



Northwest Construction Consumer Council

# Managed Organizational Capability Produces Predictable Results

November 2, 2011



*Organization Performance by Design™*

# Managed Organizational Capability Produces Predictable Results

- Organizational capability doesn't just happen
- Design a more predictable organization
- Rehearse the team, measure and adjust
- Two case studies
- Question and answer

# Where have we invested in predictability?

**Complex** *People* **Variable**

**Organizational capability is the largest single opportunity to improve predictability**

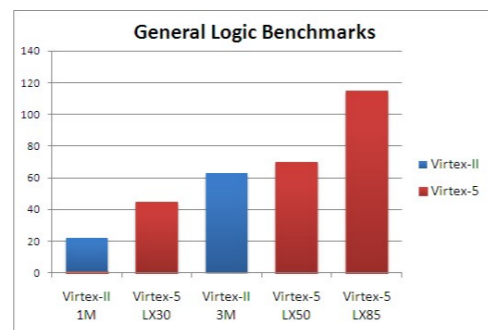
**\$** *Process* *Technology* **\$**

# Creating the right conditions improves predictability

**Best Practices**



**Benchmarks**



**Experienced People**



**“We get it about 90% right”**

**Who shows up  
this time?**



- Every project and team is different enough
- Every work requirement that isn't matched by a capability incurs a 15% productivity penalty

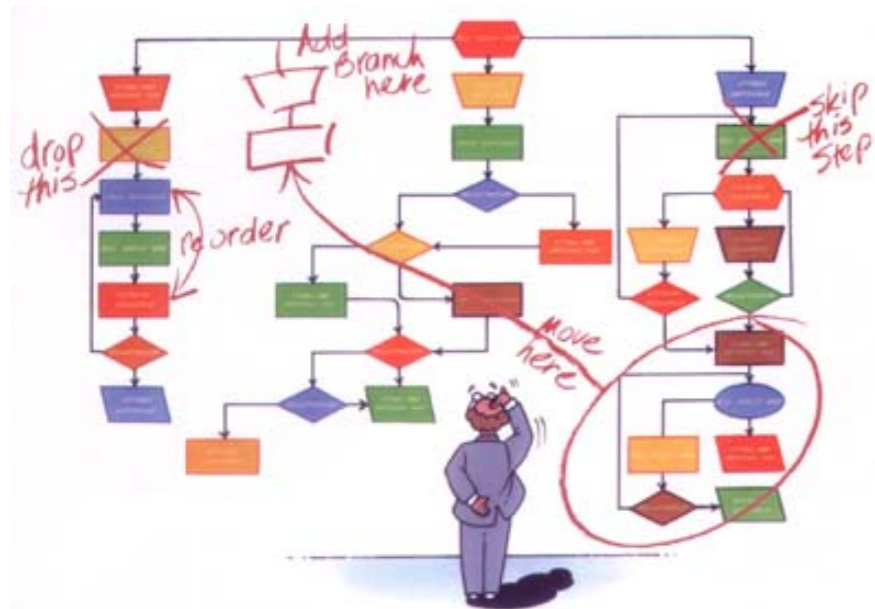
# We can fix the other 10% on the fly



- Failure is attributed to individuals or sub-teams
- Continual reworking is accepted as inevitable
- Exchanging people for others “more qualified” is expected

# Manage organizational capability

## Match the Organization to the Work



- Understand gaps and mismatches
- Design for an uninterrupted flow of work

## Rehearse the Team and Learn



- Conference room pilots
- Computer simulations

## Measure and Adjust



- Project phase transitions
- Disruptive events and conditions

# Rehearsals, conference room pilots and table top demonstrations



- Good for single business processes
- Anticipate and prepare
- Respond rather than react
- Develop and test solutions to known or likely failures



# Computer simulation of complex organization behavior



- Apply to entire team and project scope
- Design prior to execution
- Adjust to adverse conditions and test solutions
- Identify unknown risks and weaknesses

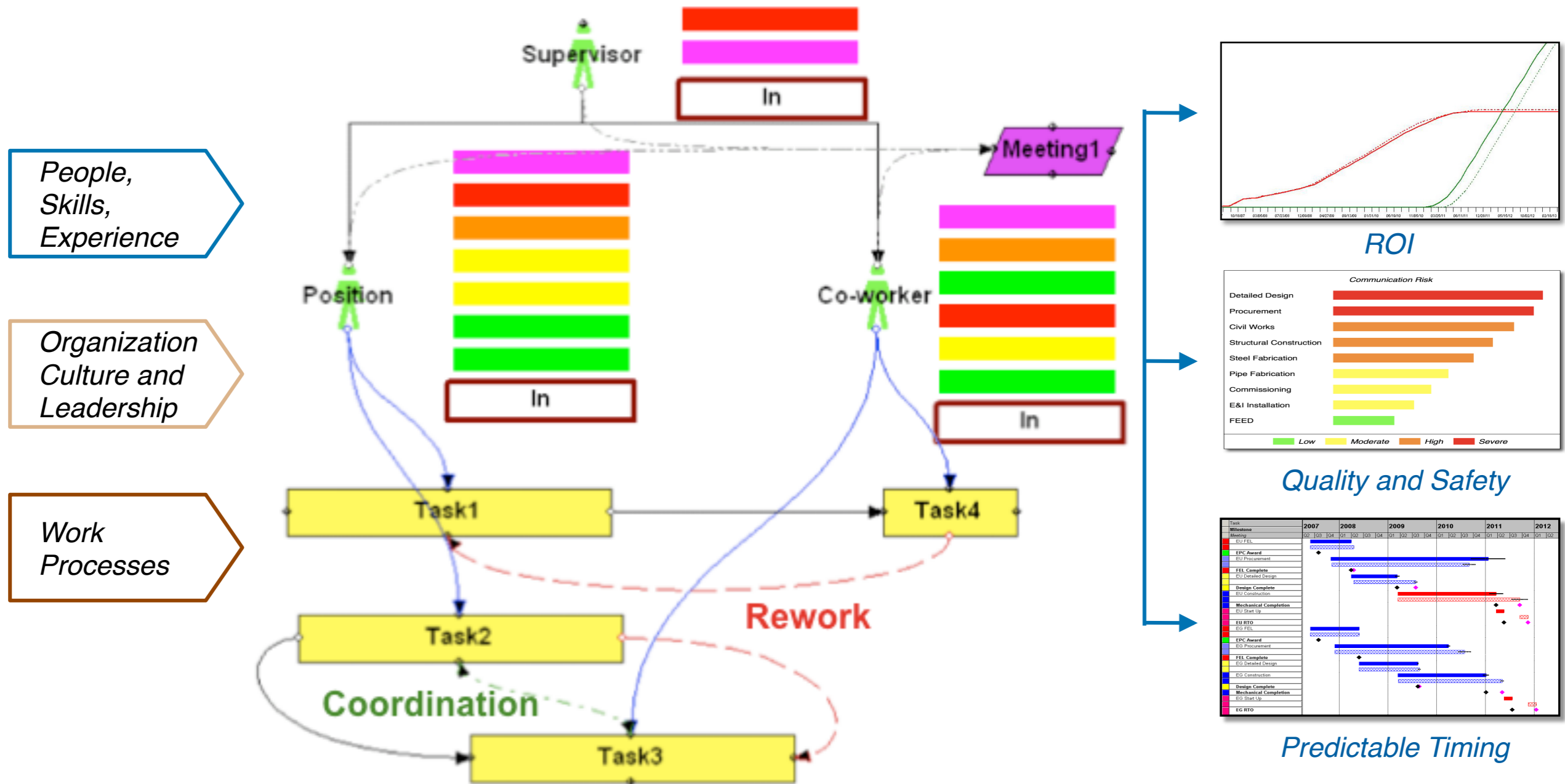
# A ten-minute rehearsal prior to surgery dramatically improved predictability



- Wrong site surgeries eliminated
- Improved patient recovery rates
- Nursing turnover rate decreased from 23 percent to 7 percent
- Positive perceptions of teamwork doubled

# Simulate project teams at work

## SimVision® Technology



# Test three jobsite organization strategies on a real project and real team

- Use a project from the CII RT261 study population as a test bed
- Simulate different owner-contractor relationships
  - Compare project outcomes
  - Quantify quality risks
- Look for advantages under different conditions and contractual arrangements

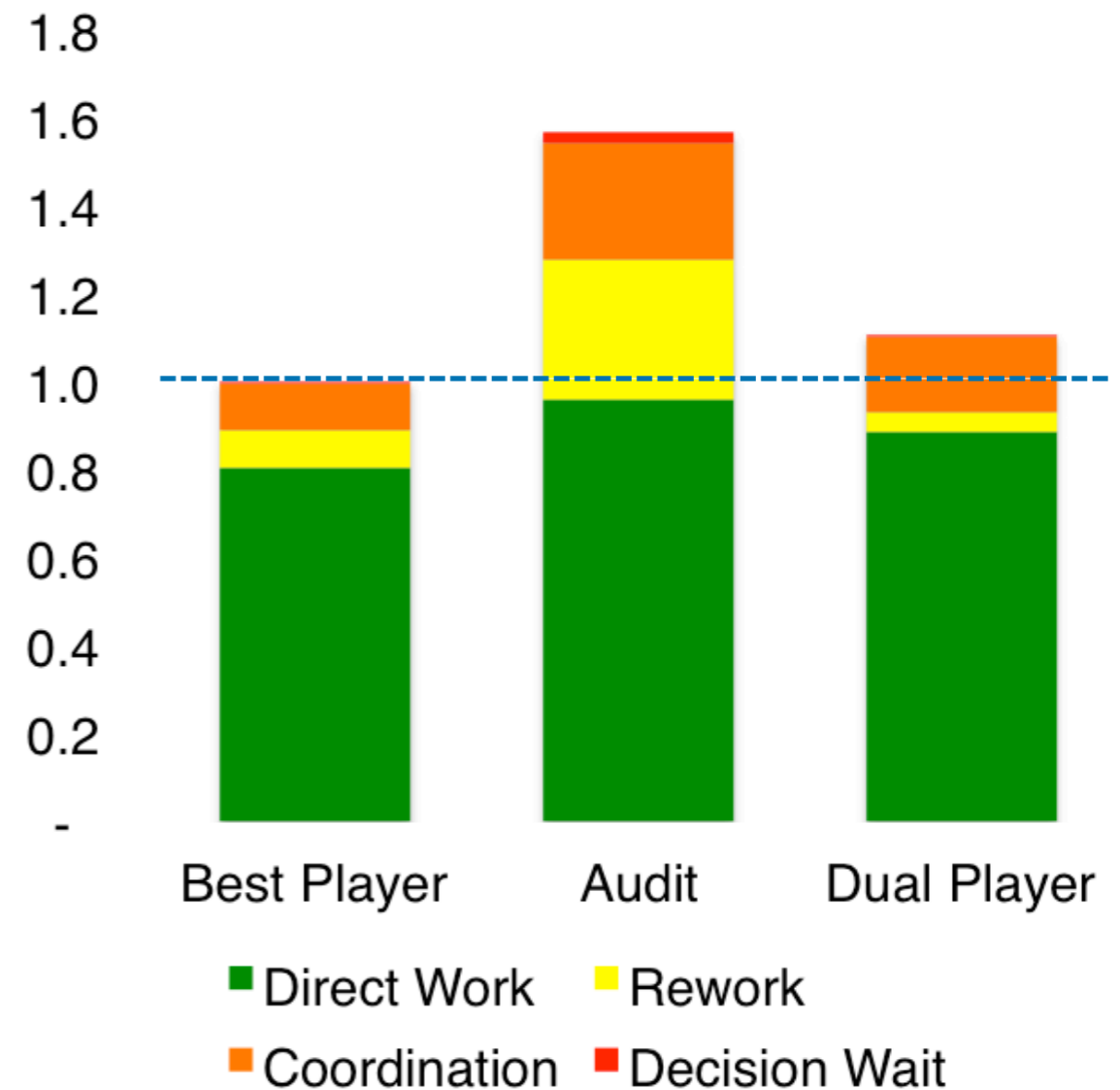
# Quantify and compare the results

<b>Best Player</b>	<ul style="list-style-type: none"><li>• Jobsite staff is a <b>hybrid</b> of Owner and Contractor personnel</li><li>• Staffing of each function is determined by core experience</li><li>• Take maximum advantage of available expertise</li><li>• <b>Intended to be lowest-cost</b></li></ul>
<b>Audit</b>	<ul style="list-style-type: none"><li>• Contractor staffs jobsite functions</li><li>• Owner team <b>reactively</b> audits performance and seeks corrections and improvements</li><li>• Intended to be highest-quality</li></ul>
<b>Dual Player</b>	<ul style="list-style-type: none"><li>• Contractor staffs jobsite functions</li><li>• Owner team works <b>proactively</b> to remove barriers, prevent delays and enable superior outcomes</li><li>• <b>Intended to minimize schedule variance</b></li></ul>

# Audit and Dual Player have a 20% to 50% higher staff cost than Best Player

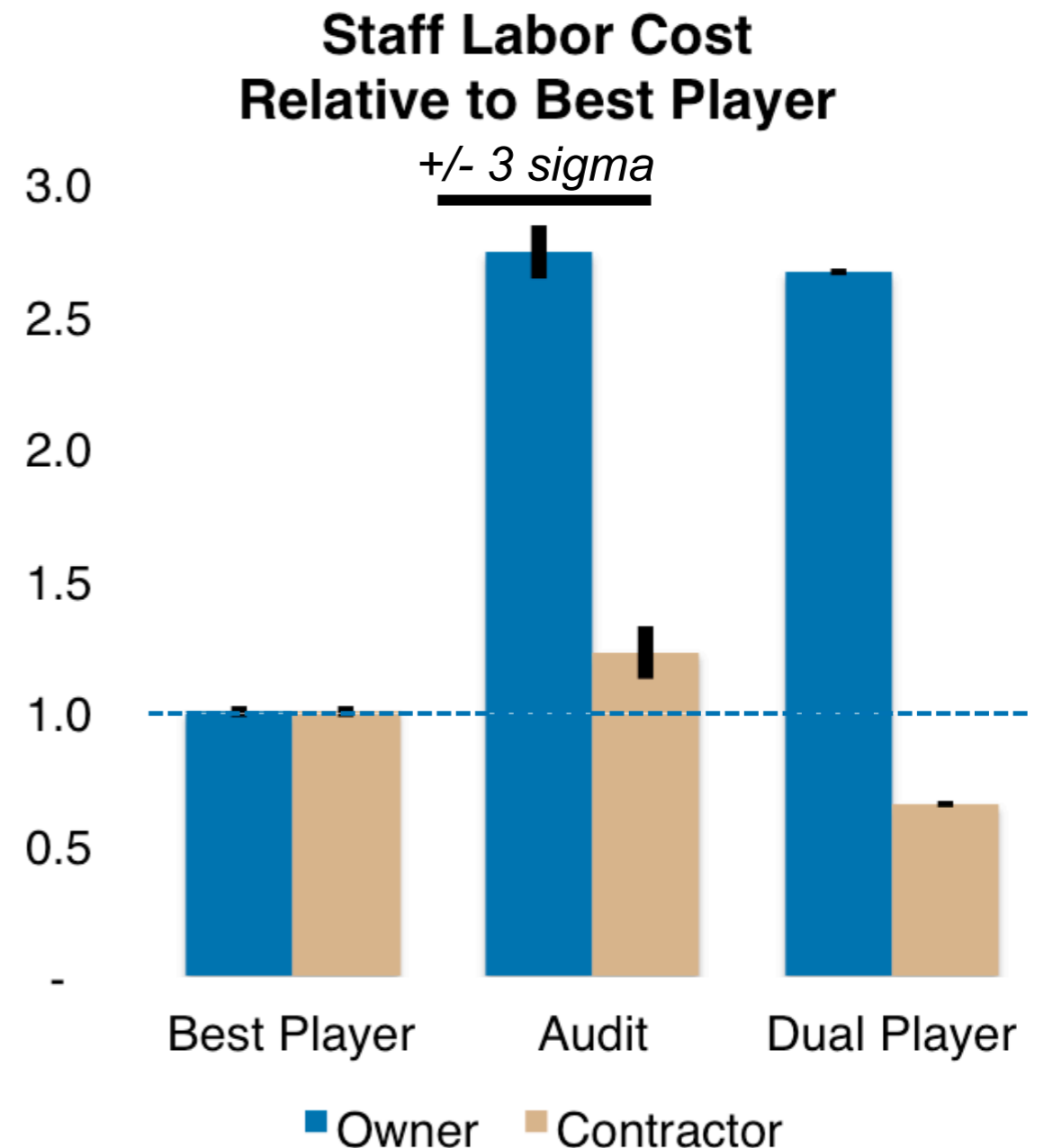
- Both require more Owner-Contractor coordination
- Audit creates more rework to be performed by the Contractor
- Dual Player facilitates the Contractor's job and proactively avoids rework

O+C Staff Labor Cost Breakdown Relative to Best Player



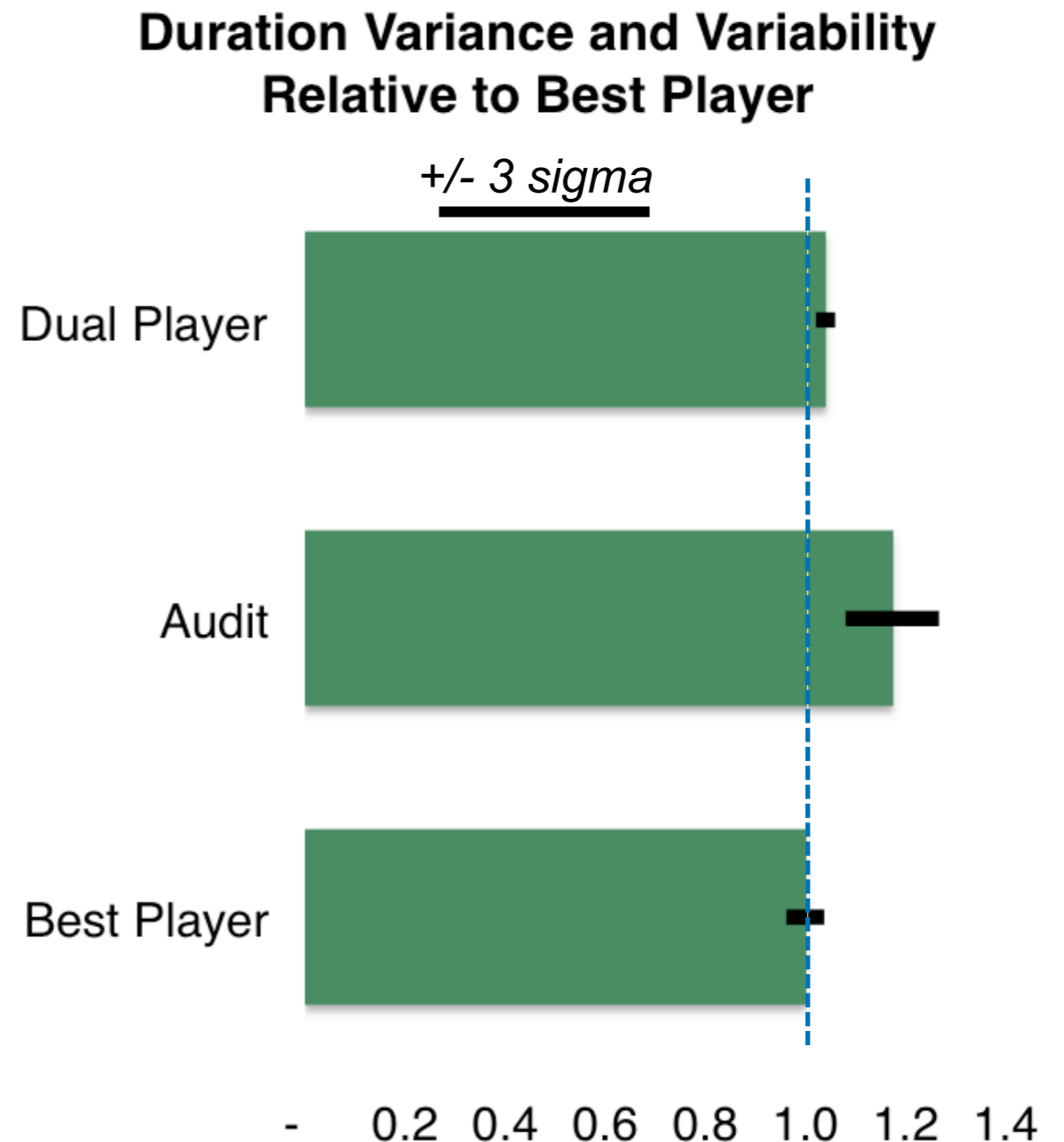
# Audit and Dual Player impact staff cost and predictability in different ways

- Audits increase Contractor costs and uncertainty
- Dual Player makes the Contractor's work more predictable and about 25% less-costly
- Owner adds staff in both cases



# Audit makes the schedule less predictable

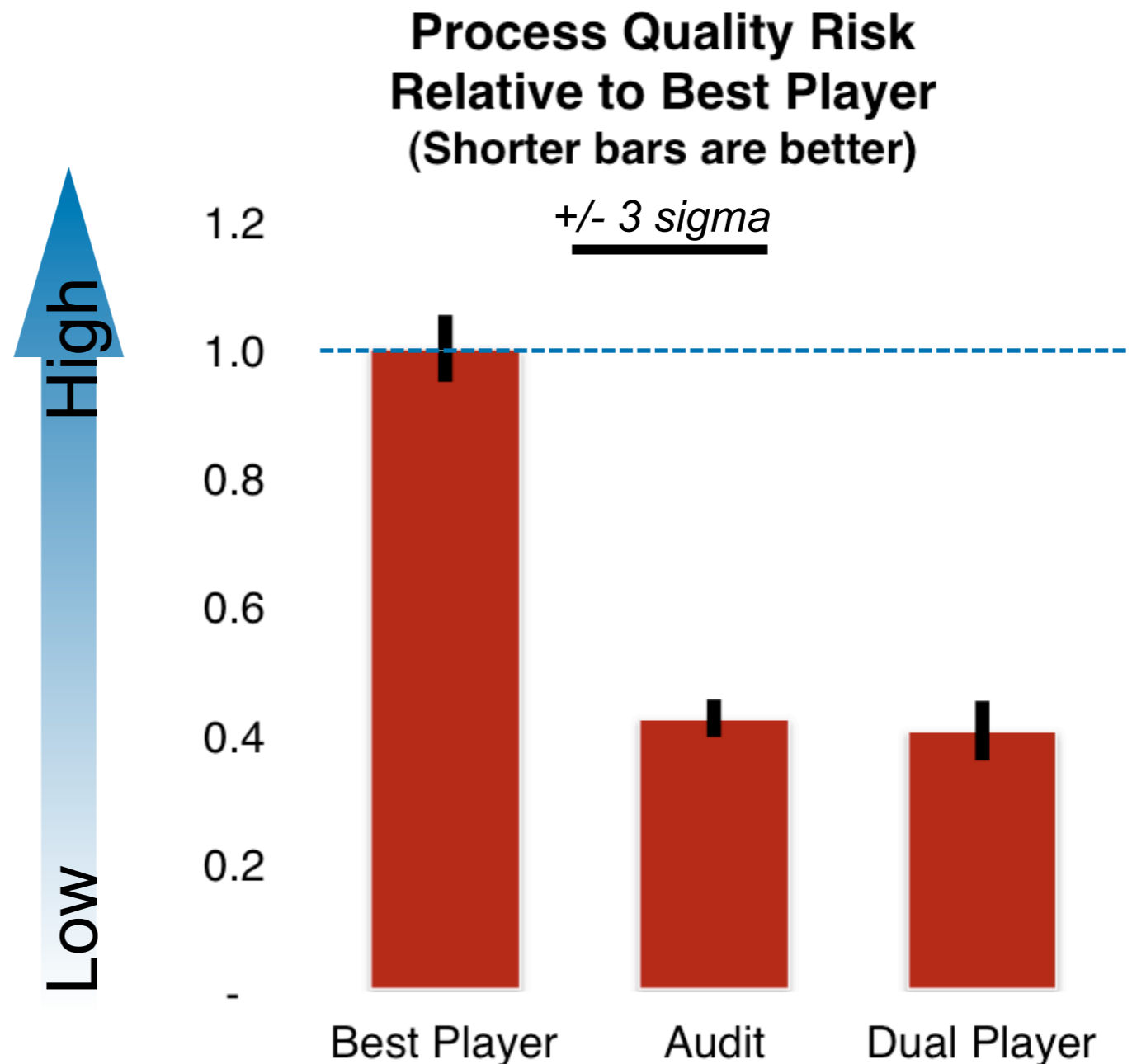
- The retrospective nature of Audit creates significant schedule growth and uncertainty
- Dual Player improves predictability and might increase total time





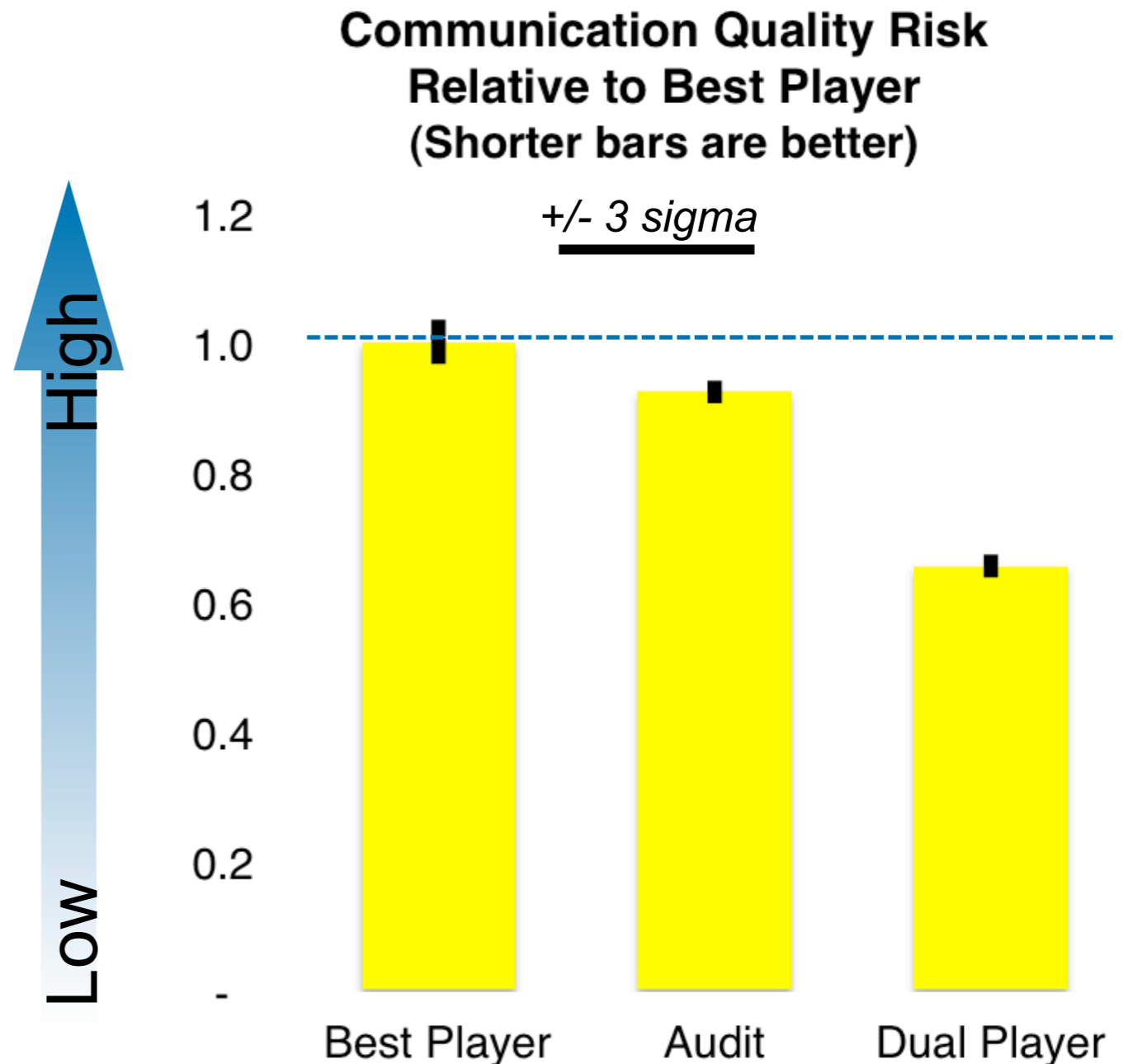
# Audit and Dual Player produce a significant quality advantage

- Predictable results
- Complies with standards
- Performed according to plan



# Audit and Dual Player improve communication and safety

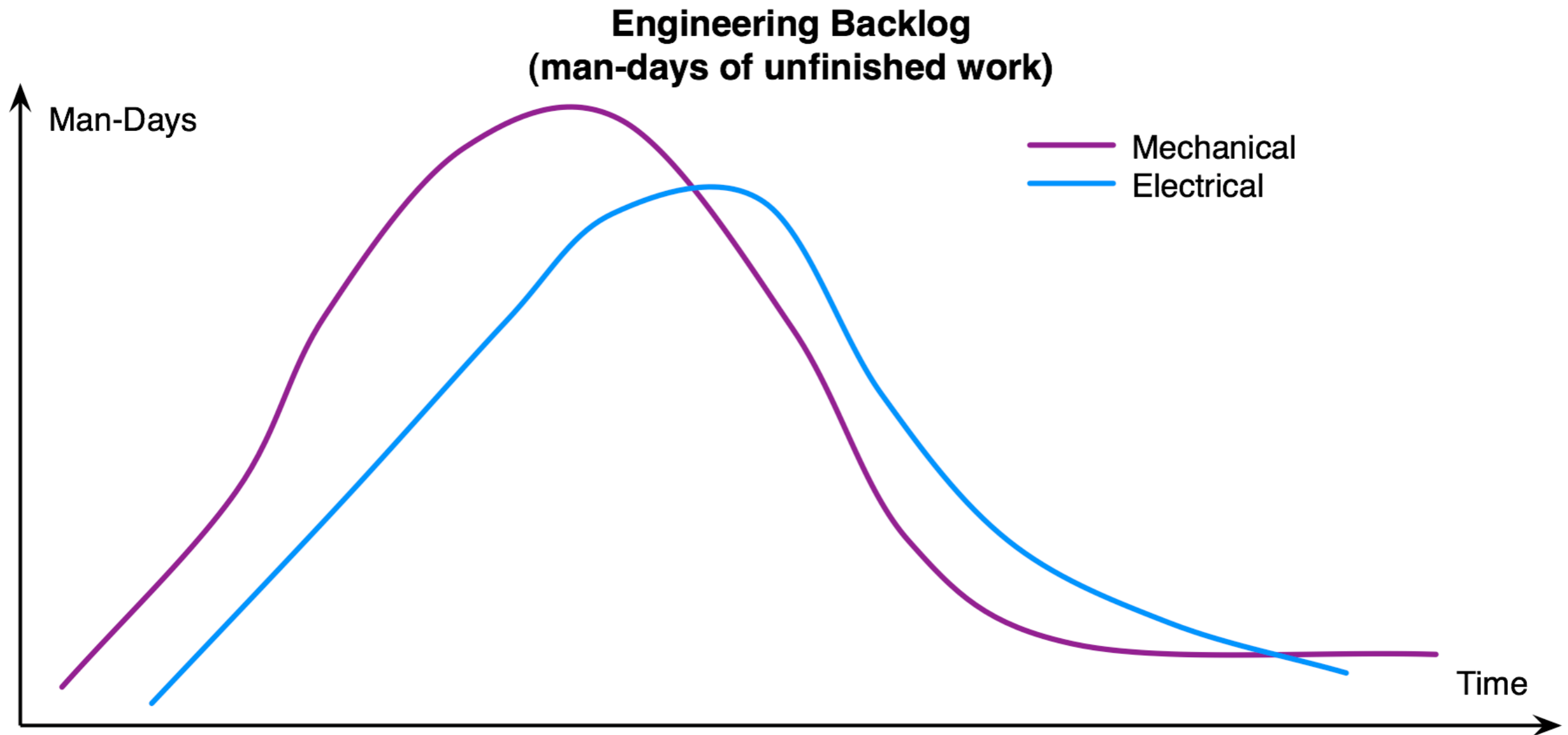
- Communications are clear, timely and beneficial
- Information is available where and when its needed
- Communication is more carefully planned and managed



# Completion delays will cost the owner several million dollars per day in lost revenue if not corrected

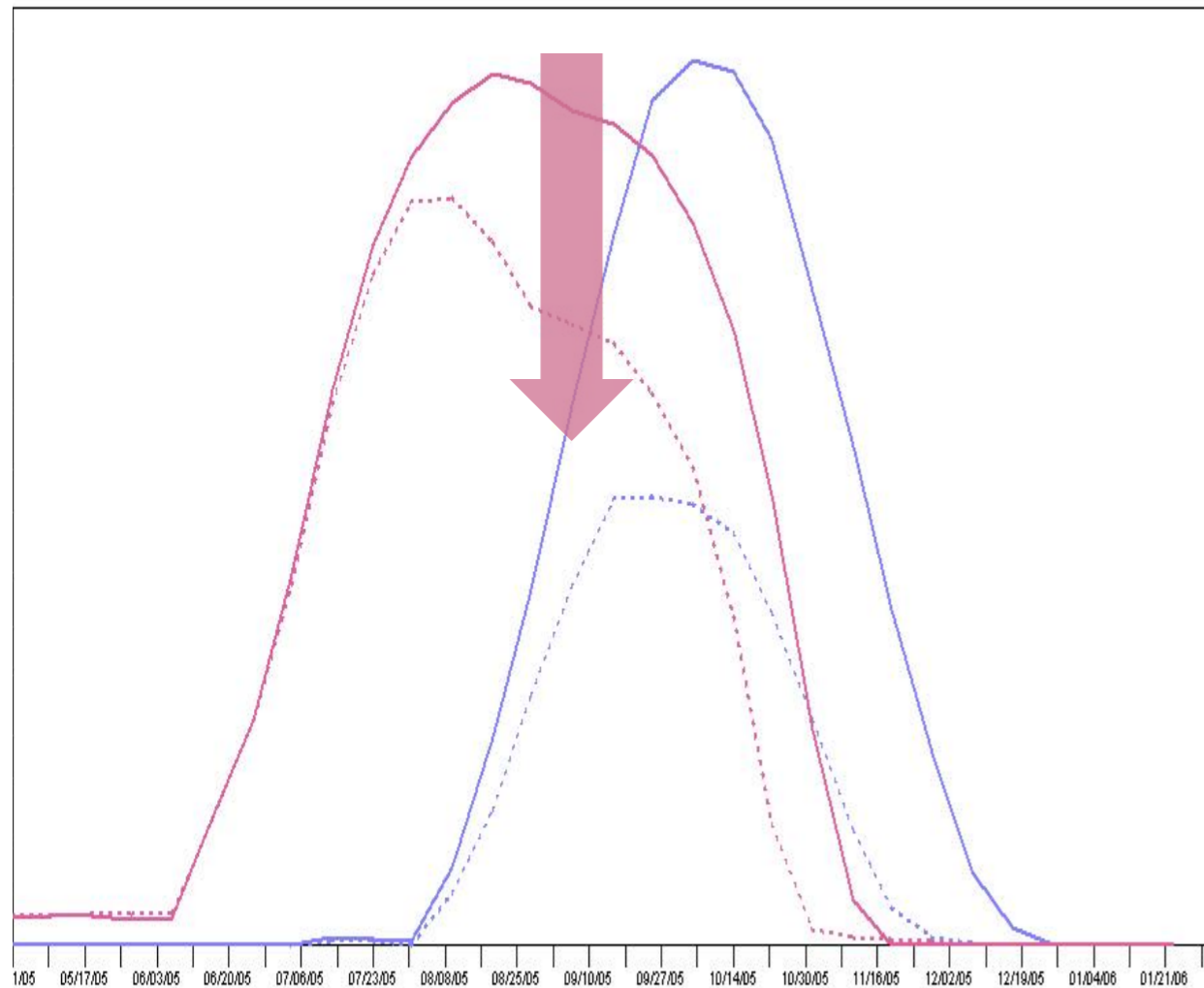
- Procurement is 3 to 6 months behind schedule
- The management team is divided over two possible recovery strategies
  - Supplement design manpower with more contractors
  - Form integrated procurement teams to streamline the work process

# The Design Team does not have sufficient capacity to accomplish planned work on time

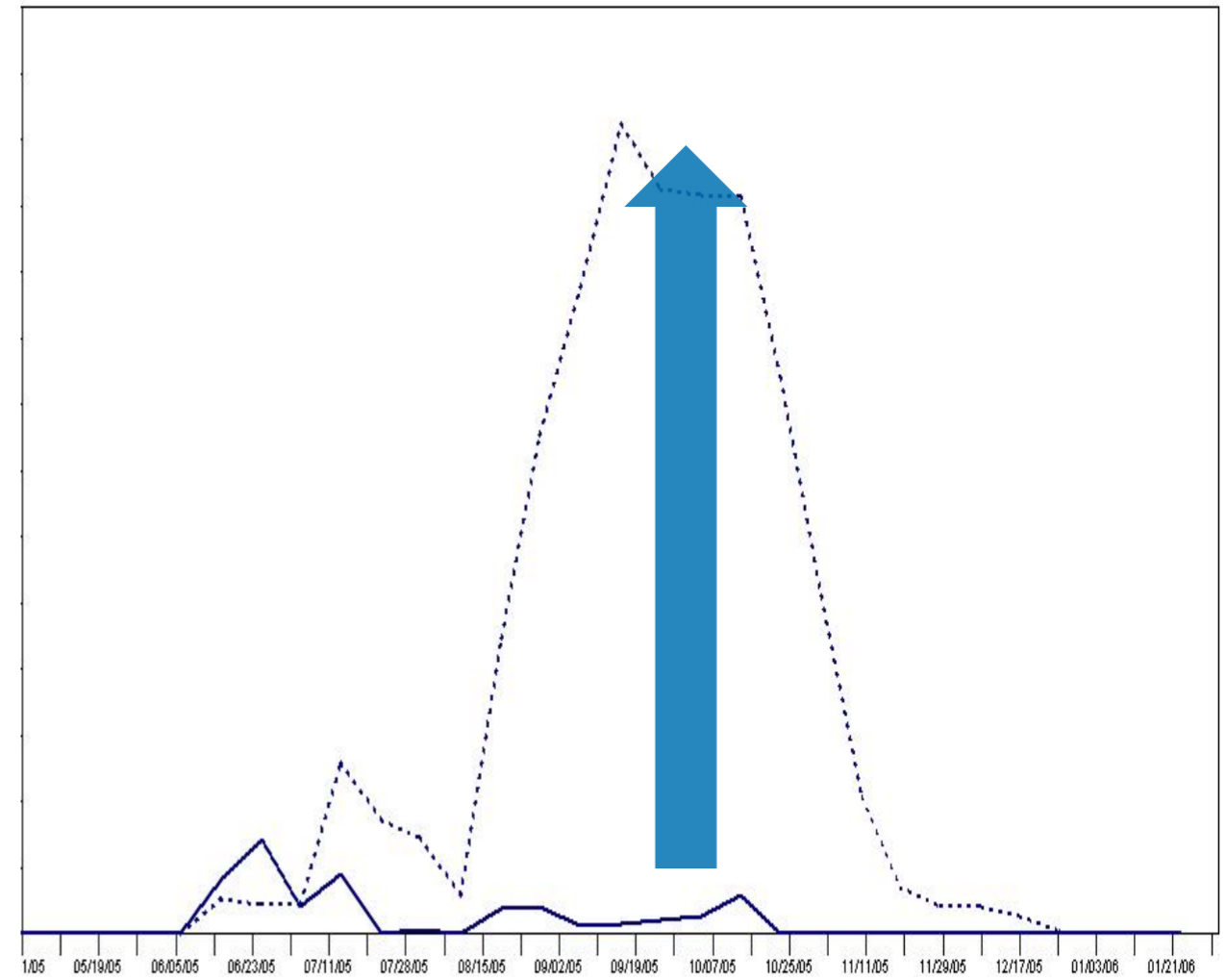


## Hiring more designers would shift the work backlog onto the project engineers

Reduce the Design Department's backlog

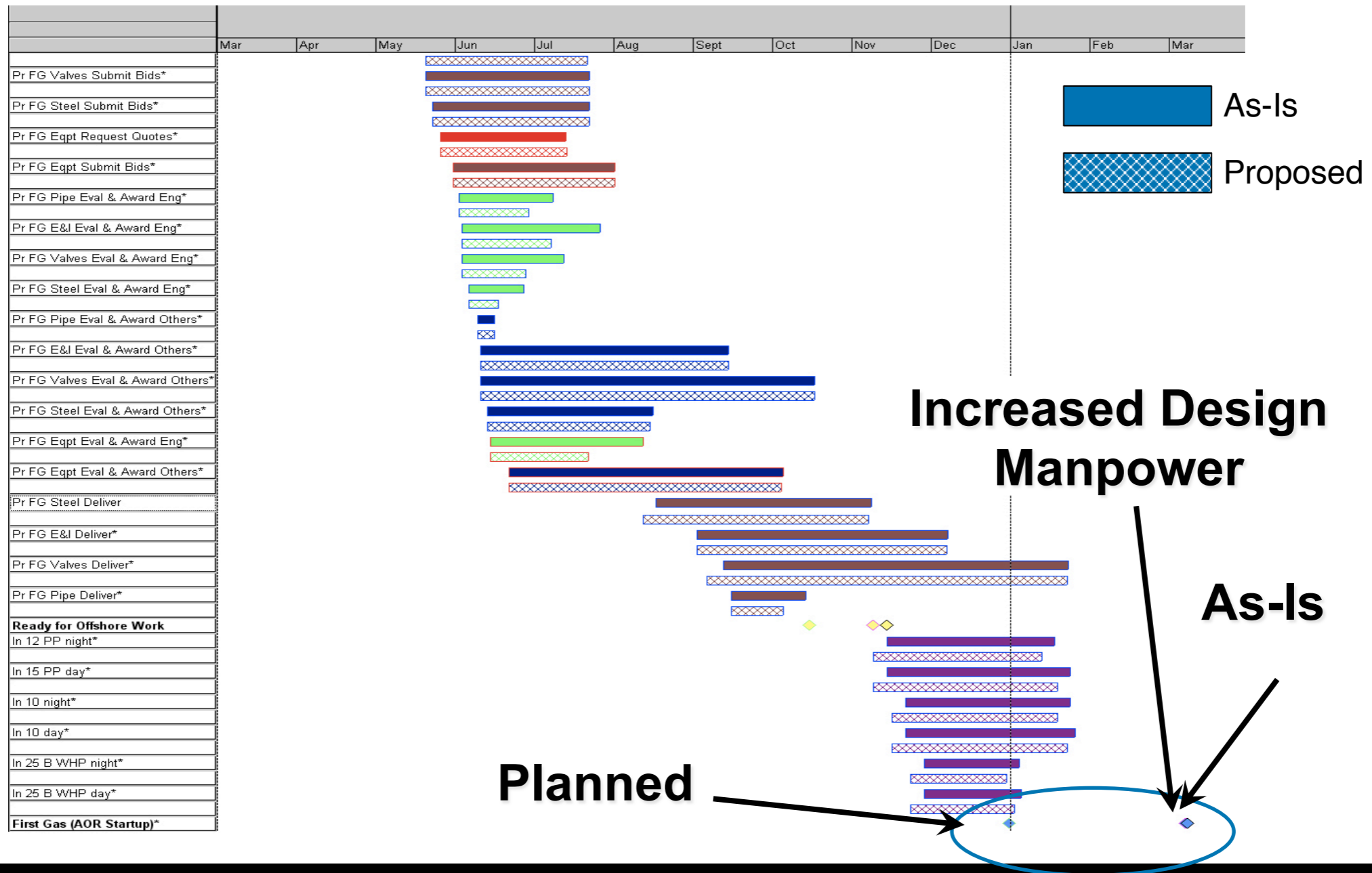


Shift the backlog to the Project Engineers 2-3 months later



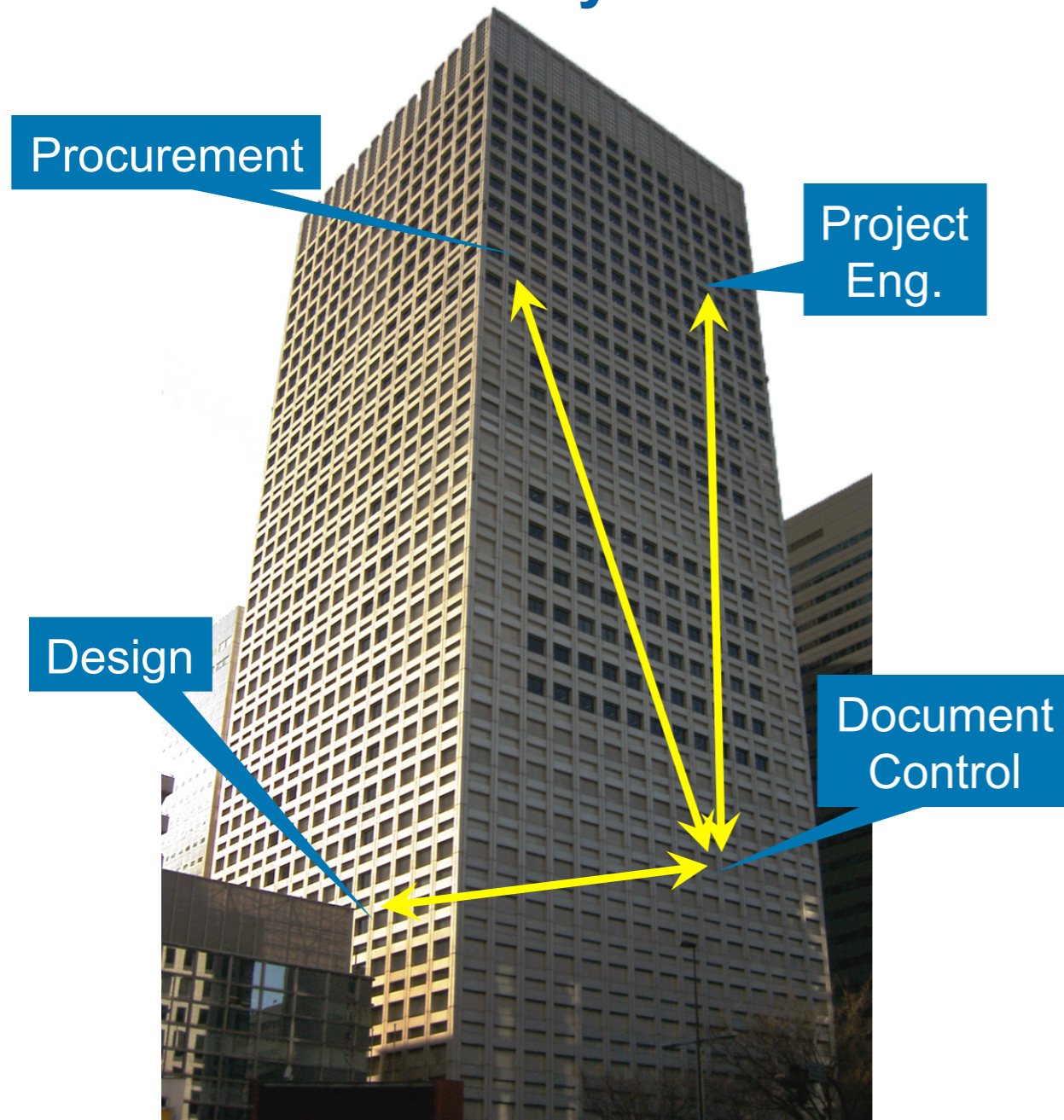
## ... and have no effect on the schedule slippage

### Predicted Project Schedule – Production Startup Milestone



## Model the integrated teams

**As-Is: Fragmented Team, Many Rework Cycles**

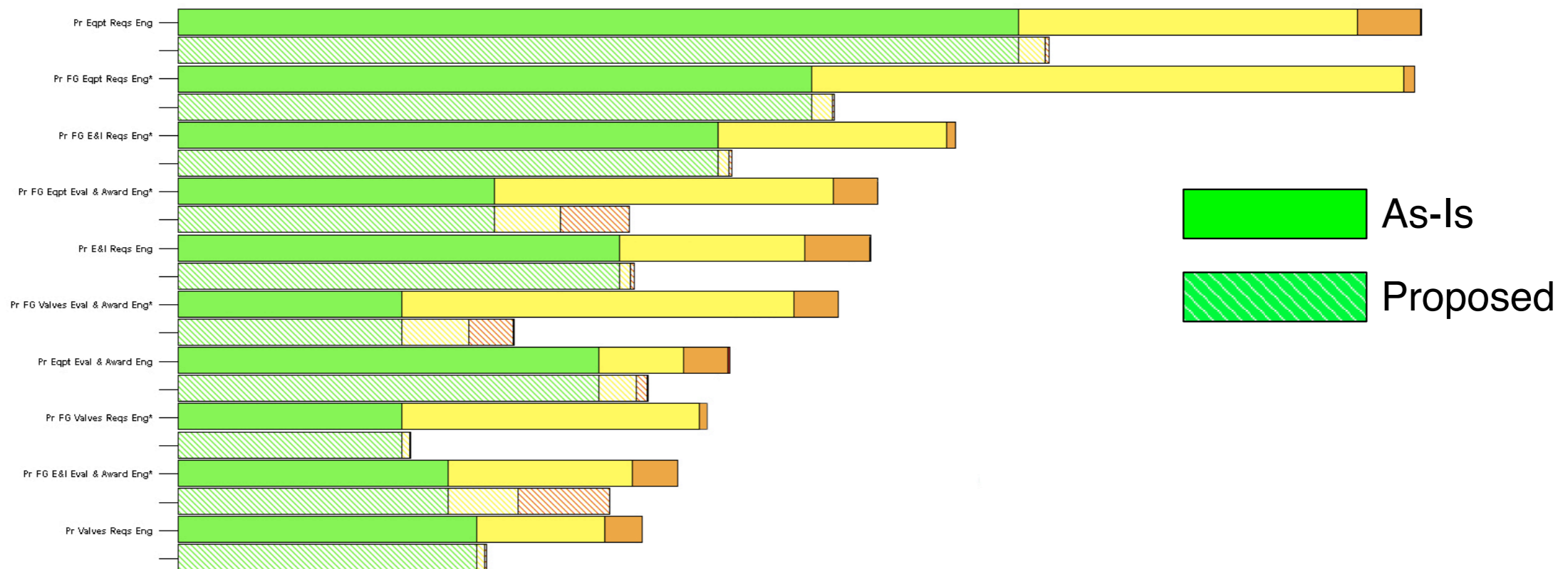


**Proposed: Integrated Co-located Teams**



## Integrated procurement teams would be 25% more efficient on this project

### Procurement Tasks Work Breakdown Comparison (FTE-days)



“Drag” is a function of organization capability and complexity

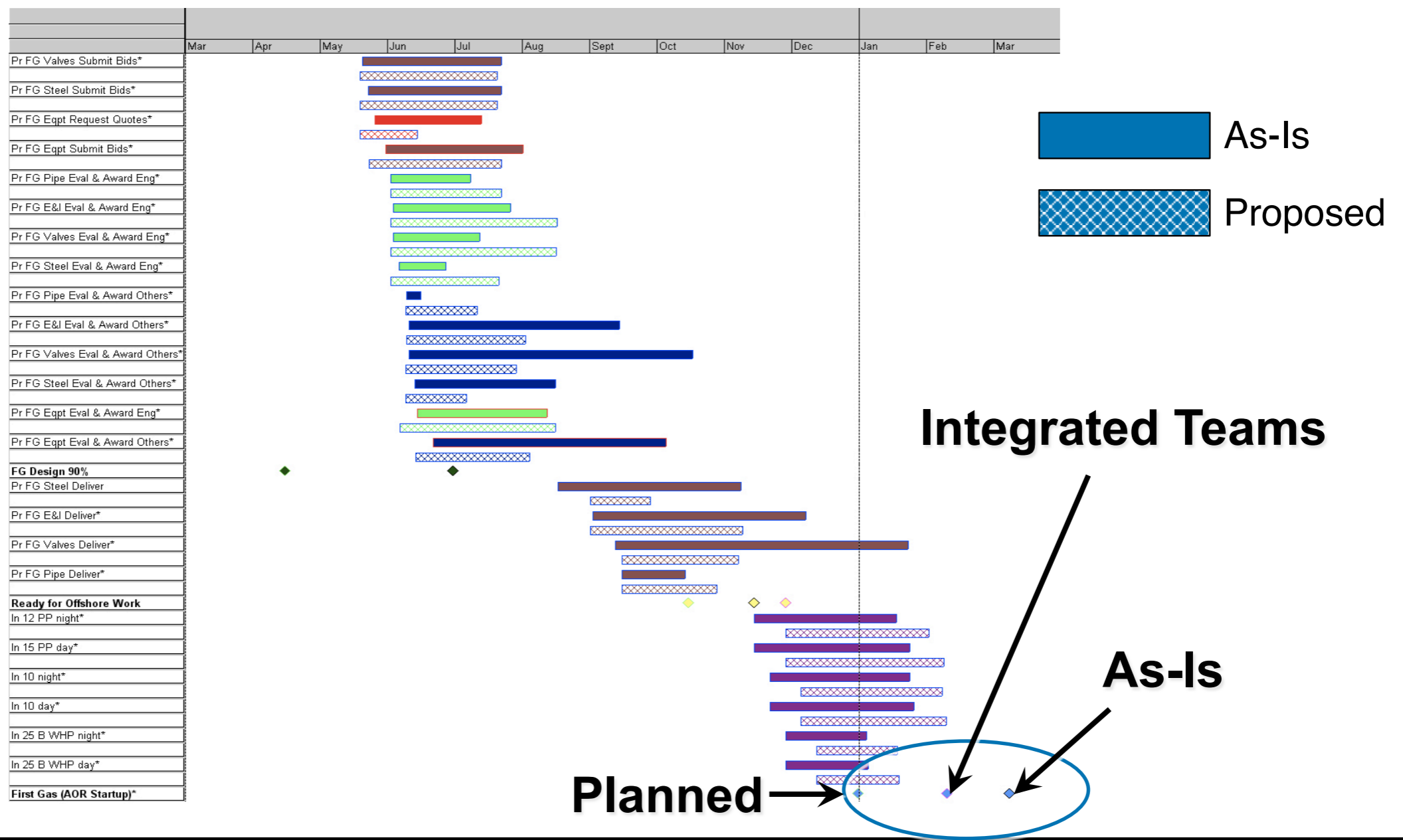




# Simulate the integrated teams solution

## ... and could recover about half of the time lost

### Predicted Project Schedule – Production Startup Milestone



# Simulation and rehearsal are most valuable when organizations are in transition

### Capital Projects

- Planning to Front End Engineering and Design (FEED)
- FEED to Execution
- Construction to Commissioning

### Business Operations

- Mergers and acquisitions
- Restructuring and transformation
- New ventures and major programs

## Question and answer

- This presentation is available at [www.epm.cc](http://www.epm.cc)
- Construction Industry Institute research reports are available at [www.construction-institute.org](http://www.construction-institute.org)