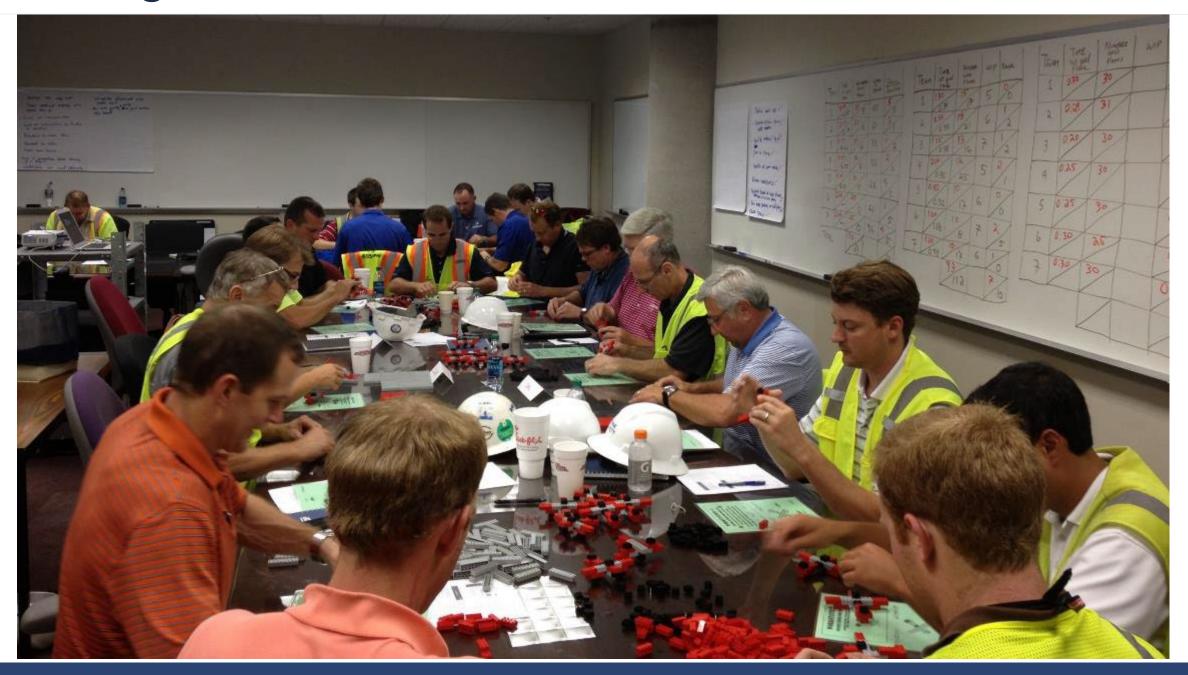
# 5. Onboarding

### **Onboarding Considerations**

- Who
- When
- How can you get them "up to speed" on:
  - Project status and milestones
  - Team culture
  - Expected/desired behaviors
  - Safety
  - How we plan and execute
  - What we expect when problems occur

Onboarding is not a one-time event; it is a continuous process where concepts and culture are always reinforced.

## Onboarding

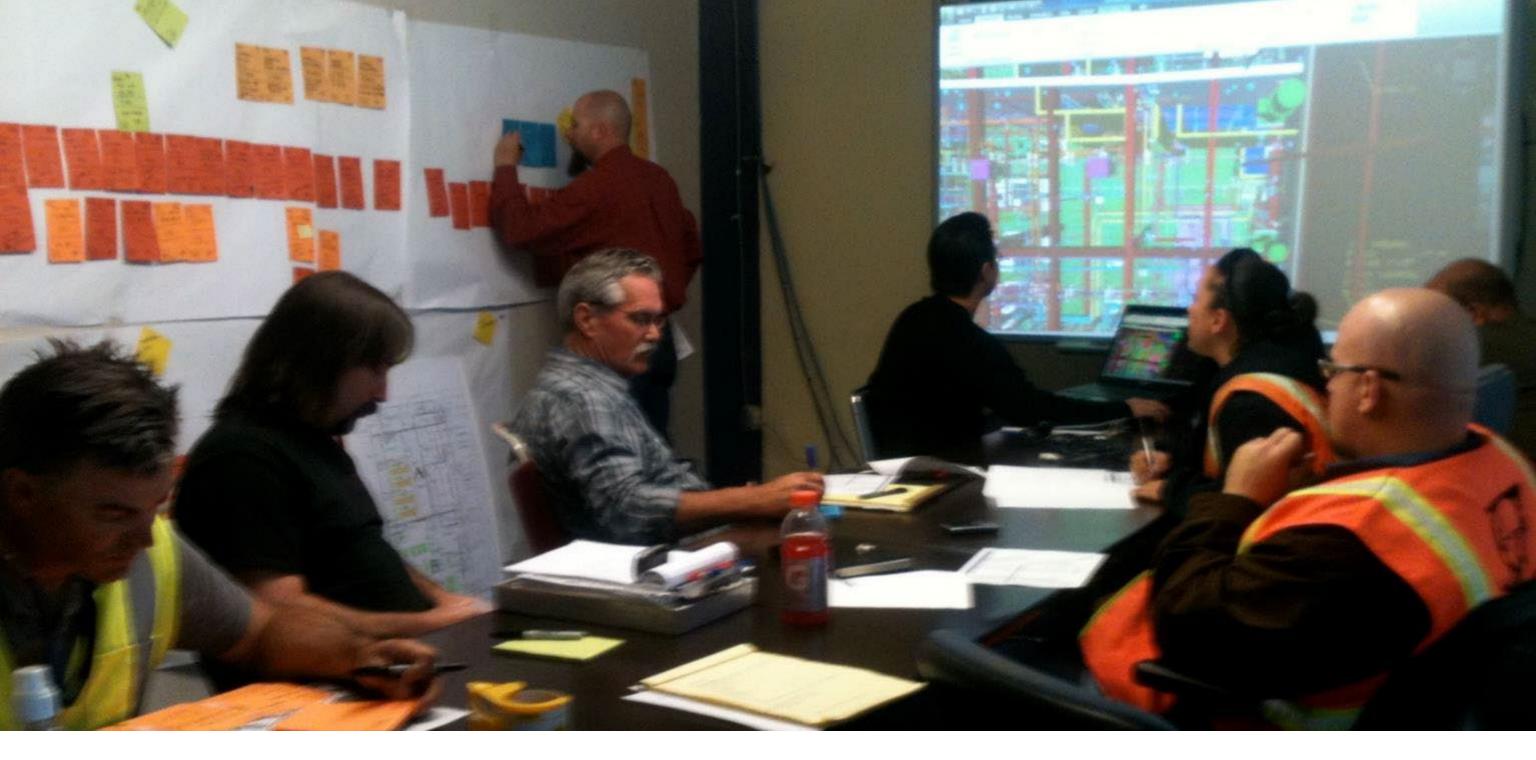




# 6. Technology

#### What technology support is needed?

- SMART type boards
- Video conferencing
  - Large group
  - Individual with remote team members
- White boards
- Internet / companies' connectivity limitations
- PM/Documentation Software
- Shared files vs. separate networks
- Printing & Plotting
- Projection



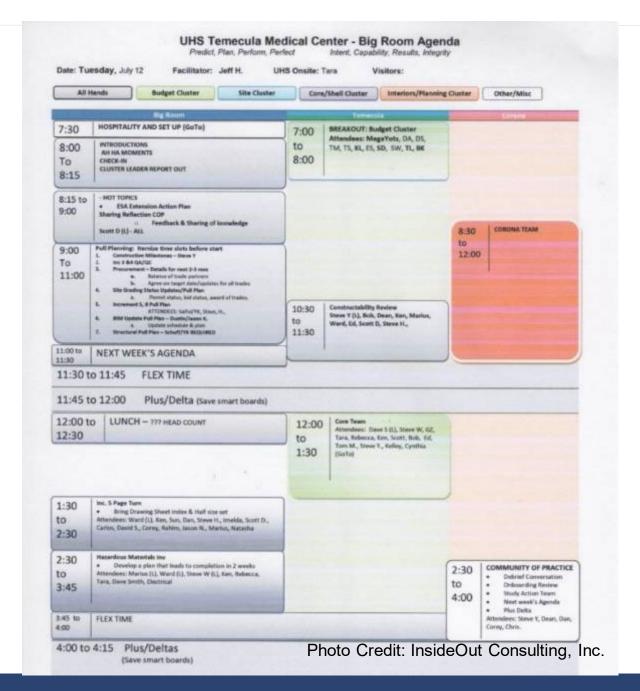




# 7. Meetings That Matter

#### Effective Facilitation Practices

- Collaboratively developed
- Clear
- Standardize where possible
- Visual controls
- Key participants
- Expected Outcomes
- Time keeper
- Scribe for live notes



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### Planning

Planning has a Design Phase and a Construction Phase application

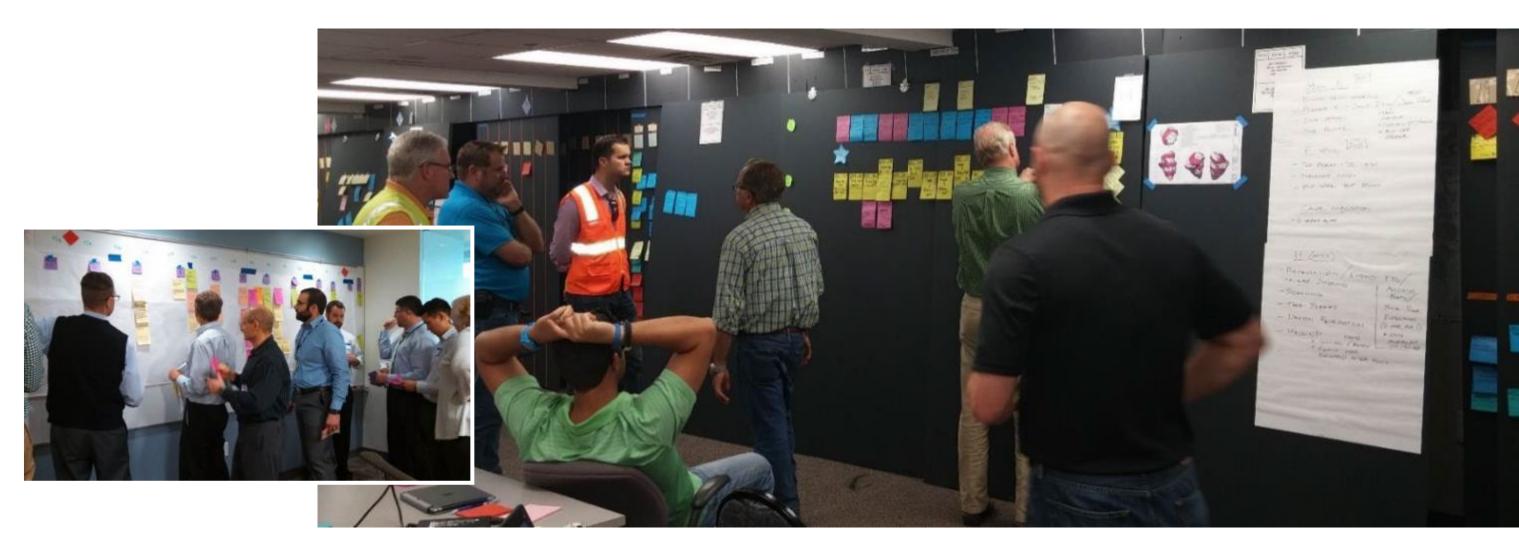


Photo Credits: InsideOut Consulting, Inc.

### Reporting

#### A3 DASHBOARD



#### **COMMITMENT LOG**

					MARKING TO SERVICE	1									
SESSION INFO					COMMITMENT INFO						STATUS INFO				
holy body					tering					Constraint Log			Yester	Natur System	
ID	Green	Successions	Acres of the last	Revision	Action Item	Start	Oue	Duration (Days)	By (Individual)	Constraint	Responsible Individual	Resolution Need Date	Complete?	Cause of Dalay	
AD-TC-013	AD	TC	13	1	Provide fourtain bean legout	4/14/2014	4/29/2014	12	Greg M.						
AD-TC-083	AD	TC	33		Include foundations for lamp posts in the 80% set to VOA	4/22/2014	5/1/2014		Jame						
AD-TC-038	AD	TC	38	_	Deliver Springs' deck for 813 to VOA in 60% set	4/28/2014	5/8/2014	7	Jaime						
ID-TC-067	AD	TE	47		Round 2 mockups tile, veneer, specially	4/28/2014		25	Brad M.						
D-10-013	AD	TE	75	-	Round I mockups veneer, specialty	5/12/2014		15	Brad M.						
ID-TC-048	AD	TC	48		Deliver PDFs to VOA	5/19/2014		13							
D-TC-ORR	AD	TC	49		Release Bluebeam set/freeings	4/10/2014		40	Ronso						
D-TC-068	AD	TC.	68		Updated digital directories scope/size	5/27/2014		1	Jaime						
D-TC-078	AD	TC	78		Provide VOA with preferred pullbox locations	5/12/2014		20	Dave L.						
ID-TC-086	AD	TC	16		Send Alonso ADE's drawing package PDF	5/12/2014		22	17						
AD-TC-083	AD.	TC	83		Give VOA electrical Show lighting & mechanical PDFs	5/12/2014		23	5tu 5.						
ND-TC-084	AD	TC	84		Give VOA reviewer distribution list	5/12/2014	6/13/2014	23	1tu 5						
4D-TC-076	AD	TC	76		Release Bluebeam set/drawings	5/12/2014		24	Kenso						
AD-TC-077	AD	TC	37		Provide PDFs for 90% AD set	5/12/2014		24	Andrew						
AD-TC-080	AD	TC	80		Provide Civil 90% PDF to Alonso		6/13/2014	24	Mile C.			2			
4D-TC-081	AD	TE	81		Distribution memo for Bluebeam with focus review questions		4/13/2014	1	\$117.						
4D-1C-085	AD	TC.	85		Expect Show lighting to CAD for Greg II.	5/12/2014	6/13/2014	24	Stu S:						
AD-TC-087	AD	rc	87		Provide drawings to VOA (Show audio, irrigation)	6/3/2014	6/13/2014	1	Bran B.						
ND-TC-088	AD	TÉ	88		Provide drawings to VOA (Wiff & digital directory locations)	8/3/2014	6/13/2014		Brief B.						
ID-TC-089	AD	TC	89		Provide comm. pullbox locations to Atkins		6/16/2018	10	Andrew						
ID-TC-090	AD	TC	90		Deliver CAD export of light post locations to Civil		6/16/2014	25	Greg 8						
D-TC-091	AD	TC	91		Provide condinates for pole mounted lights	5/12/2014	6/23/2014	30	Brian F.						
D-10-092	AD	TC	92		Provide coordinates/spot elevations for comm. pull boxes	5/32/2014	6/23/2034	10	Brian F.						
O-TC-093	AD	70	53		Clash detection substantially complete	5/12/2014	5/25/2014	12	iosh						
D-TC-094	AD	TC	94		Release 100% FC AD drawings	3/12/2014	7/3/2014	18	Alonso						
D-TC-042	AD	TC	42		Final Show ingut: Audio	4/10/2014		-29802							
D-TC-043	AD	TC	43		Finel Show input- Lighting	4/30/2014		-29802							
D-TC-044	AD	TC	44		Final Show input- Graphics	4/10/2014		-29802							
ID-TC-045	AD.	TC	45		Creative approval of landscape material	4/10/2014		-29802							
D-TC-Q1Q	AD	TC.	10		Creative approval of hardscape material	4/10/2014		-29802							

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#### **Decision Making**

- A3 thinking
  - collaborative document managed by a single champion.
- Choosing by Advantages (CBA)
  - a collaborative decision making system to help simplify, clarify and unify the decision making process.

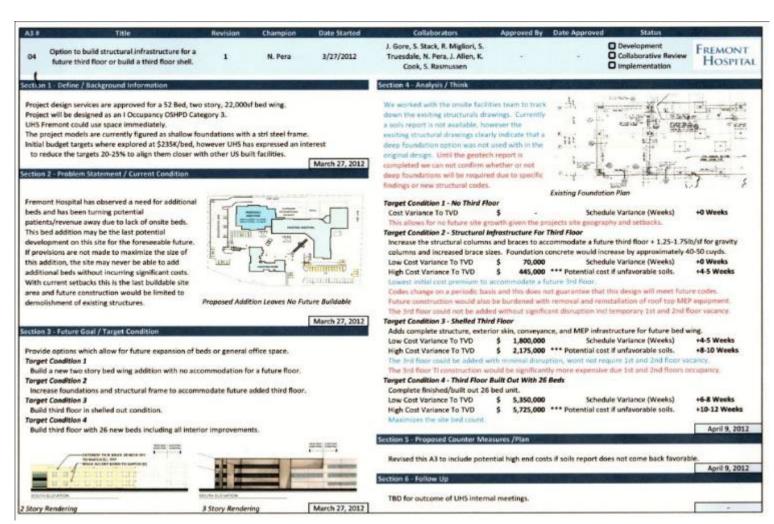


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### Target Value Tracking Activities

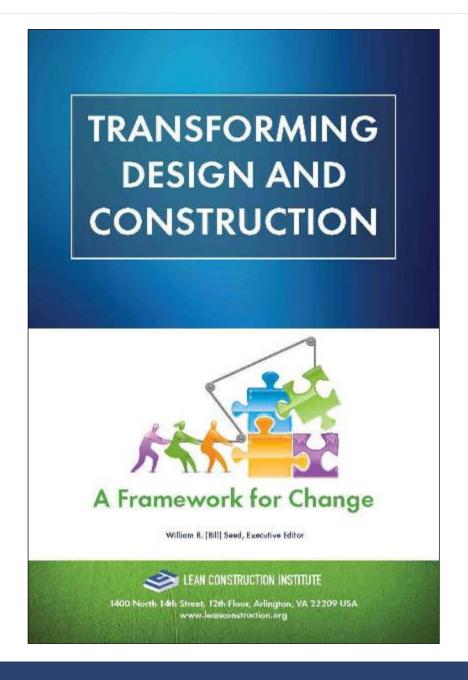
- Target Cost Tracking Transparency
- Risk Identification
  - Mitigation strategy
  - Cost
  - Rank
- Path Back Identification



Photo Credit: InsideOut Consulting, Inc.

# Kickoff Meeting Framework

- Design Vision
- Team Structure
- Team Culture



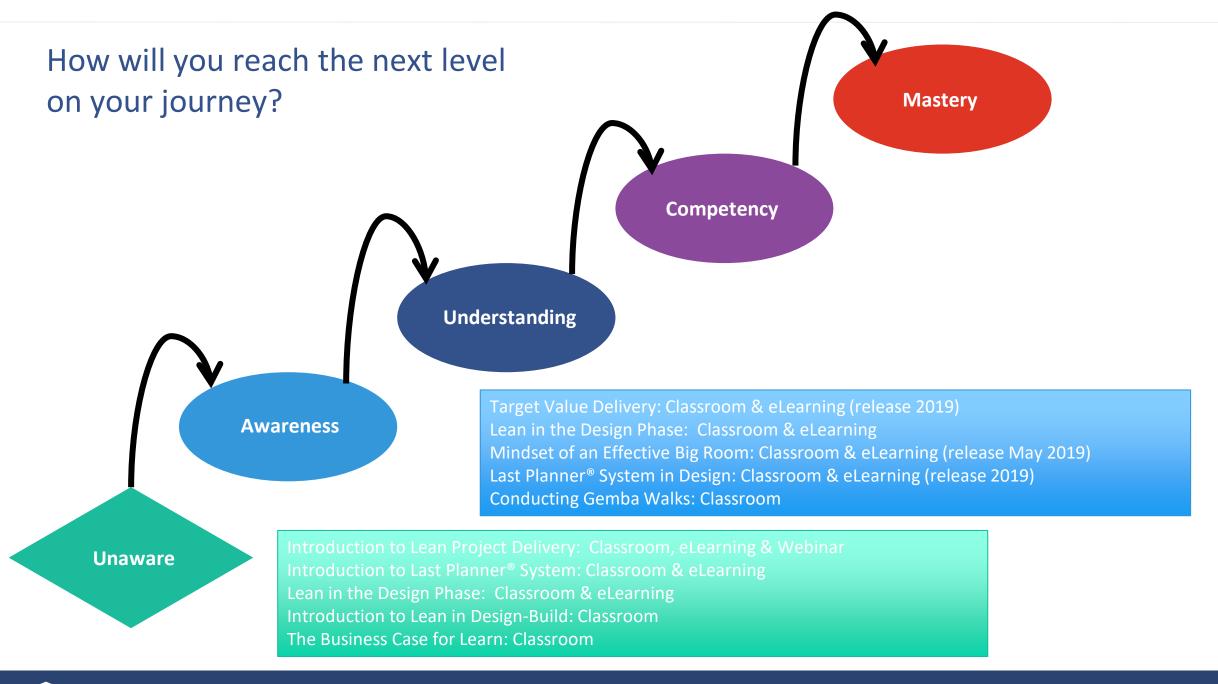
# When is the right time to implement the Big Room? When is too soon? When is too late?

What is one thing you will do differently next week?



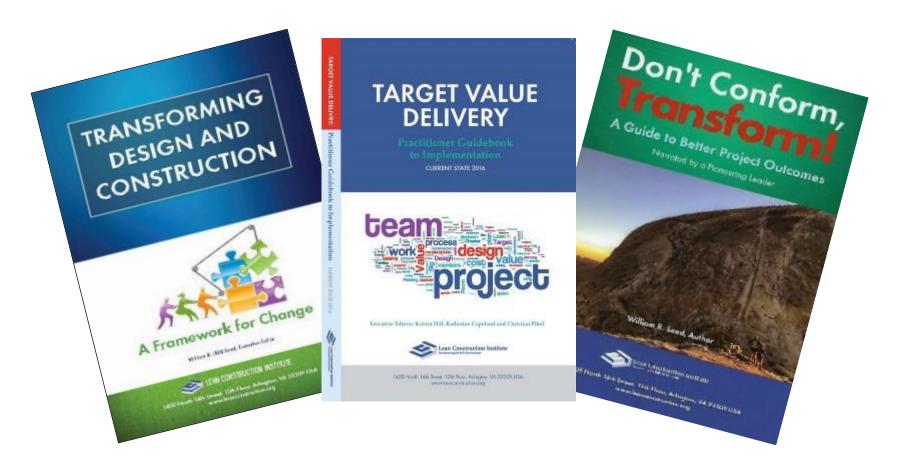
Discuss as a whole group. (10 minutes)

### Lean Journey to Mastery



### More on Learning

#### **Books:**



#### **Events:**

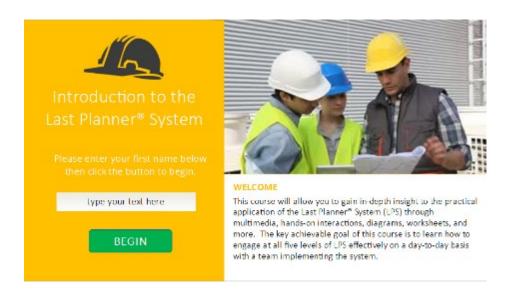
- Local Community of Practice
- Congress (October)
- Design Forum (May)

Start learning now: www.LeanConstruction.org

### eLearning Courses

#### Available now:

- Introduction to the Last Planner System®
- Introduction to Lean Project Delivery
- Lean in the Design Phase
- Effective Big Room
- Target Value Delivery







### Learning Objectives Review



Define the meaning of a Big Room, and understand the purpose and benefits of implementing the approach to improving project outcomes.



Understand the characteristics and behaviours of a Big Room Team including aspects of effective facilitation.



Identify the venue types for hosting a Big Room, and discover the key elements for tailoring the space to support collaborative activities.



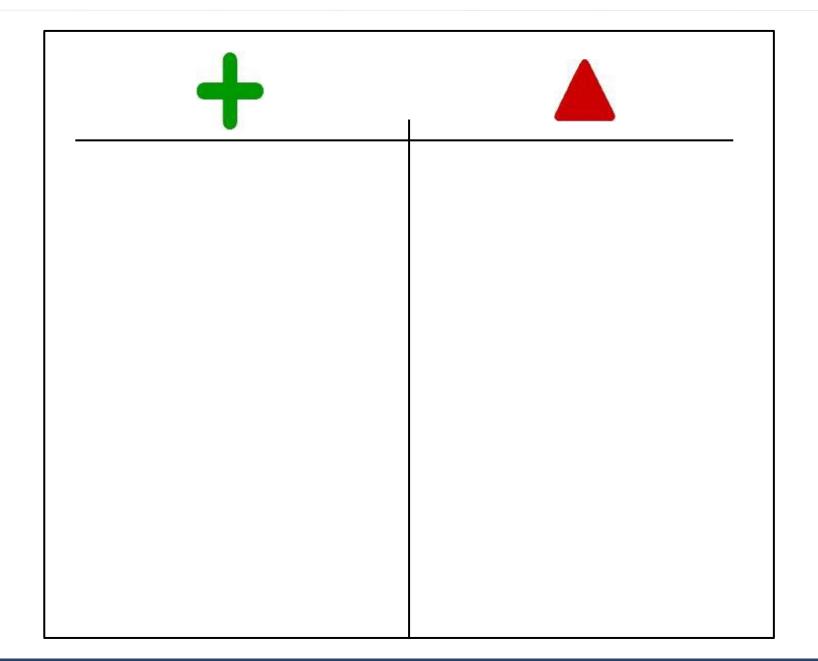
Gain insights into how the Big Room approach supports knowledge sharing and enhanced collaboration.



Plus: What produced value during the session?



Delta: What could we change to improve the process or outcome?



#### Contact Us

#### **Dan Shipley**

JE Dunn Construction

Dan.shipley@jedunn.com

#### **Tammy McConaughy**

**CRB** 

Tammy.mcconaughy@crbgroup.com





In the spirit of continuous improvement, we would like to remind you to complete this session's survey! We look forward to receiving your feedback.





Thank you for attending this presentation. Enjoy the rest of the 24<sup>th</sup> Annual LCI Congress!

