

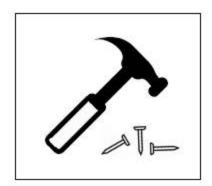
The Busy Fool - Part 2

Definition: People falsely assume that when others are carrying paper, laptops or notepads around the office they are adding work value. People are masters at faking being busy, and looking like they are on a mission or going somewhere important



Coffeevating

Definition: The art of buying someone a tea or coffee in order to get them to do something, task them a job they don't want to do and then conduct a catch up on how they are doing. People feel an obligation after a small value gift is provided to them.



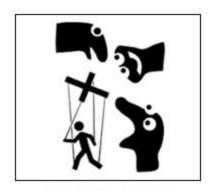
The Hammer Approach

Definition: When the only tool in the toolbox is a hammer, it is tempting to treat everything like a nail. Based on the "Law of the Instrument" which talks about the over-reliance on a familair tool



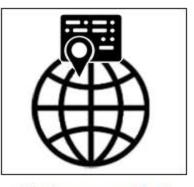
The Mythical Man Month

Definition: Adding additional manpower to a late software project makes it later (Brook's Law). Everyone knows it, some people quote it, some people read it, most don't follow it, few people don't do it



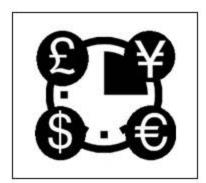
Muppets & Puppets

Definition: When your actions are driven by people who don't have a clue and they are a real pain in the rear end (Muppets) or driven by professional manipulators who pull your strings that then dictate your actions (Puppet Masters)



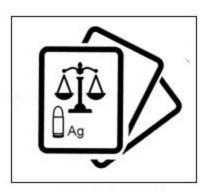
The Answers are Here!

Definition: The Internet is a vast knowledge palace, and it has the majority of answers waiting to be discovered, however we don't value free advice. We place value on what we pay for and pay for what we value



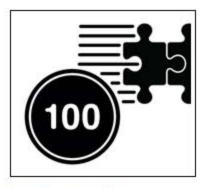
Time Currency

Definition: A time-based currency in economics which is an alternative exchange system where the unit of value or account is the person-hour or some other time unit. In life, all you have is time, so spend it wisely



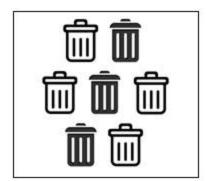
The Silver Bullet

Definition: Something that very quickly and easily solved a serious problem. In project management it is a mentality that numerous silver bullets will solve all the project problems. It can be called "Playing the Lone Ranger"



Chasing the 100% Solutions

Definition: The folly of thinking you can achieve a 100% solution when it gets progressively harder and requires significantly more resources as you approach the 100% mark, and your efforts are probably at that point better spent elsewhere



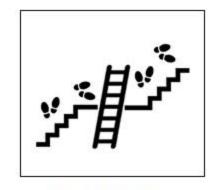
Waste

Definition: The Seven Wastes in LEAN are Overproduction, Inventory, Movement/Motion, Transportation, Waiting, Overprocessing, Defects, categorised by Taiichi Ohno, the father of the Toyota Production System (TPS)



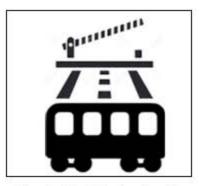
Wishing Requirements

Definition: When you are presented with an incoherent list of requirements that has been put together with little thought, lacking overall coherency and including a large number of wishlist items that are based on personal needs



Marginal Gains

Definition: The science of making small changes and then assessing them to understand the impact, so you can progressively build on the successful outcomes, in order to gain competitive advantages over others. Used widely in sport



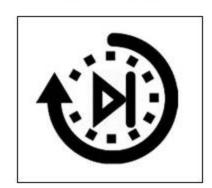
Chasing the Moving Frontier

Definition: Setting a plan at the start that recognises that change will happen during the project and taking actions to then get to an optimum end point or outcome



JFDI

Definition: A request, usually from a manager to just get the job done and don't worry about testing, documentation, or any other formal development requirement. Can cause chaos, confusion or disorder, if you get it wrong



Next Time

For our next installment we will be covering the following topics and more:

- Art of the Start
- The 7 Habits
- The 8th Habit
- Spirit of the Squirrel
- Lessons of the Lion

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