

# Trond Bølviken Veidekke

#LeanLPS

Organiza y promueve

Promueve

ITeC



The Change Business Ltd  
developing people + delivering projects



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infoconstrucción



DPA ARQUITECTURA

BIM Community

Con la colaboración de





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# COLLABORATIVE PLANNING IN DESIGN

Trond Bølviken

Director Veidekke Entreprenør AS

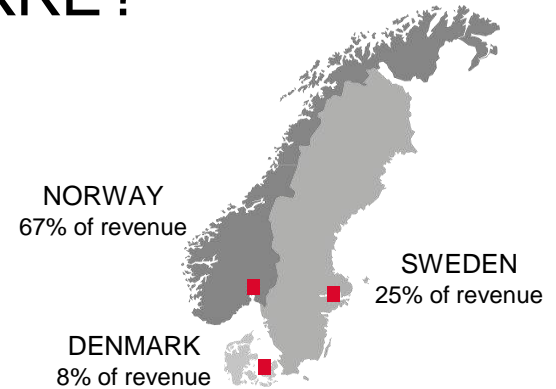
Barcelona, May 12, 2016

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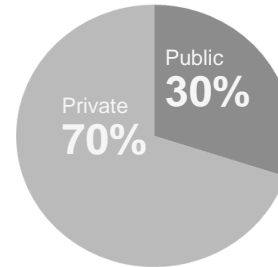
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# WHO, WHAT AND WHERE IS VEIDEKKE?

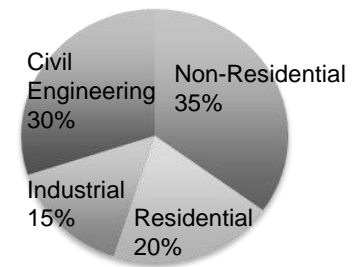
- + Norway's largest and Scandinavia's fourth largest contractor and property developer
- + 7,000 employees
- + Annual revenue of GBP 2 billion
- + Noted on the Oslo Stock Exchange
- + 51% of the employees own 18% of the company
- + Has made a profit every year since 1936



## CONTRACTS



## OPERATIONS



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# TROND BØLVIKEN

- + Civil Engineer from Norway University of Science and Technology (NTNU), 1979
- + Director of Strategy, HR and HSE
- + Worked 22 years at Veidekke
  - Head of business unit: 7 years
  - Current position: 15 years
  - Member of Norwegian top management: 17 years
- + Lean Construction
  - Attended my first IGLC-conference in 2004
  - Local Chair of IGLC in Oslo 2014
  - Author of several IGLC-papers



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# THE BACKGROUND

1. In 2008 Veidekke introduced the guide “Collaborative planning in production”
  - It helped make better performance in the projects that used it
2. We believed the same planning principles used in production could also be applied to the design process
3. For 3 years a group within Veidekke’s design management network worked on the guide
  - “Collaborative Planning in Design» was introduced in June 2013



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# THE GUIDES



## Collaborative Planning in Design



## Collaborative Planning in Production

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# SOME THEORETICAL FOUNDATIONS

- + Both design and production are value creating processes consisting of transformations and flows
  - *Koskela (2000): An Exploration Towards a Production Theory and its Application to Construction*
- + Both design and production can be managed through the Last Planner System
  - *Ballard (2000): The Last Planner System of Production Control*
- + There can be pooled, sequential and reciprocal interdependences between tasks
  - *Thompson (1967): Organizations in Action*
- + Both design and production are logistical, economical and social processes
  - *Andersen, Bølviken, Dammerud, Skinnarland (2008): Approaching Construction as a Logistical, Economical and Social Process*
- + Dialog is a precondition for design
  - *Bølviken; Gullbrekken, Nyseth (2010): Collaborative Design Management*

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# THE MAIN ELEMENTS



- + The start-up process
- + The scheduling system
- + The obstacle analysis
- + Meetings structure



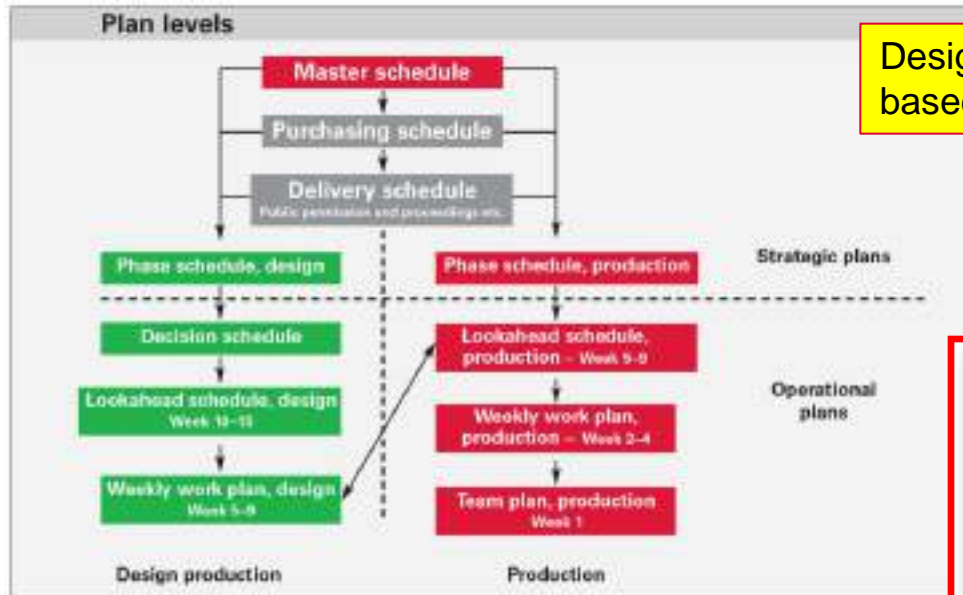
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# THE START-UP PROCESS



- + In Veidekke we believe in the importance of a good start-up process of a project
- + Therefore we focus on the start-up process as one of the main elements in Collaborative Planning in Design

# THE SCHEDULING SYSTEM



Design and production plans are based on the same strategic plans

## The scheduling system

### Progress plans/schedules

- Overall progress plan (entire project)
- Phase schedule, design
- Lookahead schedule (weeks 10-15)
- Weekly schedule (weeks 5-9)

### Other schedules

- Purchasing schedule
- Decision schedule

*Operational plans are connected*  
*Weekly work plan for design*

*Lookahead Schedule for production*

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# THE SCHEDULING SYSTEM

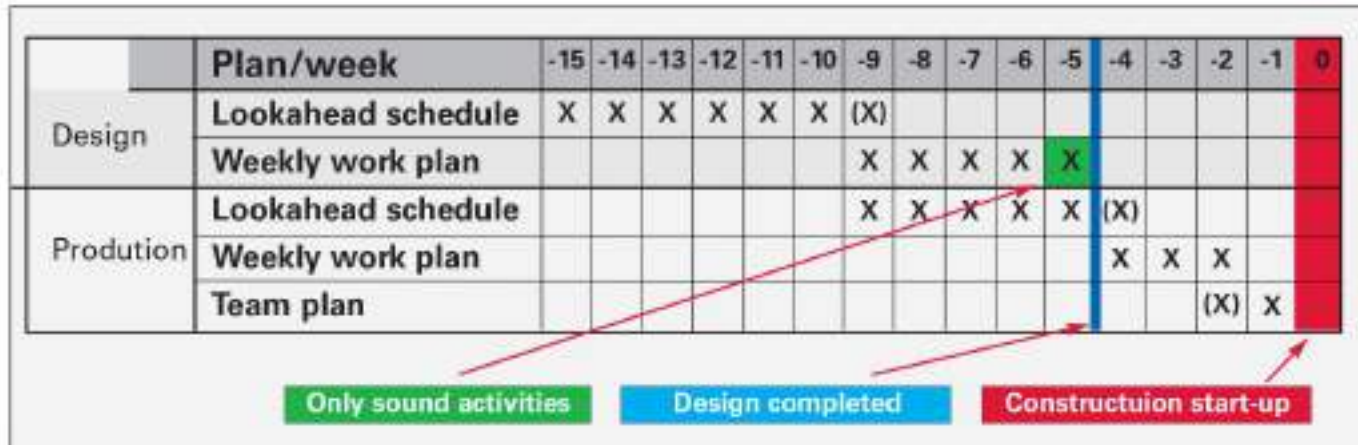
+ In turn key projects parallel design and production is part of the concept.

+ This is challenging because of the little time span between design and production



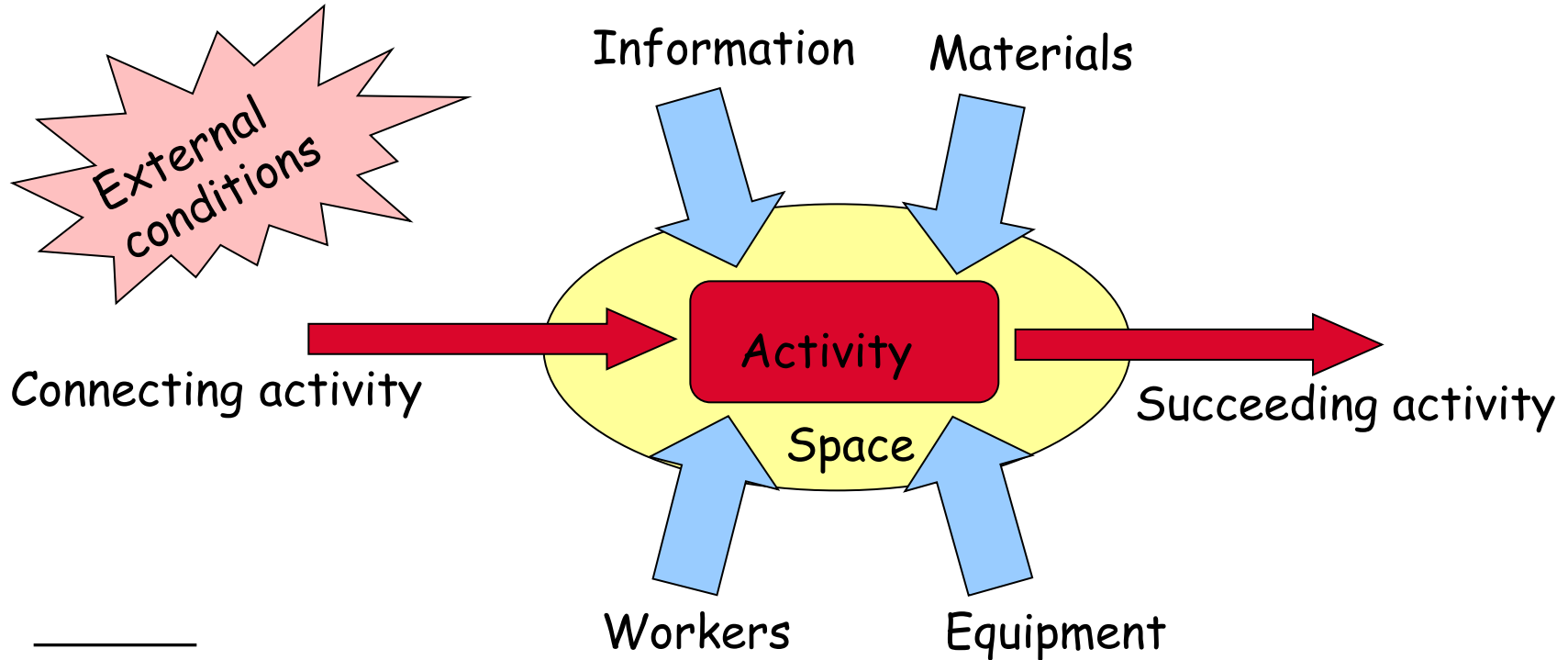
# THE SCHEDULING SYSTEM

- + The time span between «Design Complete» and production is aimed to be 4 weeks
- + Collaborative Planning in Design helps control this



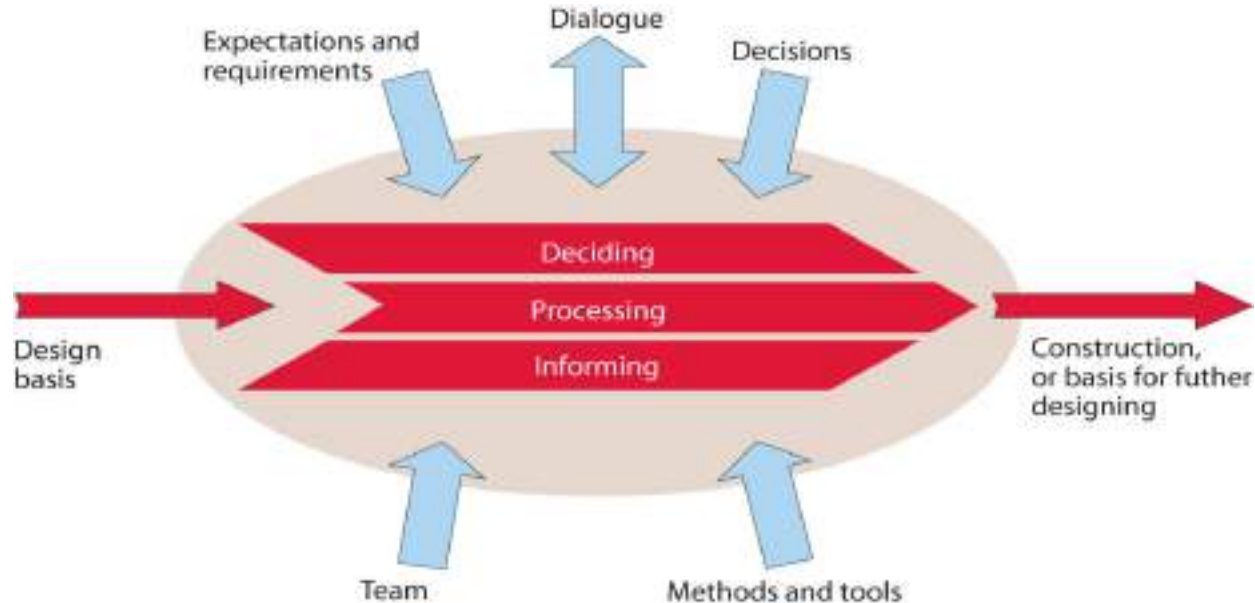
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# 7 PRECONDITIONS FOR A SOUND PRODUCTION ACTIVITY



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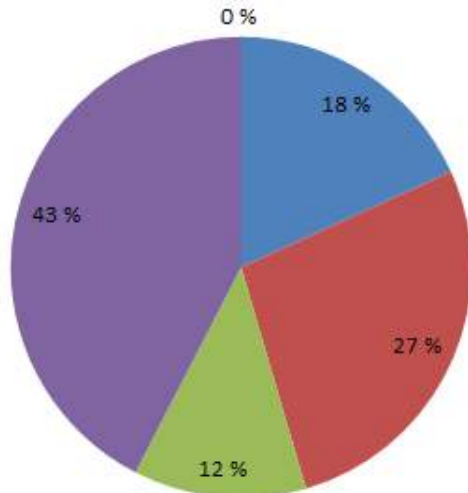
# 6 PRECONDITIONS FOR A SOUND DESIGN ACTIVITY



# REASONS FOR DELAYS IN ACTION PLAN

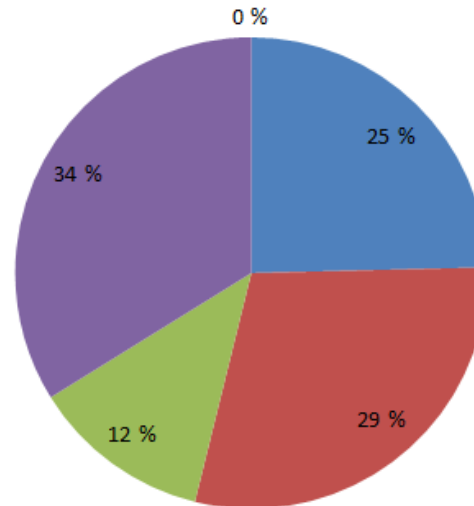
Week 48/13

(total number of delays 17)



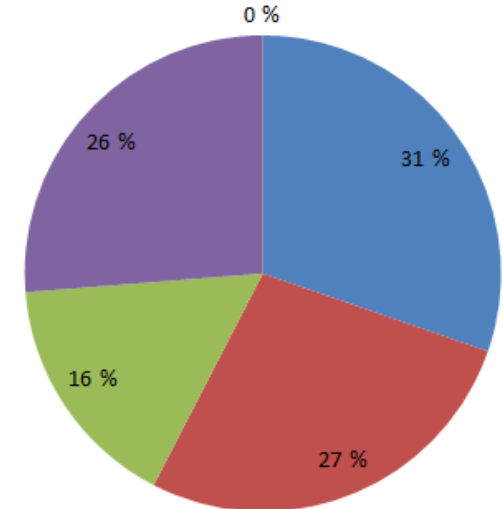
Week 51/13

(total number of delays 33)



Week 6/14

(total number of delays 50)



■ Not realistic planning

■ Lack of information

■ Lack of decisions

■ Lack of personnel/ priority

■ Wrong method/ tools

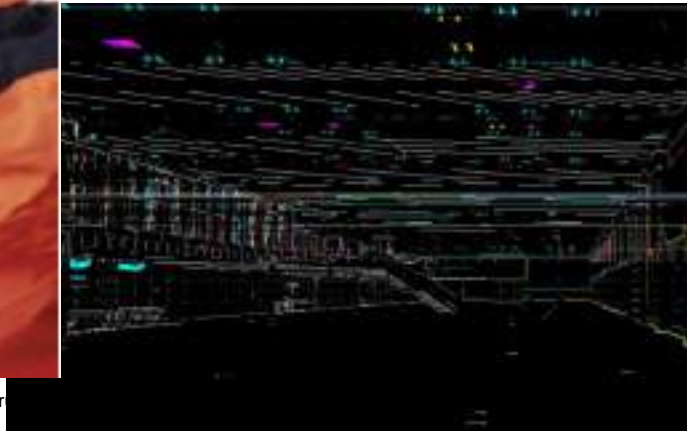
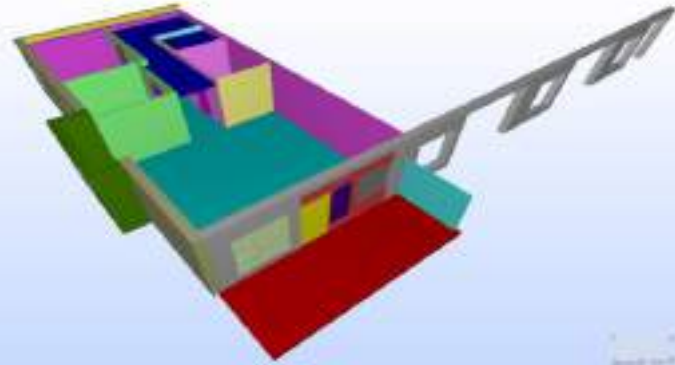
# MEETING STRUCTURE

Meeting	Contents	Recommended date/frequency	Basis and outcome	Recommended participants	Meeting owned by
<b>Start-up assembly for the design process</b> Post-it note meeting	A process (using the post-it note technique) of generating decisions and design activities is initiated at this gathering. The gathering also marks the starting point for the work on the phase schedule for design.	As soon as all of the designers have signed their contracts	<b>Basis</b> Overall progress plan <b>Result</b> Phase schedule for design (draft)	Management trio from Veidekke (PM, PRM, DL) All of the designers Owner, possibly subcontractors and suppliers	Design manager
<b>Progress meeting for the design process</b> Design meeting	At the meeting, status updates since the previous meeting are given. Next activities for the next two weeks are presented and detailed in preparation for production handover. At the same time, the rolling schedules are updated by moving two new weeks from the phase schedule into the lookahead schedule, and allowing two new weeks to glide from the lookahead schedule to the weekly schedule. On some projects, ICE (see below) will be part of the meeting.	Every week or every other week depending on project scope and needs	<b>Basis</b> Phase schedule for design <b>Outcomes</b> Review and updating of lookahead schedule and weekly design schedule, plus preparation of documents for production handover		
<b>ICE-meets</b> Integrated Concurrent Engineering	The ICE meeting builds on the idea that clarification and correct decisions are achieved faster if all relevant stakeholders in the decision are involved and allowed to share in the decision making. This is done by engaging the designers at the design meeting as individual or group efforts, in addition to the receiving and updating of status and schedules.	Every week or every other week depending on project scope and needs	<b>Basis</b> Lookahead schedule and weekly schedule <b>Outcomes</b> Missing documentation needed for further designing is uncovered		
<b>Special meeting</b> Thematizing meeting	Any member of the design team can call this type of meeting. At the meeting, areas or topics requiring closer examination or in-depth attention one way or another are addressed. Thematic meetings can also be dedicated to scrutiny of the project or to going through drawings with the operations unit.	As needed	<b>Basis</b> Phase schedule and lookahead plan for design <b>Outcomes</b> Detailed designing for – or other processing of – selected project areas or topics	Everyone involved in the area or topic addressed by the meeting	Everyone
<b>Evaluation meeting</b>	The meeting is held to adjust for – and learn from – any defects or shortcomings (so far) in the design process.	Halfway through the design process and at the end of the process	<b>Basis</b> The design process <b>Outcomes</b> What can and should be improved	Management trio from Veidekke (PM, PRM, DL). All of the designers Owner, possibly subcontractors and suppliers	Design manager
<b>Meetings:</b> Consultant engineer/ Architect Consultant engineer/ Operating unit	Meetings attended by the architect and the production unit. A series of such meetings is also held between the consultant engineer from construction and the production unit. Efficient meetings with few participants, focused on choosing solutions, and on reviewing draft drawings and progress/priorities.	Once a week	<b>Basis</b> Lookahead schedule and weekly schedule <b>Outcomes</b> Review of drawings, solutions singled out	PM, Foreman, Carpenter/Boiler Architect The consultant engineer from construction	Design manager



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# BIM



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# IN SHORT

- + The Last Planner System can be used both in design and in production
- + The scheduling of design and production should be connected
- + There are six preconditions for a sound design activity
- + Dialog is one of the pre-conditions
- + All preconditions have to be established proactively