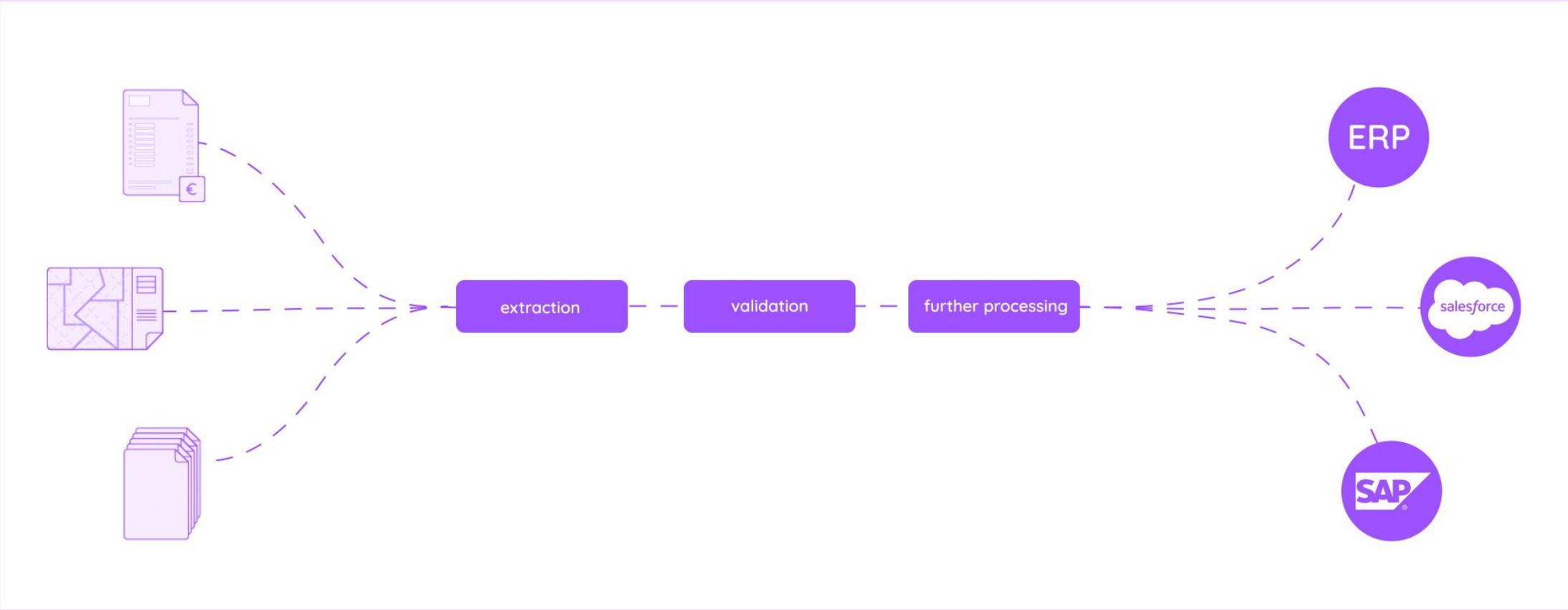
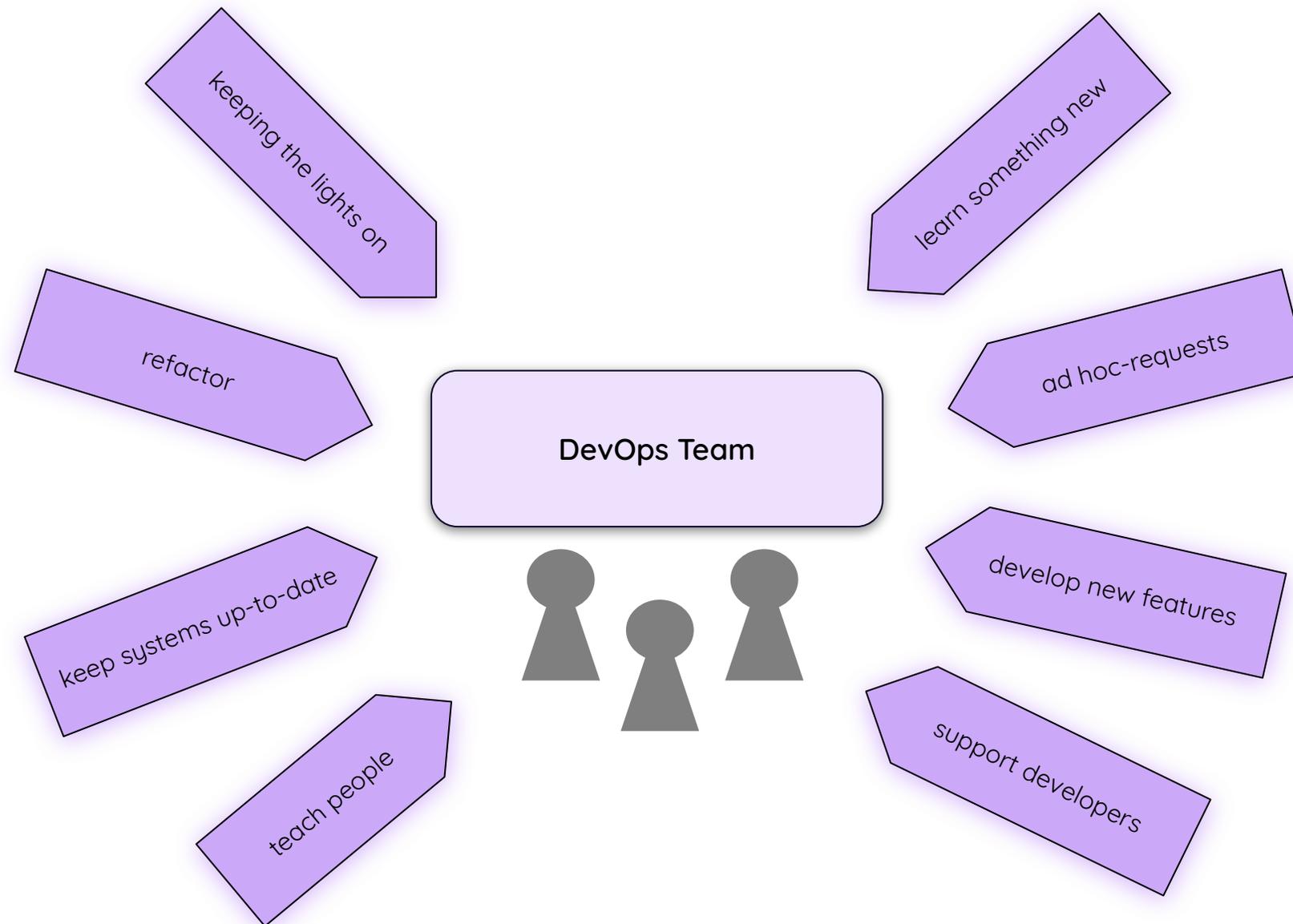


There are no awards for being the busiest
How to do the right thing at the right time

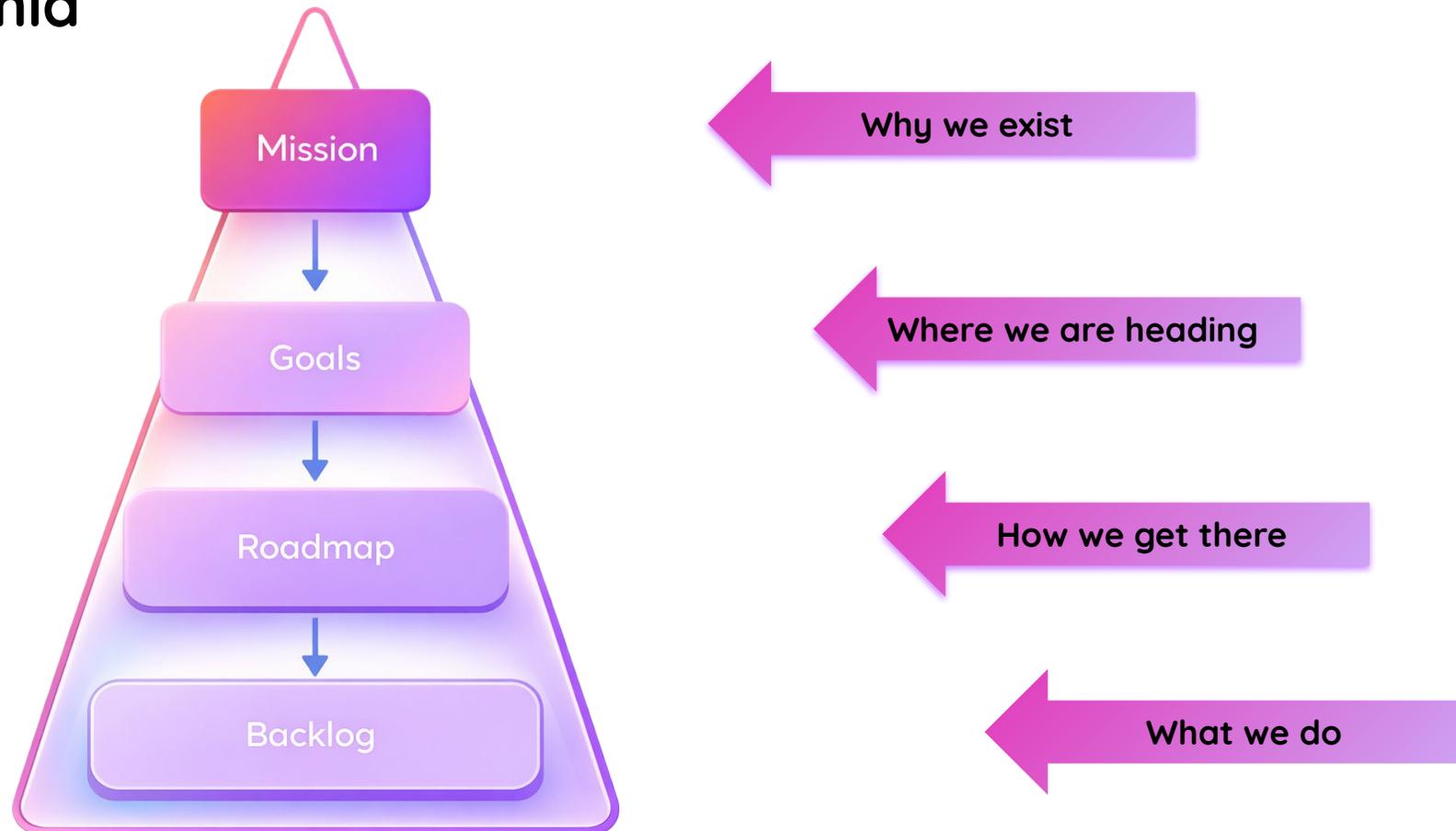
**THERE ARE
NO AWARDS
FOR BEING
THE
BUSIEST**

We value time as the ultimate asset





VTA Pyramid



Mission: We enable developers to ship to production and maintain it safely, quickly, and with confidence.

Goal 1: Stability

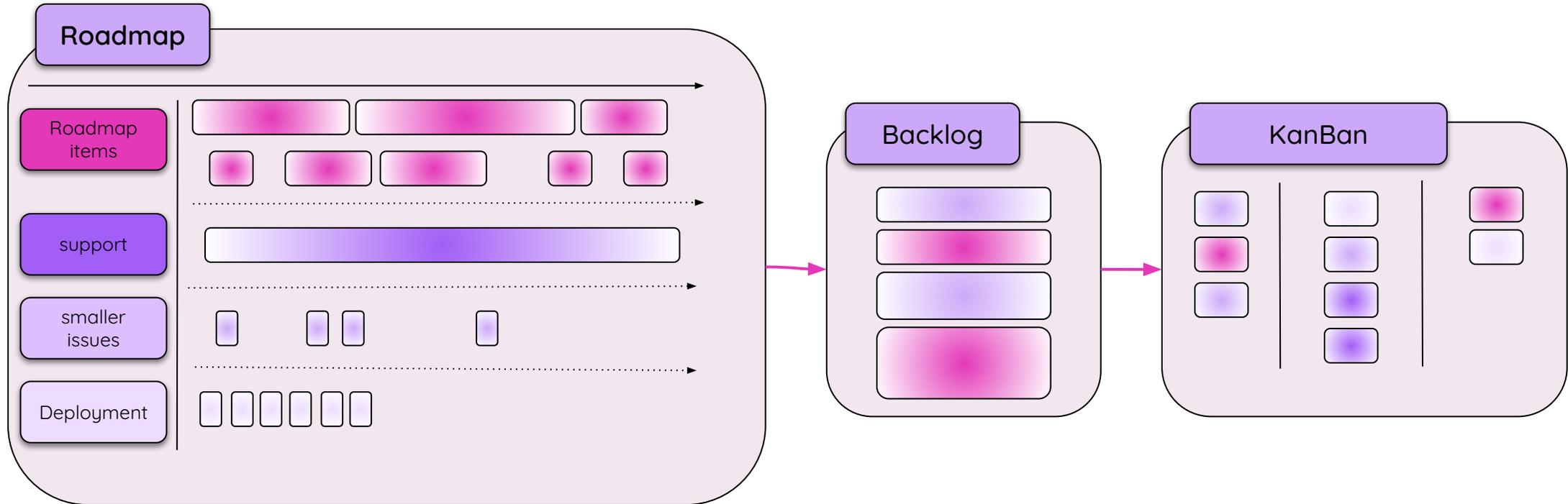
Minimize production failures and reduce reactive work.

Goal 2: Flow

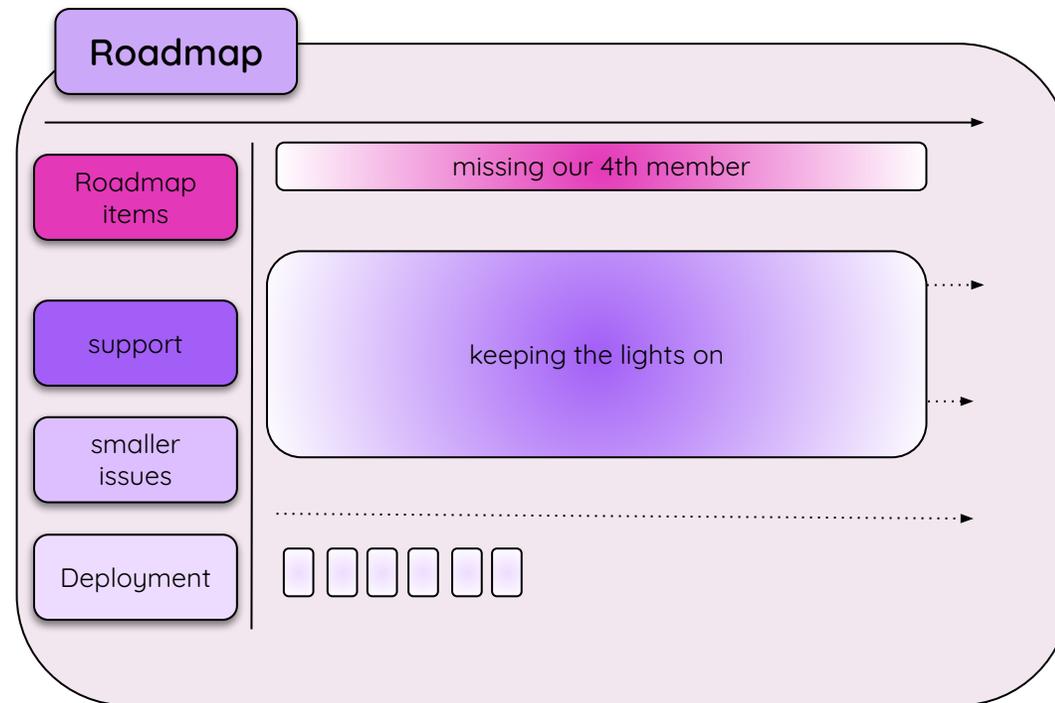
Shorten the path from ML experiment to production

Goal 3: Enablement

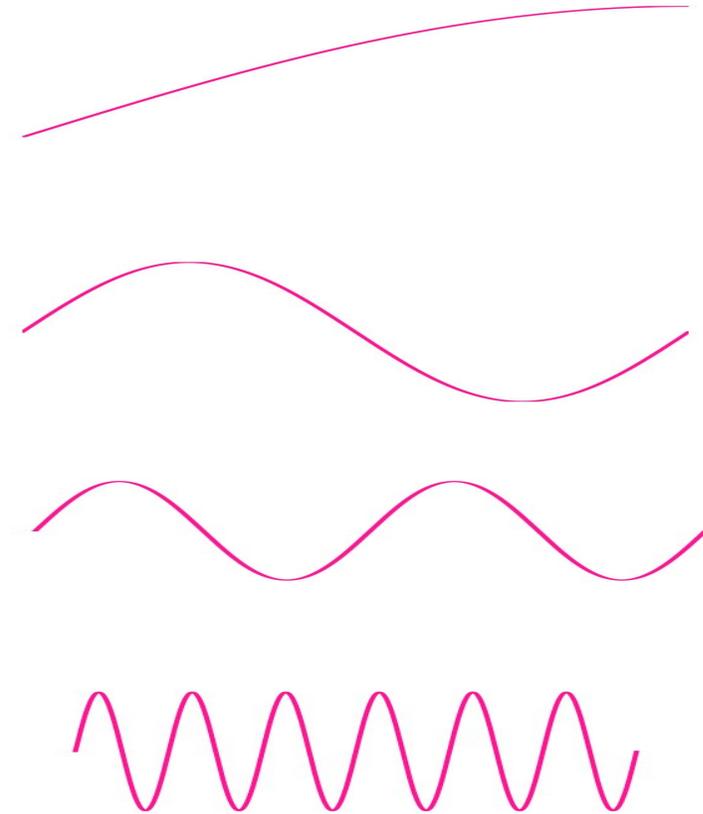
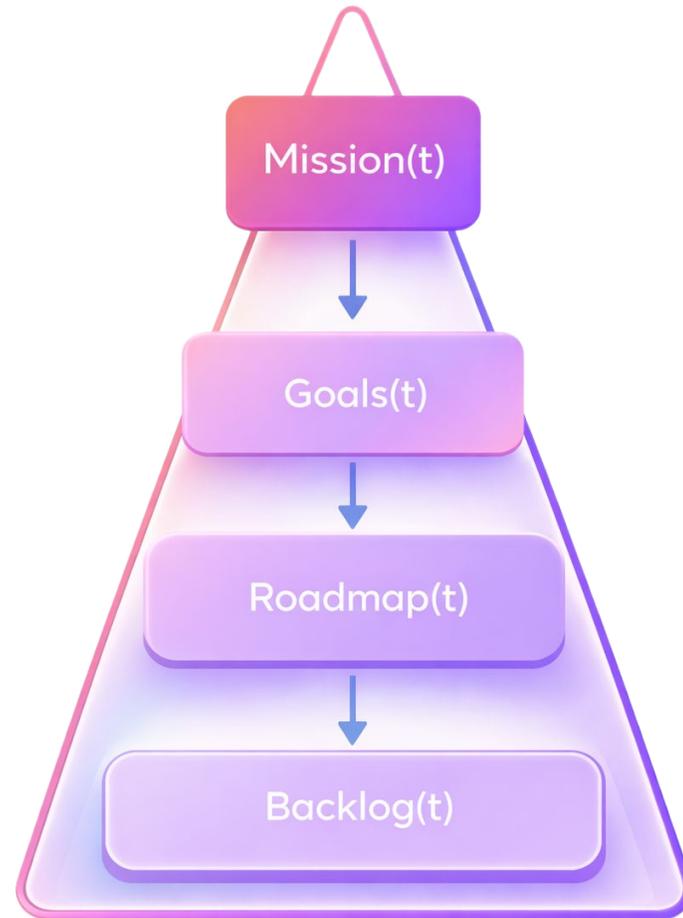
Reduce team dependency on DevOps for routine delivery tasks



There is no happily ever after



The VTA Pyramid is dynamic



VTA-Model



Derivation Rule

Nothing exists at a lower layer unless justified by the layer above

Time Rule

Each layer has a defined review cycle

Change Rule

Every change must be validated by the layer above — or trigger a review of it

Mission: We enable developers to ship to production and maintain it safely, quickly, and with confidence.

Goal 1: Stability

Minimize production failures and reduce reactive work.

Goal 2: Flow

Shorten the path from ML experiment to

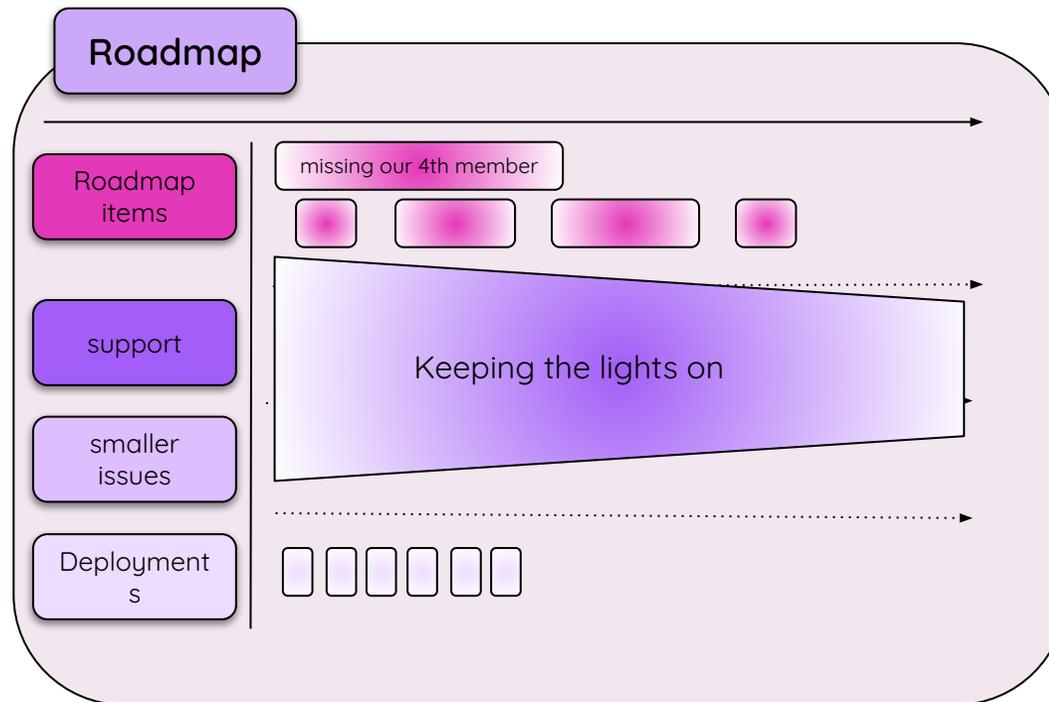
Goal 1.1: Restructure Team

Enhance team internal and external workflows to regain former speed

Goal 3: Enablement

Reduce team dependency on DevOps for routine delivery tasks

New roadmap and adjustments



What does it do?

- meaning hierarchy
- change protocol
- time discipline
- prevent slow unconscious shift in daily doing
- frees up mental space

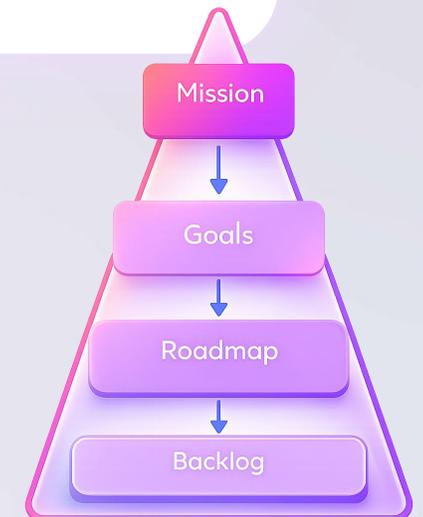
What does it not do?

- define identity
- generate goals
- prioritize roadmap
- replace execution frameworks

Where to use it?

- Individual
- Team
- CoP, dynamics groups
- Organisation

VTA model provides a structure for coherent, conscious decision-making as change unfolds.



Thank You!



Derivation Rule

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This is not a full list, just inspiration.
Please cherry pick and never blindly adapt :)

Mission

It is not obvious what to do. It often requires structured and thoroughly prepared workshops to uncover deeper understanding: Choose different mappings e.g. Why, impact, problem, absence ...

Built to Last
Jim Collins : Mission Is Discovered, Not Invented

Management: Tasks, Responsibilities, Practices
Peter Drucker: Mission Is the Hardest Strategic Question

Start With Why
Simon Sinek: Discovering the “Why”

Playing to Win
Roger Martin: Strategy as Choice

...

Goals

Same With the Mission, find what you need for your situation: Directional Priorities, SMART Goals, something else

A Theory of Goal Setting and Task Performance (1990)

Locke & Latham – Goal-Setting Theory (Foundational Research)

Good Strategy / Bad Strategy
Richard Rumelt

John Doerr – Measure What Matters

OKRs: Objectives and Key Results

...

Roadmap

Theme-Based Roadmapping

Bruce McCarthy *Product Roadmaps Relunched*

Now / Next / Later Roadmap

Opportunity Solution Tree (Roadmap Discovery)

Impact-Effort Mapping

...



free your time to create **improvement**