

# ONE SMALL STEP FOR TECHNOLOGY: THE ART OF THE MICRO-IMPROVEMENT

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Dan Fang

Data Coordinator & Market Support Specialist

Tickets for Kids Charities

# ON AN INDEX CARD:

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- Write down one task you do that falls into one or more of the following criteria:
  - Makes your eyes glaze over
  - Makes you groan out loud
  - Makes you think, “I cannot believe I have to do this...again.”
- How often do you find yourself doing this task?
- How much time does it take up during your day?
- (If you don't have a task in mind, you might be too tech-savvy for this presentation. Pretend you're one of your coworkers. Write down one of their tasks.)



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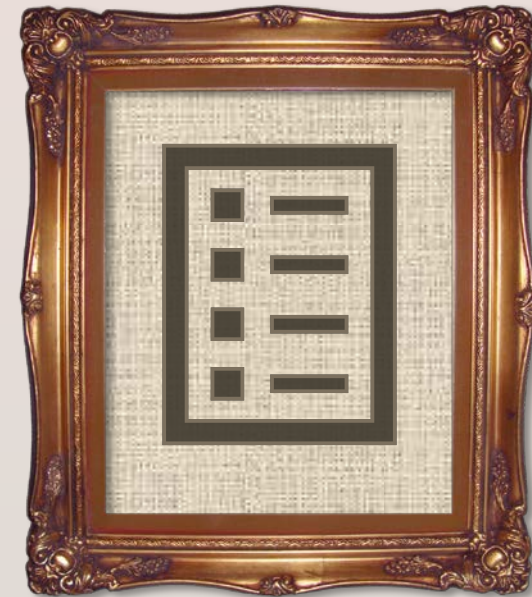
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# SESSION OVERVIEW

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- Introduction
- What is a micro-improvement?
  - What is a macro-improvement?
- Mantras of the micro-improver
- Challenges of the micro-improver
- Checklist for the micro-improver
- Example
- Discussion and Q&A



# INTRODUCTION

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About me:

- New to tech
- New to nonprofit
- Former life
- Tickets for Kids Charities
- “Accidental Techie”

(definition forthcoming at 2:30pm in  
Breakout Session III)



# WHAT IS A MACRO-IMPROVEMENT?

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- Examples:
  - Data platform migration
  - Major changes to database structure (new entities/tables)
  - New website
  - Major changes to website structure (unveiling new features like donation portal)
- Involves a lot of planning, strategizing, and coordinating
- May involve a suspension of normal operations
- Long time and high cost

# WHAT IS A MICRO-IMPROVEMENT?

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- Examples:
  - Document/form management
  - Spreadsheets, reports, and other repeated manipulations therein
  - JavaScript & other cures for manual entry
- Sustainability of human resources
- Some planning/strategizing/coordinating, but not always between many people
- Usually does not involve any suspension of operations longer than a few minutes
- Easier to roll out on a trial-basis
- Small-scale change, small-scale expectations; easier to manage anxiety, too

# WHAT IS A MICRO-IMPROVEMENT?

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- Iterative and incremental—lessons to learn from software developers
- Build as you learn, learn as you build
- Small things add up!





# MANTRAS OF THE MICRO-IMPROVER

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## BE SELFISH

- Begin with your own tasks
- Automate as much of your daily work as you can.
- If you don't have additional capacity, you cannot help others
- Easier to test on and train yourself than others



# MANTRAS OF THE MICRO-IMPROVER

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## BE FLEXIBLE

- Research-Write-Rewrite
- Have a concrete goal in mind, but don't waste time holding tightly onto it
- Do your research to figure out what it'll take (Google is your friend!); sometimes, it's just not worth it.
- You may not know what exactly you want to accomplish until after you accomplish it



# MANTRAS OF THE MICRO-IMPROVER

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## PROGRAM FIRST, ASK LATER ...in dev

- Easier to convince others to use something if you can show a finished product.
- A placeholder is NOT a dirty word! If building small blocks saves time in the long run, it's still worth it.



# CHALLENGES OF THE MICRO-IMPROVER

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## TIME

- Time to learn/code/test
- Time to train. Could be training more people at multiple times



# CHALLENGES OF THE MICRO-IMPROVER

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## RESOURCES

- Difficult to improve efficiency if you're doing work all the time
- Difficult to train others if they're working all the time

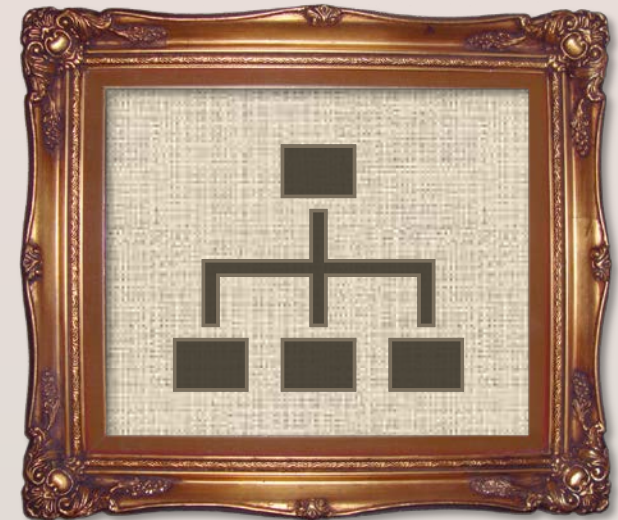


# CHALLENGES OF THE MICRO-IMPROVER

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## ORGANIZATIONAL STRUCTURE

- Not being allowed to deviate from plan
- Resistance to learning new ways of doing something
- Newness overload



# CHECKLIST OF THINGS THE MICRO-IMPROVER CANNOT GET AROUND

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- Testing!!! Testing, testing, testing. Testing.
- Documentation
- Writing manuals
- Convincing people to read your manual
- Training
- Convincing people to come to training
- Convincing people to use what you just built (easier to ignore because it's not a totally new system; can just go on as before)



| Technology                   | Time to Implement  | Time Spent on Task per Week   | Time Saved per Week                               |
|------------------------------|--|---|---|
| Manual entry                 | ...it's probably faster than writing by hand!  | 5 minutes per page to create and check for errors, up to 100 requests for different venues in one week<br>= 8.3 hours (500 minutes) | 0   |
| Word templates from database | 10 minutes to follow guide<br>15 minutes to create and upload template                                     | 1 minute per page to download<br>1 minute per page to format fields<br>= 3 hours (200 minutes)                                      | 3 minutes per document<br>= 5 hours (300 minutes) |
| Mail merge from Excel        | 5 minutes to read a guide  | 10 minutes to adjust data format and merge per venue (x 5)<br>= 1 hour (50 minutes)   | 7.5 hours (450 minutes)                           |
| Python from Excel            | 10-20 hours to learn basic coding;<br>1 hour to write code; 3 hours to try and fail to connect to database | 1 minute to download all necessary data   | 8.3 hours (499 minutes)                           |
| C# from database             | 5 hours to learn a different kind of code; 2 hours to write code   | Immediate; push button and done   | 8.3 hours (500 minutes)                           |
| Total                        | 30 hours   | Around 1 minute per week to open up the program and run it  | 1 entire workday                                  |



# DISCUSSION & QUESTIONS

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- What were your tedious tasks? Can they be resolved via micro-improvements?
- What are some challenges you face in getting *to* the technological improvements?
- Other comments, questions, or sarcastic remarks?

