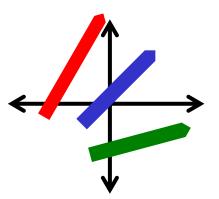
# Continuous Improvement Toolkit

## **Kano Analysis**

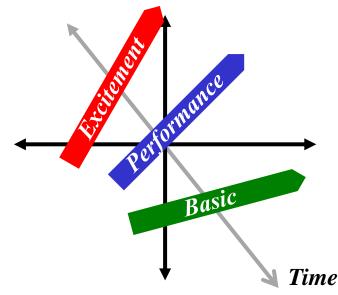


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Managing Deciding & Selecting **Planning & Project Management\*** Pros and Cons **PDPC** Risk Importance-Urgency Mapping **RACI** Matrix **Stakeholders Analysis Break-even Analysis RAID** Logs FMEA **Cost** -Benefit Analysis PEST PERT/CPM **Activity Diagram** Force Field Analysis Fault Tree Analysis **SWOT** Voting Project Charter Roadmaps Pugh Matrix Gantt Chart Risk Assessment\* Decision Tree **TPN** Analysis **PDCA Control Planning** Matrix Diagram Gap Analysis OFD Traffic Light Assessment Kaizen **Prioritization Matrix** Hoshin Kanri **Kano Analysis** How-How Diagram **KPIs** Lean Measures Paired Comparison Tree Diagram\*\* Critical-to Tree Standard work **Identifying &** Capability Indices OEE Cause & Effect Matrix Pareto Analysis Simulation TPM Implementing RTY Descriptive Statistics MSA Confidence Intervals Understanding Mistake Proofing Solutions\*\*\* Cost of Quality **Cause & Effect** Probability **Distributions** ANOVA Pull Systems JIT Ergonomics **Design of Experiments** Reliability Analysis Graphical Analysis Hypothesis Testing Work Balancing Automation Regression Bottleneck Analysis Visual Management Scatter Plot Correlation Understanding **Run Charts** Multi-Vari Charts Flow Performance 5 Whys Chi-Square Test 5S **Control Charts** Value Analysis **Relations Mapping**\* Benchmarking Fishbone Diagram SMED Wastes Analysis Sampling TRIZ\*\*\* Time Value Map Process Redesign Brainstorming Focus groups **Interviews** Analogy SCAMPER\*\*\* IDEF0 Photography Nominal Group Technique SIPOC Mind Mapping\* Value Stream Mapping **Check Sheets** Attribute Analysis Flow Process Chart Process Mapping Affinity Diagram **Measles Charts** Surveys Visioning Flowcharting Service Blueprints Lateral Thinking **Data** Critical Incident Technique Collection Creating Ideas\*\* **Designing & Analyzing Processes Observations** 

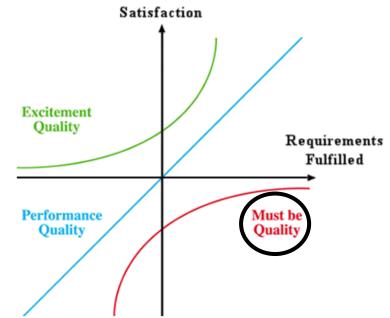
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- Translates VOC information into actionable opportunities for improvement.
- Prioritizes customer requirements based on their impact to customer satisfaction.
- **Three types of Quality:** 
  - □ Basic Quality The "Must Be" factors.
  - □ Performance Quality The **"Satisfiers"** factors.
  - □ Excitement Quality The surprise and delight factors.

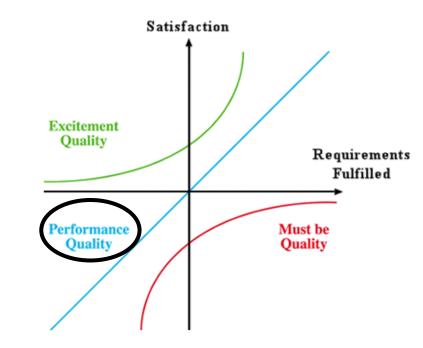


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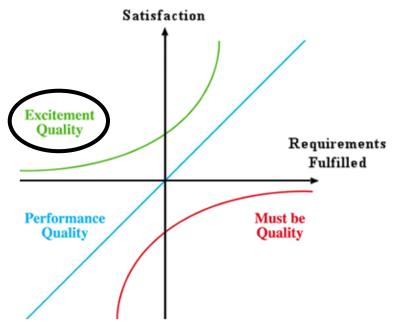
- There is an 'expected' quality that customers take for granted.
- □ This is the minimum functionality.
- □ It will not satisfy the customers.
- Represents a reasonable level of quality.
- **Examples:** 
  - Timely and responsive customer service.
  - Free of defects product.



- This need is more about meeting customer satisfaction.
- More is better.
- Satisfiers are not absolutely necessary.
- A more efficient service, for instance, is appreciated.
- Example: Speed of answering a phone and in receiving the service are parts of this category.



- Organizations should aim for Exciting Quality.
- Giving customers more than they expected.
- These are features that distinguish your service or product.
- Often provided to the customers for no extra money.
- Example: If you book into a hotel and unexpectedly find a box of chocolates waiting for you that is Exciting Quality.



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#### Approach:

- Get customers to do the classification where possible.
- Brainstorm all of the possible features and attributes of the product or service.
- Brainstorm everything you can do to please your customers.
- Classify all items as "Threshold", "Performance", "Excitement" and "Not Relevant".
- Cut out attributes that are "Not Relevant".
- Select the appropriate Performance Attributes while still maintaining a good profit margin.
- Think how you can build some of the Excitement Attributes into the product or service.

