

PACE Decision Matrix

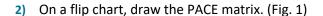
A PACE matrix helps your team prioritize the ideas and solutions you have generated.

Once your team has brainstormed improvement ideas:

1) Number all of the ideas and determine, as a team, what your definition for "high" and "low" implementation effort will be.

For example, "low" could mean: "implementation of this idea would require four or fewer people working together for half day". Similarly, determine as a team what your definitions for "high" and "low" anticipated benefits will be. For example, "high" benefit could mean: "this change idea would impact at least 80% of the people on an almost daily basis".

These are just examples but decide as a team on some basic definitions because this will greatly facilitate the time it takes the team to "place" the idea on the PACE matrix.



- 3) Take each improvement idea and as a team decide what level of effort it would be and how much of a benefit to the organization / customer based on the previously decided criteria. Plot each idea on the chart. (Fig. 2)
- 4) Draw the PACE lines. Evenly space the lines along the top of the chart and draw a freehand arc and add PACE letters on top. (Fig. 3)
- 5) Using the criteria below move forward with the projects as per the matrix.



Figure 1



Figure 2

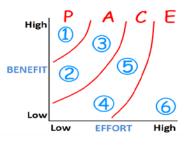


Figure 3

Now your team can sort the ideas based on the following:

P = priority

These ideas have the highest anticipated benefit and are the easiest to implement. These ideas/solutions should be implemented first.

A = action

These ideas have slightly lower benefit but are still relatively easy to implement. These ideas should occur as a follow-up after the P items have been implemented.

C = consider

After P and A ideas have been implemented review the ideas that were in the Consideration area. The team can decide as to whether the difficulty encountered with implementation is worth the benefit.

E = eliminate

These ideas should be eliminated because their low benefit is not worth the high cost in effort.