

# **Error Proofing the Laboratory**

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Six Sigma Black Belt

#### "Error"

 failure of a planned action to be completed as intended

or the

 use of a wrong plan to achieve an aim



(IOM)

#### "Error"



(IOM)



#### Error in Healthcare Systems

#### Human error arises from the

- Expectations
- Resources
- Setting
- Flow
- Incentives
- Information
- Skills and attitudes

of the person performing the work



#### The Problem of Quality

#### Fact:

Suppressing human error often results in suppressing innovation





#### Objectives

#### Attendees will be able to:

- Describe the three components of laboratory error
- Use the principles of process to design to eliminate the potential for error
- Differentiate between manufacturing and service systems and identify the most appropriate improvement strategies for each



# Human Cause Process Cause Systemic Cause



# Human Error









#### **Streams of Consciousness**









#### **Perception and Learning**





#### Unimportant

### Important but Known

## Important and Unknown



# Competition between coalitions promotes (or demotes)



explicit attentional awareness

(Dobbs, Scientific American Mind, June 2005)



# Goals what you are trying to do Mindset the situation as you perceive it Knowledge what you think you know

(Salvendy, Handbook of Human Factors and Ergonomics, 1997)



#### **Performance Shaping Factors**



#### **Performance Shaping Factors**



#### **Performance Shaping Factors**



#### Slips & Lapses vs. Mistakes

Slips & Lapses	Mistakes
Execution failure	Cognitive failure
More frequent	Less frequent
False negative	False positive
Difficult to eradicate	Easier to eradicate
Main cause of liability	Main cause of disciplinary action



#### Action

## Done Right

executed by the rule, at the right time

#### Not Done

- failed to execute
- Done Wrong
  - executed the wrong rule,
  - over executed,
  - executed incompletely
  - executed at the wrong time



The Rales 1. Do this

11. Don't do that 111. Read the signs

### Trigger

- Awareness-based
  - consciousness
- Skill-based
  - -familiarity and/or dexterity
- Knowledge-based
  - -cognition
- Judgment-based
  - synthesis



## What Were You Thinking?





Addressing Human Error

Our job is NOT making people understand how poorly they performed, our job is to figure out why that act seemed reasonable at the time and remove the "reasonableness" of the decision.



# **Behavior Modification**



#### Assessment

#### **Employees bring**

- Consciousness
  - Be awake, aware
- Dexterity
  - Able to manipulate objects and information
- Cognition
  - Know what should be done
- Synthesis
  - Apply in multiple contexts



#### **Traditional Response to Error**

- Errors of ignorance
  - More training
- Errors of negligence
  - Punishment
- Errors of omission
  - Training and punishment





After four years of futile searching, five aficionados of paleontology failed to find the final frozen foot of the elephant in the pictograph.



After four years of futile searching, five aficionados of paleontology failed to find the final frozen foot of the elephant in the pictograph.



#### Forgetting Curve



#### Behavior Modification

Humans need ...

- to be treated with dignity and respect,
- to make a contribution,
- to have a witness.

At low tide, no man is an island



By HikingArtist.com



# You don't get to safe systems that have human beings in them by yelling at them or asking them to try harder.

I am right... Do you get it now?

-Donald Berwick

By HikingArtist.com



#### Error-Proofing through Behavior Modification

- Humans are complex and, thus, inherently fallible.
- Human error WILL occur.
- Fallibility varies from person to person.
- Humans are only one component of a working system.
- The effect of human error can be reduced in systems that are designed for minimal error.



Error-Proofing through Behavior Modification

# Weak

Patches aimed at fixing people

- Call for increased vigilance
- Training
- Memos
- Warnings
- Double checks



(Gosbee, Laboratory Errors and Patient Safety, May-June 2005)







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18<sup>9</sup> 49 40 31 slide 36 19




### Numbers from 1 to 49

1	2	3	4	5	6	7	8	9	10
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Importance of Design

# Every system is perfectly designed to achieve exactly the results it gets.

-Paul Batalden





If your operation can't tolerate error you should remove the opportunities for error



## 1. Find

2. Clarify

## 3. Discover



Shigeo Shingo



## 1. Find the problem!



#### **Never Assume**





#### **Never Assume**









3. Discover the cause



It's not always about finding a simple solution to a complex problem, occasionally it's about simplifying the problem.

-Adam Bosworth



## **Design Modification**



Best rate	Method of ensuring accuracy	Example
1 in 1,000	<ul> <li>Clear process documents</li> <li>Reliance on vigilance, memos, training, warnings</li> <li>Audits</li> </ul>	Hand washing
1 in 10,000	<ul> <li>All of the above plus</li> <li>Processes designed for human behaviors</li> <li>Reminders, checklists, clear communication</li> <li>Re-training, competency testing</li> </ul>	Sub-optimal specimens Order errors
1 in 100,000	<ul> <li>All the above plus</li> <li>Systems for identifying and preventing error (error-proofing)</li> <li>Standardization</li> <li>Elimination of distractions, interruptions and fatigue</li> </ul>	Mislabeled specimens Corrected reports
1 in 1,000,000	<ul> <li>All the above plus</li> <li>Automation, software enhancements</li> <li>Advanced process design (remove steps that require memory or knowledge)</li> </ul>	Lost specimens Interfaced result entry

(With thanks to Dr. Michael Astion)





**Error-proofing Engineering** 

• Microwave will not work if the door is open (a prevention device)

• Car beeps if keys are left in the ignition (a detection device)





Spelling errors corrected in MS Word<sup>™</sup> as you type (a reversing device)







#### **Processes and instructions**

- Designed for humans
- Clear directives

#### Training

- Accounting for attentional deficits
- Resources, materials and equipment
  - Right resource
  - Right time

#### Environment

• Matched to the task

#### Work

Manageable workload



#### Slips & Lapses vs. Mistakes

Slips & Lapses	Mistakes
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### Slips and Lapses

Attentional deficits, execution error: Most difficult to eradicate



#### **FMEA**



#### Five Error-proofing Principles

- Eliminate
- Task or Risk
- Replace → Function or Process
- Facilitate → Human behaviors
- Detect
  - Mitigate

Defects or Dissatisfaction

→ Effects

(Godfrey, ASQ, 2005)



#### **Eleven Solution Directions**

- Trimming
- Self-elimination
- Standardization
- Unique Shape
- Copying
- Prior Action

- Flexible Films or Thin Membranes
- Color
- Combining
- Counting
- Automation

(Godfrey, ASQ, 2005)



Problem: Mislabeled Specimen Illegible Handwriting Transcription Error



#### **Elimination:**

#### **Standardization**







Problem: Handling Error Spilled Sample Misracked Tube



#### **Replacement: Automation**





# Problem: Plate position error



#### Facilitation:





#### Facilitation:









# Problem: Lost Calculi Stones















# Problem: **Potential for Harm**



### Mitigation: Copying




# Mistakes

Cognitive deficits; contextual misalignment: Information processing



### 6 Core Questions



- Who?
- What?
- When?
- Where?
- How?
- How much?



### The Visual Workplace

# **I-Driven Visuality**

# Translates information into behavior

 What do I need to know that I don't know in order to do my job or in order to do it better?



 What do I know that others need to know (that I need to share) in order for them to do their work better, faster or at less cost?



# I-Driven Visuality

# Traditional method of influencing behavior

- 1. Classes
- 2. OJT
- 3. Manuals
- 4. Procedures
- 5. Online information
- 6. Meetings
- 7. Questions

Visual method of ensuring behavior 1. Visual Devices





# Who?





#### Tags are easier than a check out log

http://www.leanmarketplace.com/5s-tool-kit



# Who?



http://www.leanmarketplace.com/5s-tool-kit



# What?





http://www.mistakeproofing.com/example7.html



# What?



http://www.mistakeproofing.com/example7.html



# What?



http://www.mistakeproofing.com/example7.html







# Where?





http://www.gembapantarei.com/2009/04/visual\_management\_resource\_for\_lean\_hospitals\_1.html



# Where?



http://www.gembapantarei.com/2009/04/visual\_management\_resource\_for\_lean\_hospitals\_1.html



# Where?





# How?



http://www.myspace.com/vantilden/blog/495869074



# How Much?



http://www.armstrongmedical.com/index.cfm/go/product.detail/sec/3/ssec/14/fam/150



### **Information Deficits**



By HikingArtist.com

"Like holes in a torn fishing net, something of value escapes with every missing answer."

At first, only the small fish are lost, but as time passes, the holes are enlarged and more and more value escapes, never to be captured.



# Can't Rather Than Don't

-Henry Ford's Safety Principle



**Error Proofing through Process Interventions** 

# Intermediate

Repairs aimed at changing processes

- Checklists
- Read-back/Repeat-back policy
- Eliminate look-alike/sound-alike
- Eliminate or reduce distractions
- Minor software enhancements; benign failures (Gosbee, Laboratory Errors and Patient Safety, May-June 2005)



### The Rest of the Story

Optimizing a function does not mean optimizing the system







# **Systems Thinking**

By HikingArtist.com



# Systems Thinking

# **Complex Adaptive System**

- collection of individual agents
- free to act
- not always predictable
- actions are interconnected
- actions change the context for other agents

(IOM, Crossing the Quality Chasm, 2001)



### **Complex Adaptive Systems**





Adaptive





A set of interconnected things





Systems Thinking

The Systems Thinking approach to quality creates the conditions under which a good outcome



is not only possible, but probable.

(IOM, Crossing the Quality Chasm, 2001)



Systems Thinking

# **Relatively simple rules**

# complex, emergent, innovative

# system behavior

(IOM, Crossing the Quality Chasm, 2001)



# **Culture Modification**



Systems Thinking Fundamentals

# All systems are unique and different





### Assessment

# Employees

- Consciousness
- Dexterity
- Cognition
- Synthesis

### Employers

- Well-designed processes and clear instructions
- Training
- Resources, materials and equipment
- Environment
- Manageable workload

# Culture

- Basic principles
- Collegiality
- Organizational learning
- Holistic quality
- Empowered Teams



### Assessment

#### **Basic principles**

- Simple rules; cultural norms
- Management as role models

### Holistic quality

- Embracing who we are
- Planning for who we will be

### **Collegial relationships**

• Patients, practitioners, suppliers and the community as partners

#### Organizational learning

- Mistakes as opportunities
- Workforce open to growth

### **Empowered Teams**

- Characterized by accountability
- Driven by front line champions



Error Proofing through System Interventions

# Strong

Reforms intended to improve systems

- Major software enhancements
- Removing unnecessary steps
- Standardizing
- Process/ equipment design changes
- Leadership/ culture changes
- Redesign of work area

(Gosbee, Laboratory Errors and Patient Safety, May-June 2005)



### Systems Thinking Fundamentals

The organization that embraces chaos

- focuses on information-seeking over stability,
- allows new ideas with disruptive potential, and
- is open to growth.



Slide 103

Chaos is a place of instability, a philosophy of embracing the unknown. As such, for many, it is a frightening place to be.



### Systems Thinking Fundamentals



Usually improvement cannot be accomplished or sustained without giving the messy

business of social interactions, communication, power and organizational context its due.

(Carr, Patient Safety & Quality Healthcare, Sept/Oct 2008)



## Systems Characteristics

- Simple Rules
- Non-Linearity
- Unpredictability
- Inherent Order
- Adaptable Elements
- Emergent Behavior
- Context and Embeddedness
- Co-evolution

(IOM, Crossing the Quality Chasm, 2001)



### **CAS Properties**

# Simple rules

### Simple rules can produce complex results





### **CAS Properties**

Simple rules

**Aversion** 

move away from very nearby neighbors Alignment

adopt the same direction as those that are close

# Attraction

avoid becoming isolated



### Systems Thinking Application

- What are you trying to do? (alignment rule)
- What should you always do? (attraction rule)
- What should you never do? (aversion rule)
- What is your sphere of influence? (accountability rule)



### Practically Speaking...

# Don't fight the system. Change the rules and the system will change itself.

-Andrew Carey




### Nonlinearity

# The relationship of a change to its downstream effect may not be directly proportional





### **Change Types**

Anticipatory Planned Greater chance of success Sticks

Reactive

Urgent Greater chance of failure Degrades Incremental Internally driven Strong work teams Continuous

#### Tuning

Strongest over time; purposeful; based on consensus; least frightening for employees; sustainable

#### Adaptation

Most common type of change; triggered by adverse event(s); short-lived Transformational Environmentally driven Strong leadership Episodic

#### **Re-orientation**

Likely to succeed; has the luxury of time to shape change, build coalitions, empower individuals; initiated in advance of change; based on strategic gamble

#### creation

Hsky; in Cated und a crisis; requires charge to core vilues: is arvidual ic istance

(Schneier, The Training Development Sourcebook, 1994)



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Rsky; initiated under crisis; r quires change to core vilues; individual resistance high

(Schneier, The Training Sevelopment Sourcebook, 1994)



### **Change Types**

	Incremental Internally driven Strong work teams Continuous	Transformational Environmentally driven Strong leadership Episodic
Anticipatory Planned Greater chance of success Sticks	<b>Tuning</b> Strongest over time; purposeful; based on consensus; least frightening for employees; sustainable	Re-orientation Likely to succeed; has the luxury of time to shape change, build coalitions, empower individuals; initiated in advance of change; based on strategic gamble
<b>Reactive</b> Urgent Greater chance of failure Degrades	Adaptation Most common type of change; triggered by adverse event(s); short-lived	<b>AC creation</b> Risky; notiated under crisis; requires charge to core values: it unvidual notistance is h <sub>it</sub> n

(Schneier, The Training Development Sourcebook, 1994)



#### **Transformational Change Incremental Change**

- Radical • Simple
- Top down Bottom up
- Improvement changes —> Improvement is part of how work is done
- High risk
- Revolution throw out the baby with the bath water

- daily work
- Limited risk

 $\rightarrow \bullet$ PDCA make change, adjust; make change, adjust



# Emergent behavior, novelty

### Innovation is the defining characteristic of the system



**Systems Thinking Application** 

Innovation cannot survive in a blame culture





- Human error To err is human
- At-risk behavior
  To drift is human
- Reckless behavior
  To cause harm is indefensible



(Outcome Engineering, The Just Culture Algorithm, 2007)



- Human error
  Console
- At-risk behavior To drift is human
- Reckless behavior
  To cause harm is indefensible



(Outcome Engineering, The Just Culture Algorithm, 2007)



- Human error
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- Human error
  Console
- At-risk behavior
  Coach
- Reckless behavior
  To cause harm is indefensible







- Human error
  Console
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  Coach



Reckless behavior
 To cause harm is indefensible

(Outcome Engineering, The Just Culture Algorithm, 2007)



- Human error
  Console
- At-risk behavior
  Coach
- Reckless behavior
  Punish



(Outcome Engineering, The Just Culture Algorithm, 2007)







Systems Thinking Application

We are always in the middle of a continuum of causes and effects; thus, there is no "wrong" place or time to start improving.

By HikingArtist.com





# The best way to predict the future is to invent it

-Alan Kay



#### Inherent order

# Even without a command center, systems have order



By HikingArtist.com



#### **Systems Thinking Application**



#### Change Agent:

A person whose presence, or thought processes, cause a change from the traditional way of handling or thinking about a problem.

# It isn't necessary to be in charge to lead a charge.





#### Adaptable elements

# Components within the system are capable of changing themselves.



#### Systems Thinking Application



#### "Go to the Gemba."

By HikingArtist.com

	Manufacturing	Service
Major Focus	Control variability	Adapt to variability
Measures of Quality	Activity measures- time, cost, quantity	Value Demand and Failure Demand
Cost is in	Rework, defects, scrap	Poor flow, non-value- added activities
Standardization	Controls cost	Angers customers
Improvement Method	Tools-based	Context-based
Focus	Efficiency	Efficacy
Processes	Clockware	Swarmware

http://www.newsystemsthinking.com/about\_command\_v\_systems.asp



#### *Embeddedness – Interconnectedness*

# All systems exist within larger or smaller patterns of systems





#### Patterns Within Patterns

#### **Analytical Thinking**

Breaks down into parts; studies each part and breaks down again.

#### Good for:

- Process problems
- New problems; new processes
- Local outcomes
- Known factors and influences
- Clockware

#### **Systems** Thinking

Expands to take into account more interactions.

#### Good for:

- Big picture problems
- Recurring problems
- Problems with global application
- No clear solution
- Swarmware



#### Systems Thinking Application

## Look for recurring patterns

- Has this happened before? When?
- What was the same about the previous occurrence? What was different?
- Is this a common problem in the industry?
- Has anyone else solved it?
- How will my solution affect upstream processes?
- How will it affect downstream processes?





Turn the lens around

Why is the problem unsolved? What are the high performers doing right? What caused the "right thing" to happen?

By HikingArtist.com



### **Co-evolution**

A complex adaptive system is a pendulum, continually moving through states of balance and chaos. Changes made by one agent force an adaptive change in the next.





# The first step in creating a culture of innovation requires



overcoming paradigm paralysis



#### Importance of Context

nature. YOU go Any improvement strategy, no matter how brilliant, has little chance of success if it operates outside the context of our belief about ourselves and our work.



Systems Thinking Fundamentals



"Management systems that conform to a rigid and complex "quality" blueprint in the hope of rubberstamping success will fail...



#### Systems Thinking Fundamentals

...The successful strategy is one that creates a unique culture of quality that has the ingenuity and intelligence to continually evolve."



(Benson, Journal for Healthcare Quality, September/October 2005)



#### The Key to Error-Proofing



- Understanding human limitations
- Designing processes within the context of the current reality
- Establishing an open, learning, patientcentered culture







