

Construction Big Room

Key Points

Floor Plans and Elevations with Dry erase

Keeping visuals at all times

Visual aspects tying in to something Keeping updates on schedule

Huddles are key

10 years of thrown away paper

Calculating results with foreman in the room

Foreman facilitating meetings

Measuring in Project Process with Team Driven Feedback

Key Take Aways

Use the tool to ask different questions

Idea of having a visual: great way to tell story about value

Surveys at different phases is great...fix the problems early

Mechanism to fix things

Advancing with the Employees You Have Now

Key Take Aways

Standards are the key

Power that a simulation exercise has

Number of ideas from the same paper

We build on others ideas

Competition makes people excel

Keep improving

People assumed rules that were not stated

Crowd sourcing to expand the potential

Communication

We did extensive improvement in 3 minutes

There is value in teaching your colleagues

Leveraging Technology for Target Value Design

Key Take Aways

Different tools at different stages of design

Tracking and documenting success

A Design Team that Thrives with Last Planner

Take Aways

Blown away

Perfect for Architects in the room

Great ideas

Boulder use cobble and gravel to plan work

Lets try what is awesome

Switch facilitator

Don't think it will be right – right away

Try something.... Make changes...keep going

Target Value Computational Design

Key Take Aways

Time compression- enabled

Tremendous opportunities

Ability to deal with risk details enables designer to do what they enjoy

Very design forward presentation

Automatically generating shop drawings

How do we understand when uncertainty is hiding as certainty

Throwing data at a team does not create certainty

Value was not compromised while you were mitigating risk

Computational Design is a great targeting mechanism to target value.

