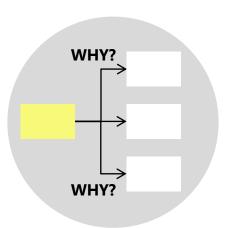
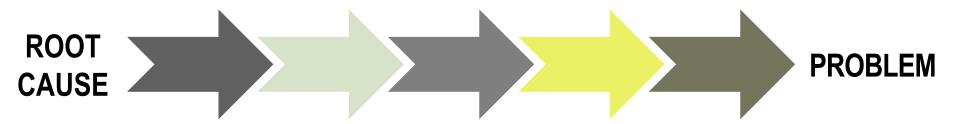
Continuous Improvement Toolkit

Why-Why Diagram



5 Whys is most effective when used to solve **simple problems** with a single root cause



It follows a path that is linear toward the root cause

Oftentimes, a problem is the result of **multiple causes** occurring together



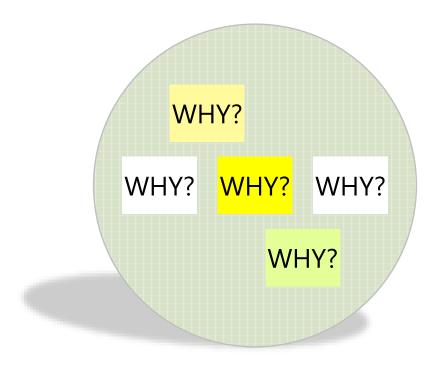
Each cause is the result of a further cause or multiple causes

Each time you ask why, there might be more than one answer



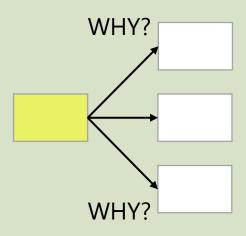
In other words, a problem may have different potential root causes

A Why-Why Diagram is an extension of the 5 Whys approach



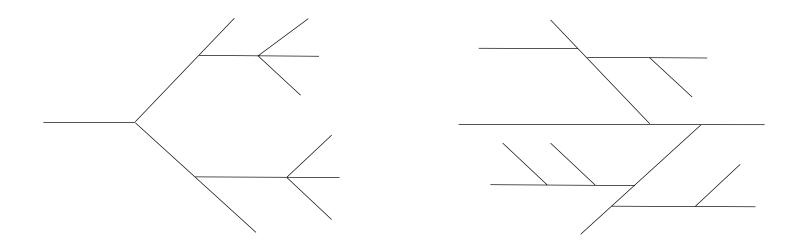
They are similar in that they both ask the same Why question multiple times

A Why-Why Diagram is used to identify the root causes of a problem when there are multiple factors to consider



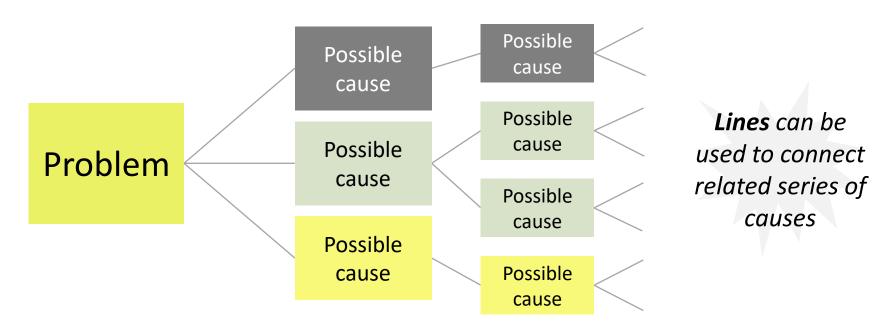
There may be multiple answers at each stage, and each of these answers need to go through a separate process of the why-whys analysis

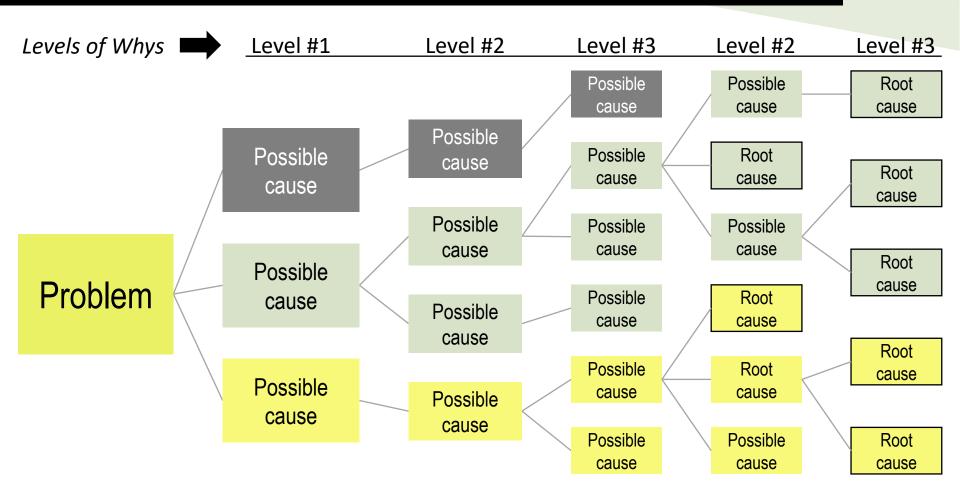
Such hierarchical structure of potential causes can be represented in a tree diagram or a fishbone diagram



The information in this diagram is in fact the same as what you would find in a fishbone diagram, but the format is different

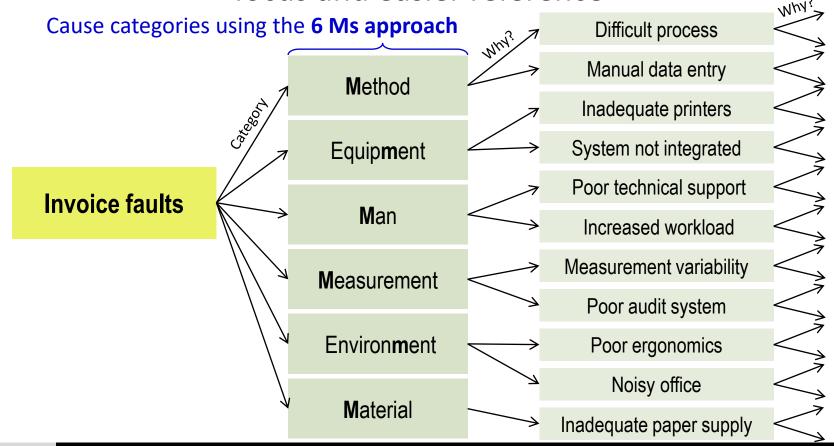
The problem will normally be placed on the left side of the diagram whereas the most specific causes will be placed on the right side





The most specific causes will be reflected as you move toward the right

Potential causes can be organized into **categories** to provide better focus and easier reference



Benefits

Identifies the potential causes of an undesirable effect in order to solve it

Identifies the potential factors that may cause an effect to prevent future problems

Provides useful information to later problem-solving tools

Often constructed during team brainstorming sessions

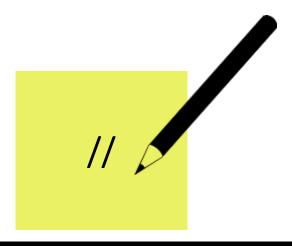


By going through the steps of drawing the diagram with your team, everyone gains a better understanding of the problem, making the solution easier to find later

How to Construct the Diagram

With your team, clearly state the problem then write it on a post-it card

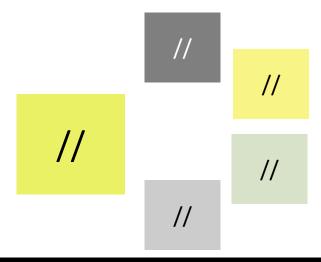
Place the problem card on the left side of a whiteboard or wall



How to Construct the Diagram

Ask 'Why the problem occurs'

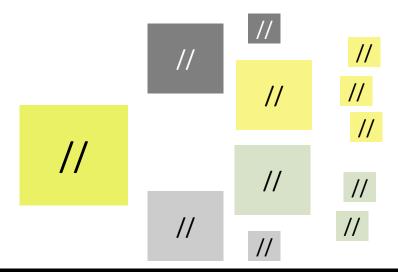
Let the team members write as many causes as possible on post-it cards, group similar causes together, then stick them up to the right of your problem



How to Construct the Diagram

Ask Why again for the generated causes and write the causes to the right

Start with the main causes and then the secondary causes and so on



How to Construct the Diagram

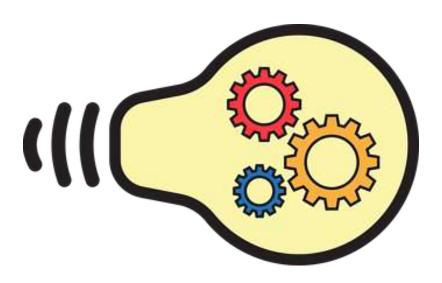
Keep asking Why until the team **identifies the root causes** of the problem

You may need to collect and analyze data to confirm identified root causes are real

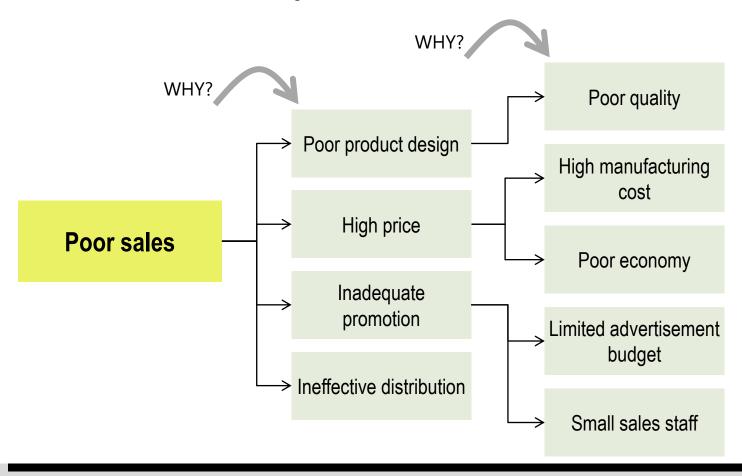


How to Construct the Diagram

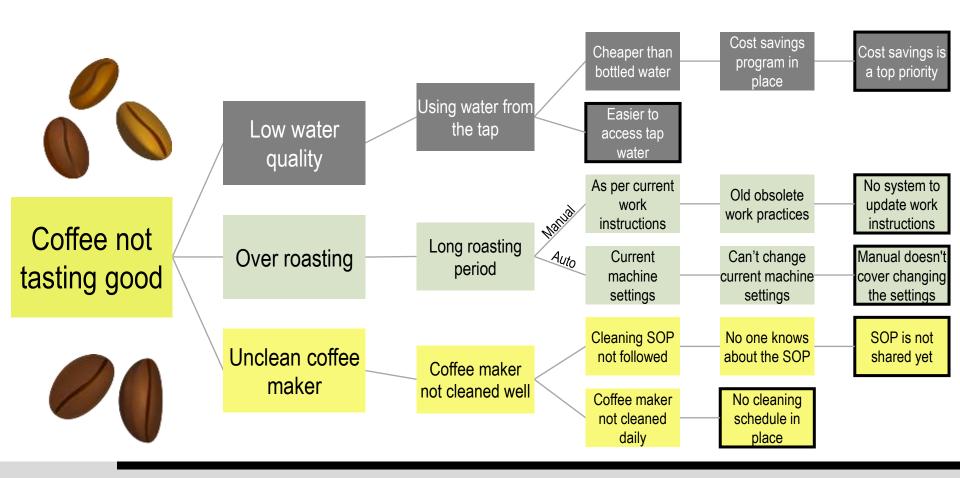
Once you are finished, discuss and agree on the **corrective actions** that will permanently solve the problem

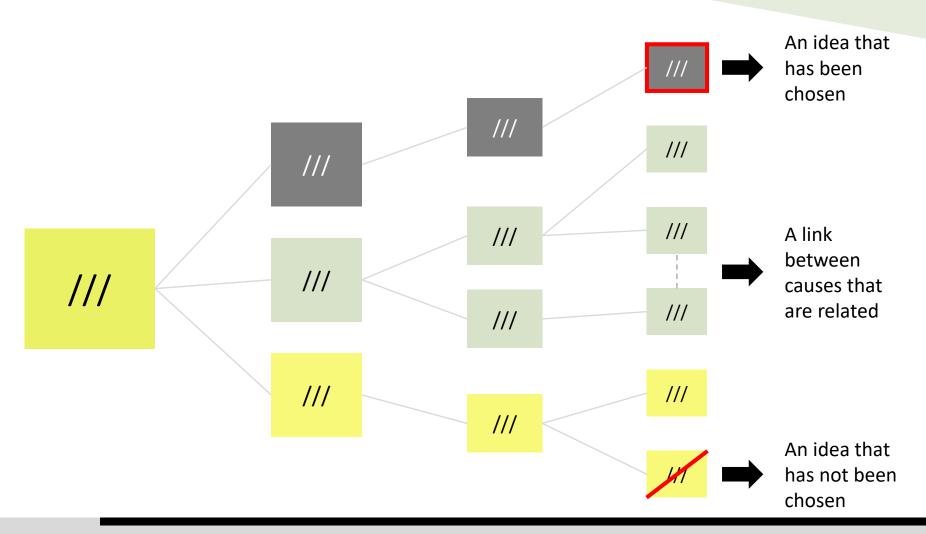


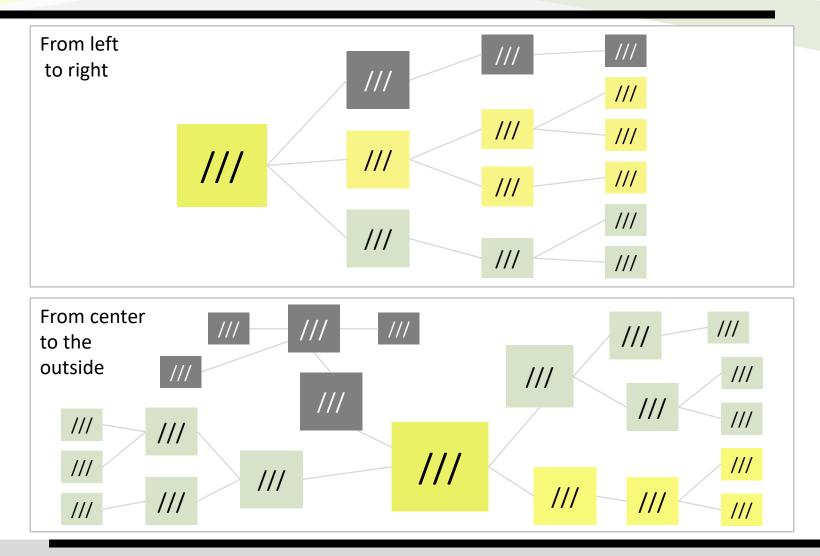
Example – Poor Sales



Example - Customer complaint







Further Information

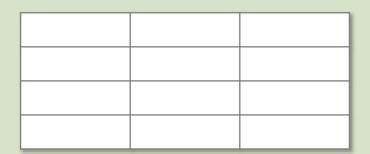
Be aware of adding causes which are actually solutions



The main idea behind the why-why diagram is to brainstorm all possible causes that may contribute to a problem, and not brainstorm solutions

Further Information

A cause-and-effect matrix can be used to prioritize the causes of the problem



Prioritizing and selecting the key causes will minimizes the need for more statistical analysis of inputs that are unlikely to have an impact on the output

Further Information

The measure of success for a fishbone diagram is the quality of answers as well as the quantity of ideas

