**Project Name:**

# TRIMMING CANVAS

**Date**_____

## HYPOTHESIS

If we trim _____

out of _____

we can_____.

## When Will We Stop?

- ❑ **Meet Threshold / Goal**
- ❑ **At a Certain Time**
- ❑ **After checking Every Piece**
- ❑ **Other**

*I am using the Trimming canvas in order to*_____

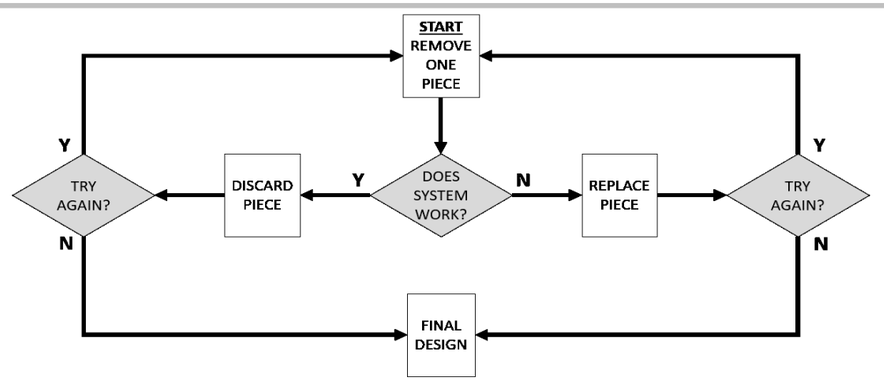
*I can tell it is time to stop trimming when*_____

## How Do We Pick Which Pieces To Remove?

- ❑ Obviously Extraneous
- ❑ Threshold Busters
- ❑ Speedy Trim
- ❑ Acceleration Trim
- ❑ Random
- ❑ Obviously Necessary
- ❑ Other

## What Are The Pieces

*(List and Categorize)*




## How Do We Remove Pieces?

- ❑ **Delete** – Remove entire piece
- ❑ **Trim** - Remove portion of piece
- ❑ **Integrate** - Combine multiple pieces
- ❑ **Shrink** – Replace with smaller piece
- ❑ **UnCopy** – Remove redundant piece
- ❑ **Trust** – Remove a check function
- ❑ **Polish** – Remove friction between pieces
- ❑ **Relocate** – Move piece elsewhere
- ❑ **Other**

## Does The System Work?

*How will you confirm the core function?*
*Describe an experiment & data collection plan*

How might we _____

*(PERFORM KEY FUNCTION)*

in the absence of _____

*(PIECE BEING REMOVED)*

without causing harm to_____.

*(STAKEHOLDERS / ENVIRONMENT / GOALS)*

## Discard/Replace Mechanism(s)

- ❑ Discard / Replace entire piece
- ❑ Discard / Replace part of piece
- ❑ Introduce alternative piece

**WHAT ARE THE PIECES?**
Building a car? Your list might look something like this:
*Controls (steering wheel, accelerator, dashboard)*
*Comforts (heating, cooling, seating)*
*Safety (headlights, airbags, seatbelt)*
*Power (battery, fuel tank, alternator)*

Writing a requirements document? Perhaps your list will include:
*Performance requirements*
*Maintainability requirements*
*Security requirements*
*Financial requirements*

Defining a Work Process? Steps may include:
*Identify the problem (Who has it, when, where, why)*
*Gather Information (research, survey, interviews)*
*Develop Assessment Criteria (cost, schedule, difficulty)*
*Generate Possible Solutions (hardware, software, process)*

**WHEN WILL WE STOP?**
**Threshold Strategy** Does your project need to fit specific physical constraints? Are there practical benefits to a smaller, lighter design? Stop trimming when the design satisfies a particular threshold (size, weight, power, etc).

**Timebox Strategy** Are you aiming to deliver a product by a particular deadline? Are there practical benefits to reducing delay or moving fast? Stop trimming when a pre-defined amount of time has passed.

**Thorough Strategy** Do you have a relatively simple system? Are tolerances tight across the board? Check every single component before you stop trimming.

**HOW DO WE PICK WHICH PIECES TO REMOVE?**
**Obviously Extraneous**: Are some parts obviously unnecessary? Take out things you clearly don't need.

**Threshold Busters**: Trying to meet a specific threshold (size, weight, power, time, cost, etc)? Remove the main contributors to the overage.

**Speedy Trim**: Not much time? What can you remove quickly, without lengthy review, permission, etc..

**Acceleration Trim**: Need to shorten the overall project timeline? Trim something that allows you to ship sooner.

**Random**: Not sure where to start? Start anywhere. Pick anything. See what happens.

**Obviously Necessary**: Are some parts obviously essential? Take out things you clearly *do* need.

**QUESTIONS TO ASK WHEN CRAFTING EXPERIMENTS**
Is the system better without that piece?
Can I quantify / demonstrate the degree of improvement?
How can I connect with a customer or user to determine their assessment of the trimmed design?
Who should I ask to assess the trimmed design?
What would convince them to participate in this discussion?
What breaks when I take this piece out?
What happens if we put *part* of the thing back, essentially trimming our trim?
Is it possible to replace the removed piece with something smaller, lighter, cheaper, or otherwise different?
Can we introduce a modified version of the removed piece?
Do we need to cover the hole we created when we trimmed it out?
Instead of replacing the piece, can we make the system work by taking out *more* pieces?

**DOES THE SYSTEM WORK?**
Writing a document? Ask someone else to read it.
Giving directions? See if someone can follow them.
Writing code? See if it compiles.
Building hardware? Create a physical prototype.
Crafting a user interface? Have a user try it.
Defining a process? Run through the steps.
Shaping a work program? Estimate the ROI.

**TYPES OF EXPERIMENTS**
Do a quick thought experiment
Build Physical prototypes
Try to sell an MVP
Submit an early draft for review

**EXAMPLE**
We take the front wheels off a car and the engine still starts when we turn the key, so it looks like everything is ok… until we try to make the car move and discover it cannot.

If our test is limited to ignition, we'll overlook the fact that the car is now undriveable, so be sure you test the core function.