COLLEGE of AMERICAN PATHOLOGISTS **Root Cause Analysis Tools for Root Cause Analysis TOO** Brain

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DEFINE THE PROBLEM

• Assemble the team

• Review the data

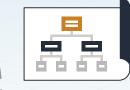
 Interview individuals who have insight into the problem

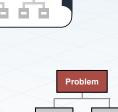
Develop problem definition

 Interview individuals doing the work Review lab documents

MAP CURRENT PROCESS

• Create and/or expand flowcharts







Why? Why?

Why?

FIND ROOT CAUSE Root Cause

Choose the most appropriate tool, such as:

- Flowcharting—Treat each step as a possible cause, and break into smaller steps
- Five Whys/Fault Tree—Identify possible causes at each level of the system
- Cause-and-Effect Diagram/ Fishbone Diagram—Brainstorm a list of possible causes

Select the most likely cause(s) based on the possibilities and the evidence



Choose an assessment approach such as:

- Monitor an established metric
- Perform a focused internal audit
- Set up a simulation/experiment Example: Announce a condition, and see if AB people do the right thing—(aka, "Fire Drifl" method). Make necessary changes



DEVELOP SOLUTION

Consider solution types:

- Stronger—Make physical changes to environment or redesign process
- Intermediate—Provide information at point of need
- Weaker—Provide training, warnings, and additional checks

Interview key players and stakeholders about feasibility of various options





- Identify possible sources of resistance Develop a "change management" approach
- Develop a plan and schedule for implementation
- Implement

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TOOL	DESCRIPTION
Brainstorming	Brainstorming is a joint undertaking by a group to generate a number of creative and practical ideas from different perspectives.
Fishbone Diagram / Cause-and-Effect Diagram	A fishbone diagram is a tool to show different possible causes that may be contributing to an outcome or event. It prompts the users to think of many areas of possible causes, beyond the obvious.
Five Whys / Fault Tree	Five Whys/Fault Tree is a set of tools that share a common characteristic: They each take an event or problem, and continually look for more basic reasons or causes by asking why.
Interviewing	An interview is a way of eliciting specific information surrounding an event or a process from frontline staff.
Process Mapping	Process mapping is an exercise to identify all the steps and decisions in a process in the form of a diagram.
Six Thinking Hats	Six Thinking Hats is a tool created by Edward de Bono to encourage creative and unconventional thinking about a topic. It encourages teams to look at a problem from different perspectives. It also pushes individuals out of their typical mode of thinking. The six hats correspond to the following different thinking modes:
	 White-Factual, as in "black and white" information Red-Emotional, gut feelings Black-Negative, pessimistic Yellow-Sunny, optimistic Green-Creative, fertile Blue-Big picture, higher perspective (view from the sky, from above)
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