

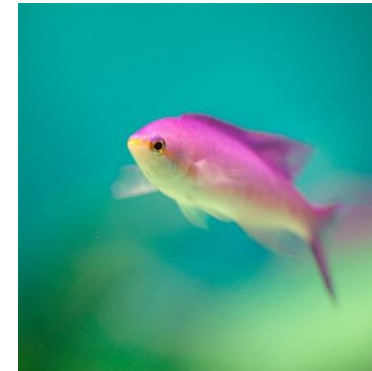


Fishing for Solutions: “Living Cause and Effect Diagram”



Agenda

- Purpose and uses of a cause and effect diagram for improvement
- The Living Cause and Effect Diagram
- Report Back



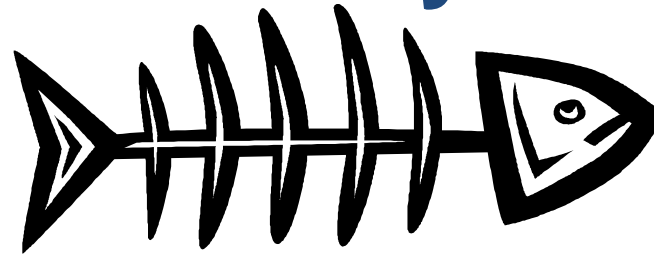
Learning Objectives



- Understand the purpose and uses of a Cause and Effect Diagram
- Appreciate the relationship of the Cause and Effect Diagram to quality improvement in HIV Care
- Understand the dynamic connection between causes and an effect such as increased viral load suppression
- Understand and participate in the living cause and effect diagram interactive exercise



Cause and Effect Diagram aka the Affinity Fishbone

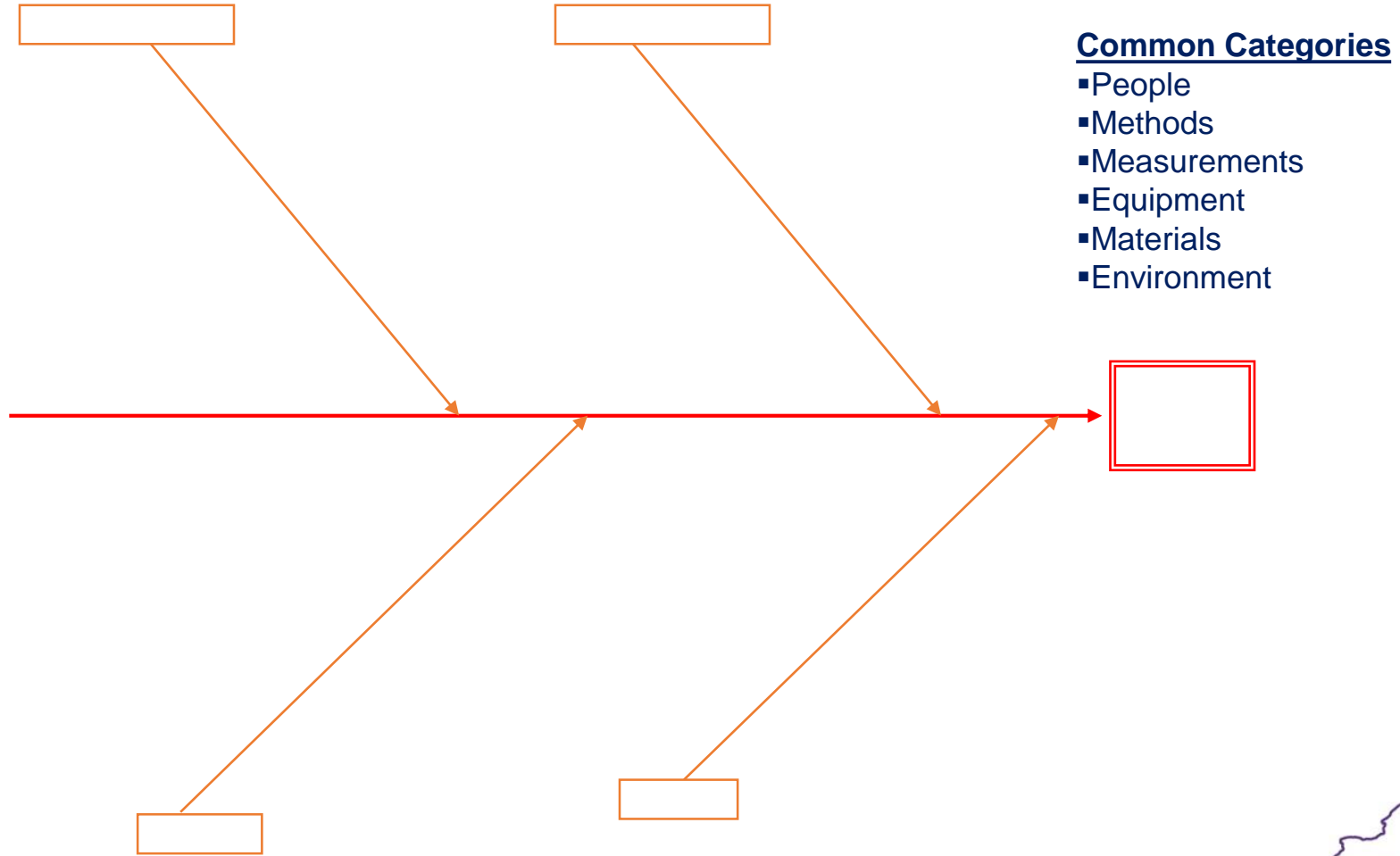


Cause-and-Effect Diagram

- Organizes and displays all causes and sub-causes that may influence a problem, outcome, or effect
- Helps push people to think beyond the obvious causes (money and time) to find some causes that they can fix/improve
- Helps organize potential solutions and make clear who should be involved in solutions
- Encourages a balanced view
- Demonstrates complexity of the problem

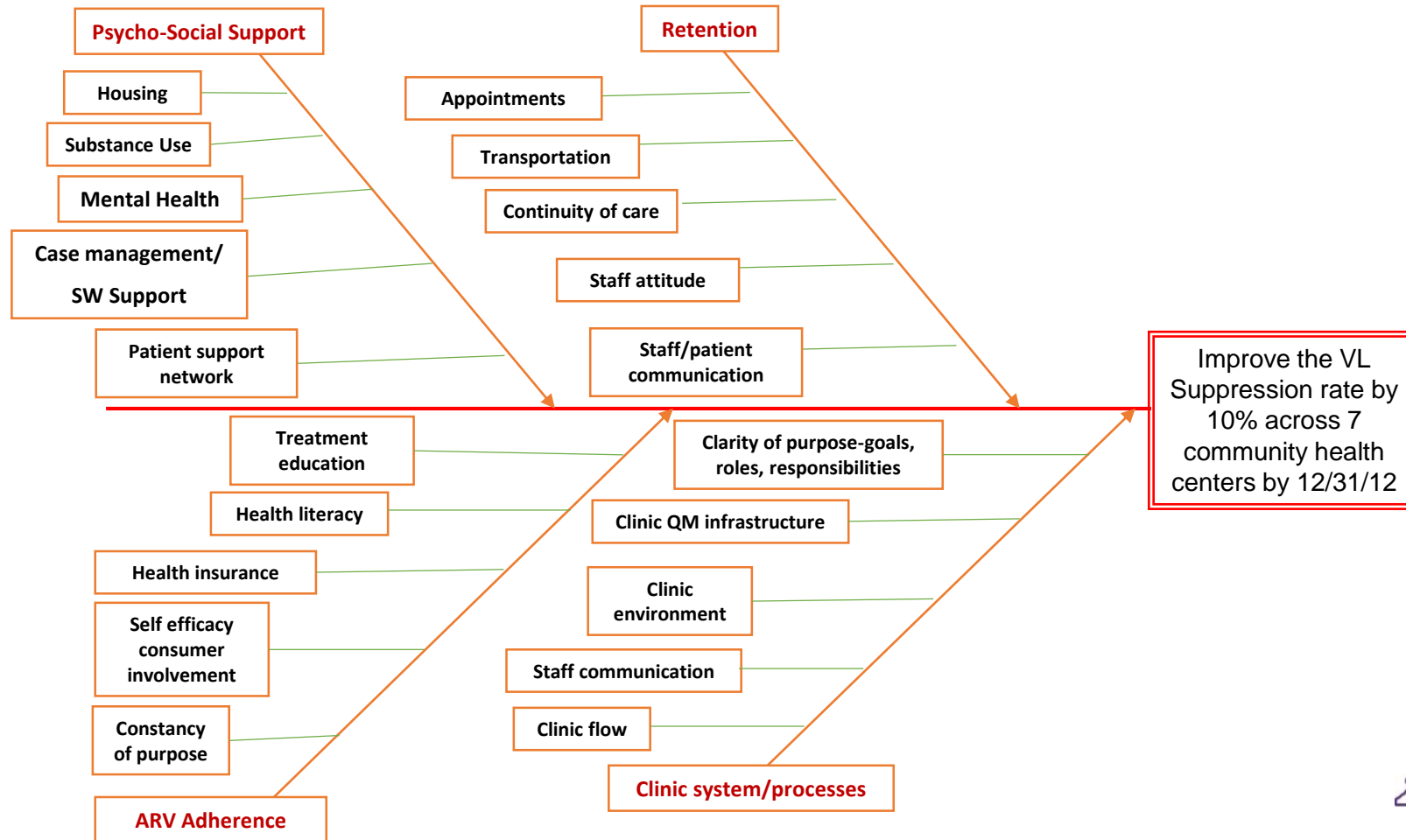


Cause and Effect Diagram



Example of Cause and Effect Diagram

Community Health Center Quality Learning Network HIV Viral Load Suppression Quality Improvement Project



The Living Cause and Effect Diagram

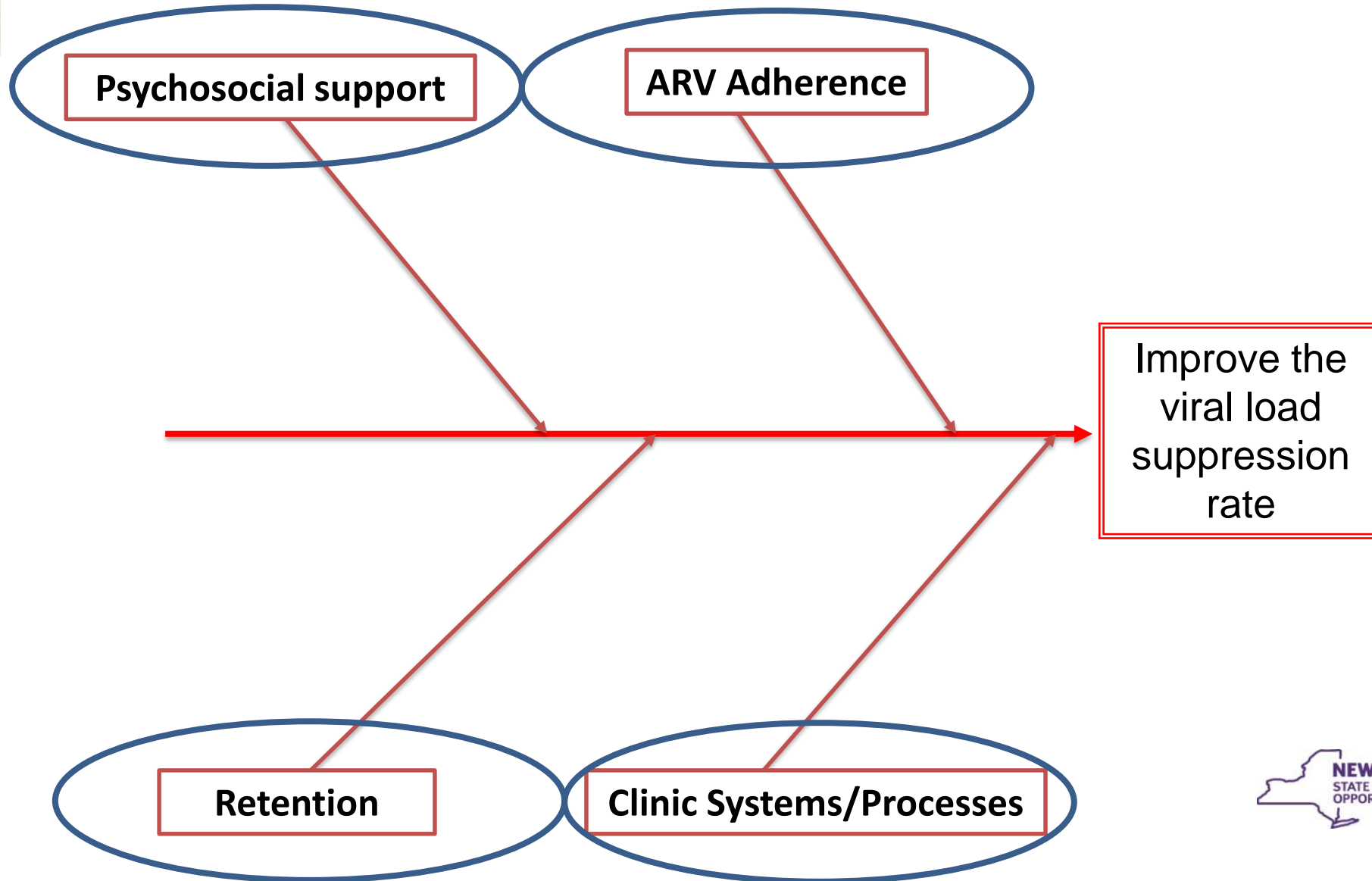


- **Cause Captains** - Lead each Cause Category, aimed at achieving the desired effect, which in this exercise is increased viral load suppression
- **Fishing Boats** - One Cause Captain per fishing boat (table) leads the discussion
- **Sub(marine)-cause Teams** - 4 teams of participants will rotate around the room to discuss sub-causes for each cause category



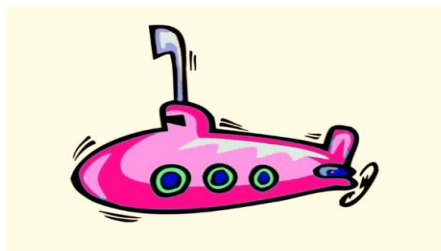
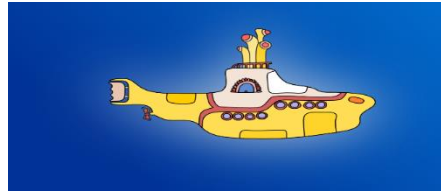


The Causes



The Four Sub(marine)-Cause Teams

- Green Submarine Team
- Yellow Submarine Team
- Pink Submarine Team
- Shrub-marine Team
(shaped like a giant amphibious shrub)



The Causeway



- The sub(marine)-cause teams are given a large fishbone with the main causes
- The teams cruise along the causeway stopping for 20 minutes at each fishing boat (table) to discuss sub-causes and improvement activities related to each cause category.
- The sub-causes and improvement activities are written on sticky notes and added to the large fishbone



Talking Points for Cause Captains



- Do team members' improvement activities (sub causes) address the challenge area (cause) being discussed at this table?
- Do participants engage in other improvement activities in this category aimed at achieving the goal?
- What else could be done in this cause category to elicit the desired effect?



Go Fish!



Report Back to the Port



- Causes Captains, what was the best sub-cause/improvement idea that you heard on your fishing boat?
- Sub(marine)-cause teams, what improvement ideas are you going to use back on land with your own clinics to improve viral load suppression



References

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