



# **Pathfinder Project Case Studies**

**The search for Productivity Drivers** 









### Goals

- Provide Guidance on how to lift Productivity
- Recommend follow-up activities

### **Areas of Focus**

- Relationships
- Construction Delivery
- Procurement
- Technologies
- Specific practices to drive out inefficiency and waste

### Analysis

- Qualitative: 30 interviews, 22 areas of focus
- Quantitative: KPI data collected on 14 Outcomes









### **Twelve Successful Projects**

- NZDF Training Facility
- Auckland Zoo
- Albany High School
- Middlemore Hospital
- BRANZ Redevelopment
- Central Connector
- Te Kura Kaupapa
- Palmerston North Clock Tower
- Wellington Sports Centre
- Fulton Hogan Reseal /Paving Supply Chain Programme
- NZTA 3 Generations of Alliance
- Stanley Group (University Hall)



# **Benchmark Results**







NZ Ind Ave 2006 Data 🛛 🖬 Case Study Aggregated Data

### **CCG National KPIs** % **Projects Performing...**



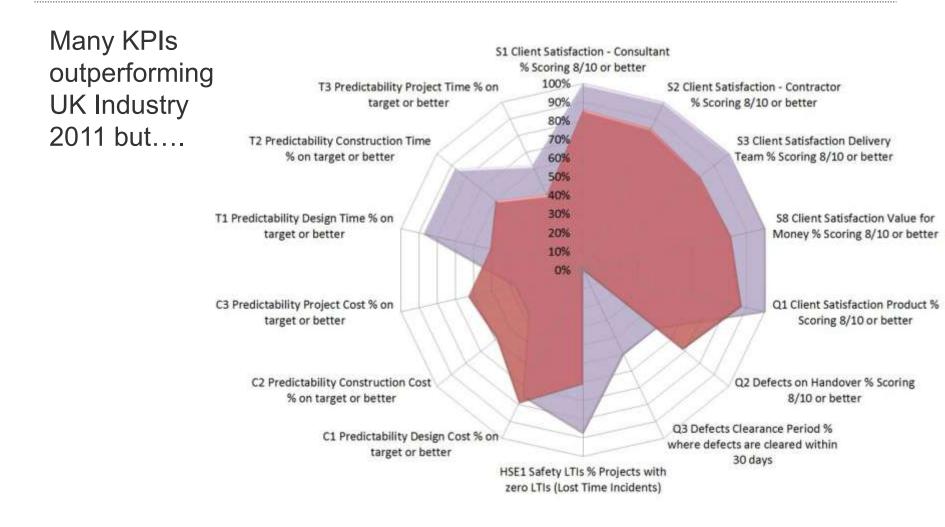


				ounding while	
KPI Suite	КРІ	Measure - % Projects	CCG Score 2011 Data	NZ Score 2006 Data	UK Score 2011 Data
SATISFACTION	S1 Client Satisfaction - Consultant	% Scoring 8/10 or better	65%	88%	86%
	S2 Client Satisfaction - Contractor	% Scoring 8/10 or better	66%	39%	84%
	S6 Client Satisfaction Use Contractor Again?	% Scoring 8/10 or better	<b>79%</b>	n/a	n/a
	S7 Client Satisfaction Value for Money	% Scoring 8/10 or better	75%	n/a	n/a
QUALTIY	Q1 Client Satisfaction Product	% Scoring 8/10 or better	<mark>79%</mark>	88%	86%
	Q2 Impact of Defects on Handover	% Scoring 8/10 or better	<b>72%</b>	31%	77%
	Q3 Defects Clearance Period	% where defects are cleared within 14 days	60%	n/a	n/a
SAFETY	HSE1 Safety LTIs	% Projects with zero LTIs (Lost Time Incidents)	77%	33%*	<mark>63</mark> %
COST	C1 Predictability Design Cost	% on target or better	81%	55%	<b>79%</b>
	C2 Predictability Construction Cost	% on target or better	53%	39%	59%
	C3 Predictability Project Cost	% on target or better	<b>42</b> %	40%	63%
ЗИЛТ	T1 Predictability Design Time	% on target or better	<b>72</b> %	22%	51%
	T2 Predictability Construction Time	% on target or better	65%	53%	60%
	T3 Predictability Project Time	% on target or better	47%	23%	45%

# **Benchmark Results**



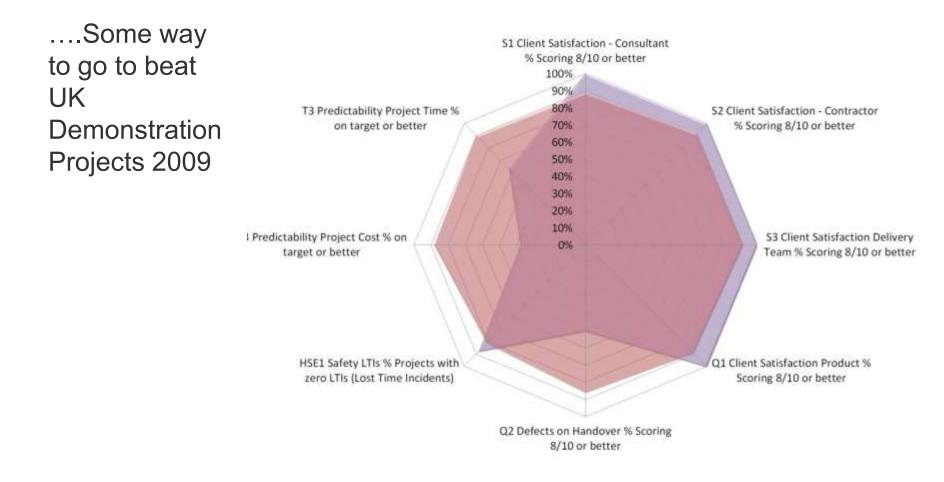




### **Benchmark Results**







# The Search for Productivity Drivers





- Some 80 Drivers of Productivity Discovered
- Two thirds Positive
- One third Negative
- Some highlights...
- The makings of a recipe for success....

'Intelligent' Clients

Plan for Whole of Life

laborative Vorking rinciples

Post Project Reviews

Performance Measurement j Term روبی Term Relationships

# Conclusions & Recommendations





#### What the industry can do now...

#### **Client Leadership**

• 'Share the Vision, make the team feel special'

#### Procurement

'Buy your team before you feel your building coming on'

#### **Defining the Project for Success**

- 'Recognise the productivity of the Whole Life of the PRODUCT'
- 'Build in Planning time for the Production Team'

#### Culture

'Build a simple Charter of behaviours around Collaboration for the WHOLE team'

#### **Managing Performance**

- 'Do it!
- 'Weigh the Pig Measure hard, soft, lead, lag JDI'
- 'Fatten the Pig, ensure off-line Continuous Improvement process is in place'

#### **Closing Out the Project**

• 'Plan to debrief the team for the next project and keep fattening that Pig'

LEADERSHIP

**CLIENT** 

2. DEFINING THE PROJECT

3. CREATING THE CULTURE

4. MANAGING PERFORMANCE

5. CLOSING OUT THE PROJECT

### **A Framework for** implementing **Drivers of Productivity**





CREATING THE CULTURE **Collaboration and best** for Project

**DEFINING THE PROJECT** for Success

> Framework for applying **Project and Programme Productivity Drivers**

MANAGING PERFORMANCE Tools & Technologies for Win-Win Outcomes

**CLOSING OUT THE PROJECT Harvesting** the learning &

**CLIENT LEADERSHIP** The Groundwork