Continuous Improvement Toolkit

Nominal Group Technique (NGT)

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 Pareto Analysis Cause & Effect Matrix 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*** Process Redesign Focus groups Brainstorming Time Value Map **Interviews** Analogy SCAMPER*** IDEF0 Nominal Group Technique Mind Mapping* SIPOC Photography 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 **Designing & Analyzing Processes** Creating Ideas** Observations

- A structured method of collecting and organizing the thoughts of a team.
- □ An **anonymous** gathering of ideas.
- Silence is used to focus individual effort and reduce the time spent.
- Designed to promote group participation in the decision-making process.



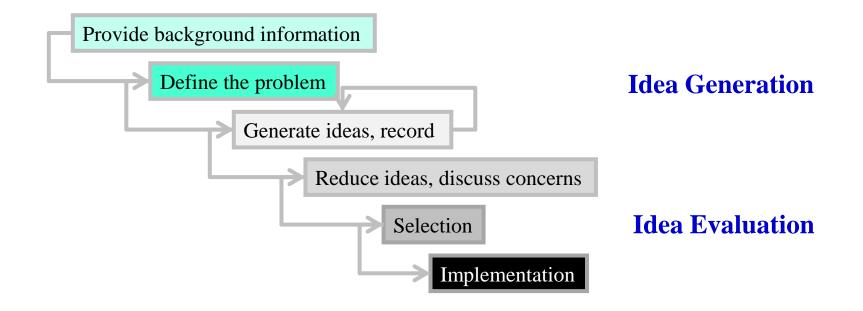
Allows teams to identify:

- A vital few problems needing attention.
 (Understanding cause and effect)
- A solution for a particular problem.
 (Creating ideas)



Two Stages:

- □ Creation of thoughts.
- □ Reduction of ideas to a final selection.



When to Use It?

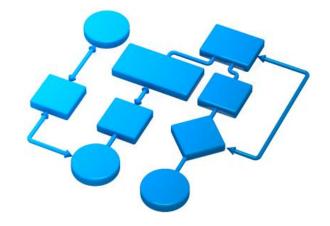
- When a problem is well understood, but knowledge about it is dispersed amongst several people.
- □ When a rapid consensus is required.
- □ When the team is stuck on an issue.
- □ When they disagree about something.
- When they prefers a structured style of working together.



□ When the group is not sufficiently comfortable together to be open and creative.

Approach:

- Conduct a meeting to gain a common understanding.
- □ Agree on the problem statement.
- □ Provide cards to each team member.
- □ Ask them to put their best thoughts.
- □ Collect the cards, shuffled them.
- □ Read them out one at a time.
- □ Write them on a flipchart.



- □ Provide an opportunity to add to the list (anonymously).
- □ Voting, scoring, prioritizing, reviewing results, discussing reactions.
- □ Consider the idea(s) with highest scores.

The Facilitator Should:

- □ Prepare for the meeting.
- □ Set up ground rules
- □ Lead the implementation.
- □ Listen and check for understanding.
- □ Consider all opinions of others.
- □ List all answers.
- □ Clarify wording.
- □ Merge similar entries.
- □ Ensure that everybody has a similar understanding of the result.

