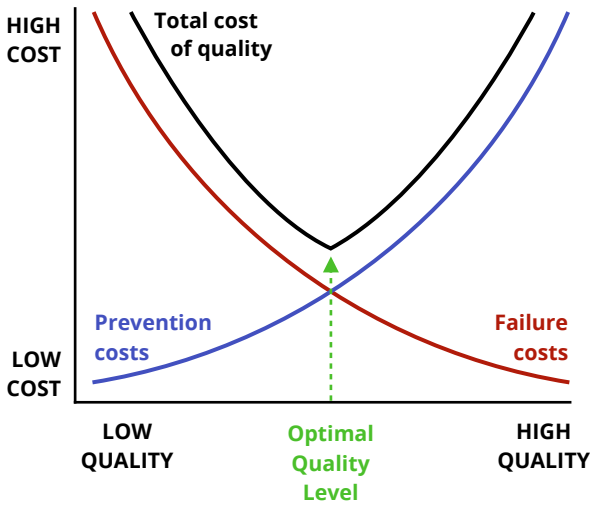
Quality balance

Pushing hard to get something done the way you want it is a useful trait, but one can never forget about the costs associated with the quality of your work. Certainly, a certain level of quality is important. Without it, the things you make will be unusable.

However, making things of incredibly high quality costs a lot of money, a lot of time, and can upset people who feel the output is "good enough already".

Finding a balance between the two is crucial if you want to maximize the efficient use of your resources.



Consider the following 6M Ishikawa diagram.

Manpower	What are three "people" issues you have to spend to get high quality (e.g., training)?
Methods	What are three "procedure" issues you have to spend to get high quality (e.g., getting approvals)?
Machines	What are three "technology" issues you have to spend to get high quality (e.g., software)?
Metrics	What are three "measurement" issues you have to spend to get high quality (e.g., test results)?
Materials	What are three "materials" issues you have to spend to get high quality (e.g., more expensive marble)?
Minutes	What are three "time" issues you have to spend to get high quality (e.g., computer rendering time)?