



# SIGNALS & MEASURES

Ryan Latta



# A light in the dark

Because the world doesn't work  
the way you *feel* it should

Because you had a leader who  
ignored evidence and it didn't  
work out

Signals and measures provide  
evidence of which decision to  
take

Signals and measures take  
practice

Signals and measures eliminate  
the stress of uncertainty

# Balancing Act

Most every signal and  
measure needs a  
complimentary (Opposing)  
pair

The balance helps avoid  
destroying everything for the  
sake of one measure

Speed vs Quality  
Innovation vs Stability  
Productivity vs culture  
*DORA is a good example*

Leading and lagging provide  
natural balance.  
*Leading relies on correlation,  
lagging is the actual result.*

# Signal or Measure

Signals are things you detect that prompt an action just like a traffic signal

Signals may be used for things like operations (SLA thresholds) or guiding leadership (Sentiment in 1:1s)

Measures attempt to formalize meaning in numbers like temperature

Beware of creating meaning that doesn't exist even if it is easily available (Velocity doesn't mean what you think)



# Usefulness

Relative measures work better  
than absolutes  
*25% Up vs 10,000 sessions*

Signals sometimes work better  
as absolutes  
*10,000 users before revisiting  
architecture*

Avoid setting targets or goals  
publicly. The target will get hit,  
but you don't control the  
consequence

Instead, use measures and  
signals to show you what is  
happening as a result of your  
effort

# In the archives

Use data you have. It may not be perfect, but you can always improve it

There is no shame in counting and calculating by hand.  
Automate and tool what works

You need less data than you think. Sometimes just 11-12 data points is plenty

Averages are easy, but hide outliers and trends. Incorporate standard deviations, trend lines, and raw data to avoid tunnel vision

# Use with care

## Engineering

Cycle Time (Time in process)  
Throughput  
Defect Rate (Bugs/ Work Complete)  
Innovation Ratio (Non-value/Value)  
Response Time

## Product

Acquisition  
Activation  
Revenue  
Retention  
Referral  
Total cost of ownership  
Time-to Value(User interaction)

## Avoid

Burnup, Burndown, Velocity  
Surveys  
NPS  
Points per Dev

# Resources

**Ryan Latta & Associates**

<https://ryanlatta.com>

**Balanced Scorecard**

[Harvard Business Review](#)

**Impact Mapping**

<https://impactmapping.org>

**How to Measure Anything**

[Amazon](#)

**Beyond Budgeting**

[Amazon](#)

**Actionable Agile Metrics for Predictability**

[Amazon](#)