Workshop: Process Streamlining



Introduction to VSM

Going Lean

Senior Managers	Lean Champions	Wider Workforce	
Lean Thinking			
Understanding Waste			
Setting the direction			
Understanding the big picture			
	Detailed mapping		
	Getting suppliers &	customers involved	
Check the plan	fits the direction & e	nsure buy-in	
	Setting the direction Understanding	Lean Thinking Understanding Waste Setting the direction Understanding the big picture Detailed n	

Why go Lean?



Waste & Non Value Added Activities

Value Add



Total lead time and cost in the value chain



Waste & Non Value Added Activities



Work Harder

Small saving on time and cost



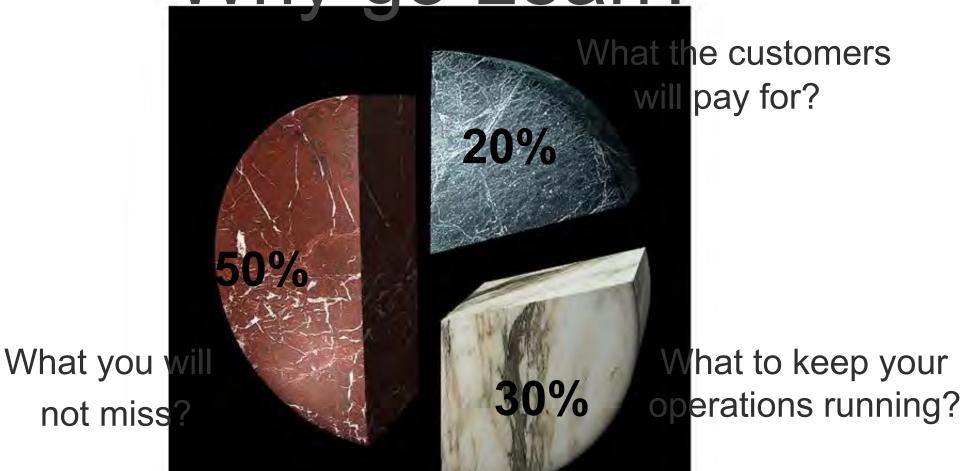
Waste & Non Value Added Activities

Value Add

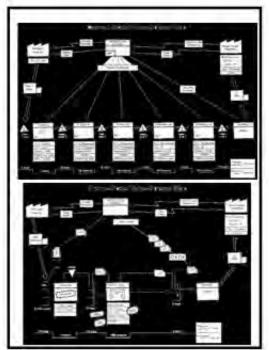
Work Smarter

Drastic saving on time and cost

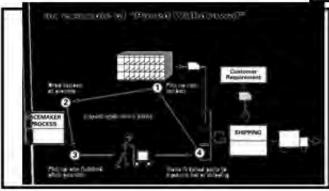
Why go Lean?



Lean Techniques



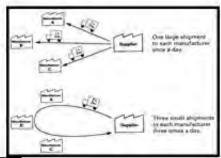
Value Stream Mapping



Pacemaker withdrawal



Heijunka



Milk run

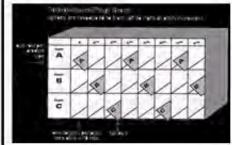




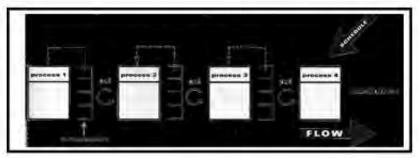
Pokayoke



Continuous Flow



Load Leveling Box

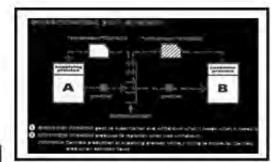


Kanban/Pull system

7 Waste

Why

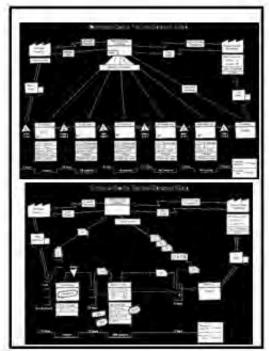
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Supermarket pull

DMAIC

Lean Techniques



Value Stream Mapping

"Visualisation tool to understand and streamline work processes."

Outline

- n. Value Stream Management
- n. Value Stream Mapping
- n. Current State Map

What is Value Stream?

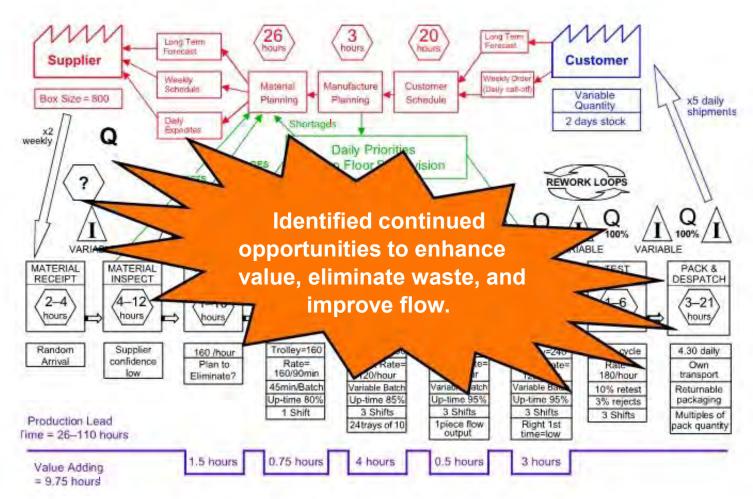
The set of all specific actions required to bring a specific product/service through the three critical management tasks of any business:

- 1. Problem solving (e.g., Design)
- 2. Information Management (e.g., Order processing and other non-production activities)
- 3. Physical transformation (e.g., converting raw materials to finished product)

Value Stream Management

"A process for measuring, understanding, and improving the flow and interactions of all the associated tasks to keep the cost, service, and quality of a company's products/ services as competitive as possible."

Value Stream Management



Value Stream Map

Value Stream Management

Act

Observe the new current condition and set new targets.

Make the plan a standard that can be audited and maintained.

n. Repeat the cycle.

Check

- n. Check outcome against plan.
- n. Reflect on what works and not.
- Ask "Why?" until there is a clear understanding of what was effective and what was not.



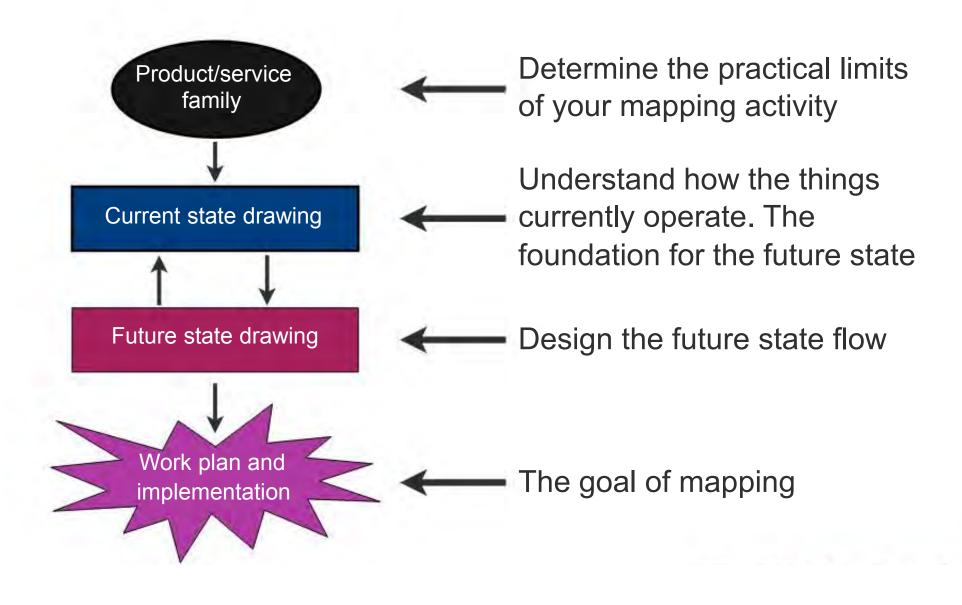
Plan

- n. Identify & construct the VSM.
- n. Document, measure & analyse the complex set of relationships.
- Plot a course to create an improved operating strategy and org. design.
- Apply appropriate lean tools & techniques to improve the value stream.

Do

- Identify the Lean Champions to implement the changes identified.
- n. Communicate the plan to all.
- n. Create lean metrics that drive and support lean behaviour.
- n. Implement the future-state value stream designs.

Approach



Select a Service Family



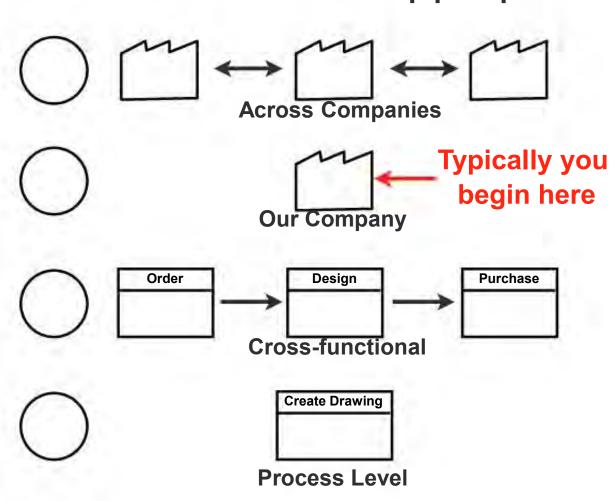
"Isolate the different families to distinguish the needs of the customer and the purposes of the transactions for each of the families."

Engineering Change Type	Processing Steps				
	Change drawing	Change BOM	Analyze Inventory Impact	Analyze Financial Impact	
"A"	X				
"B"	X	X			
"C"	X	X	X		
"D"	X	X	X	X	

Determine a Boundary



"Decide the appropriate level of detail."



Visualises how different entities in the **supply chain** coordinate to support a final customer of their product/service.

Visualises how one or more sites within a **single company** coordinate to support a customer outside the organisation.

Focus on a value stream redesign within a specific process of a company.

Also known as "Cubicle Level". Used for a detailed redesign of a specific task within a process.

Value Stream Team

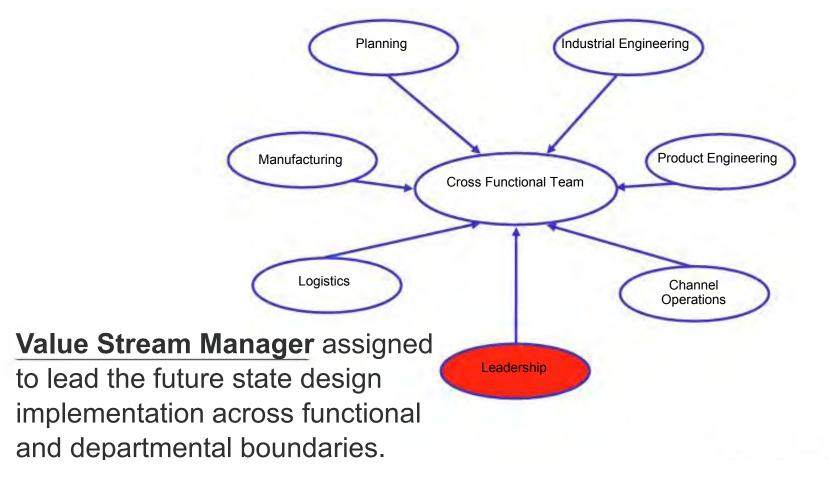
Product ferrice
family

Correct state drawing

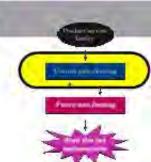
Petrore state drawing

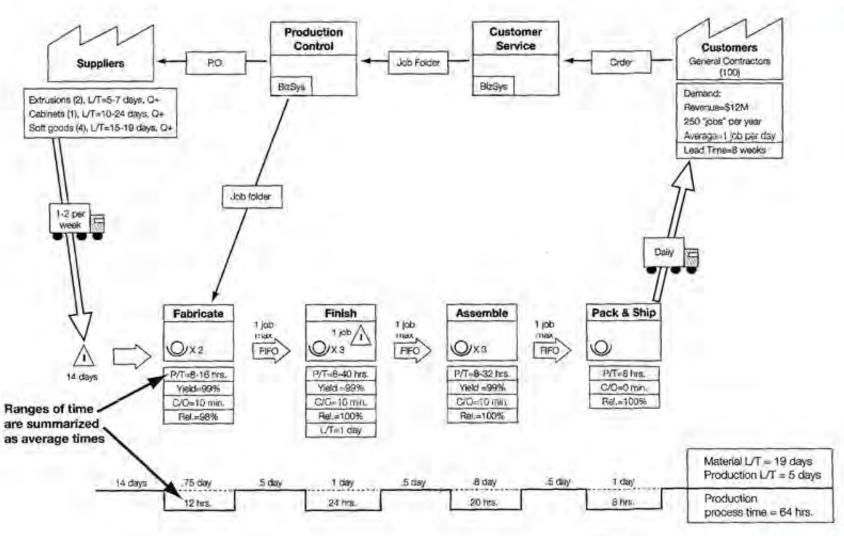
Work plan and somionisositation

"Cross functional team, educated in lean thinking and value stream mapping."

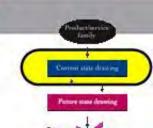


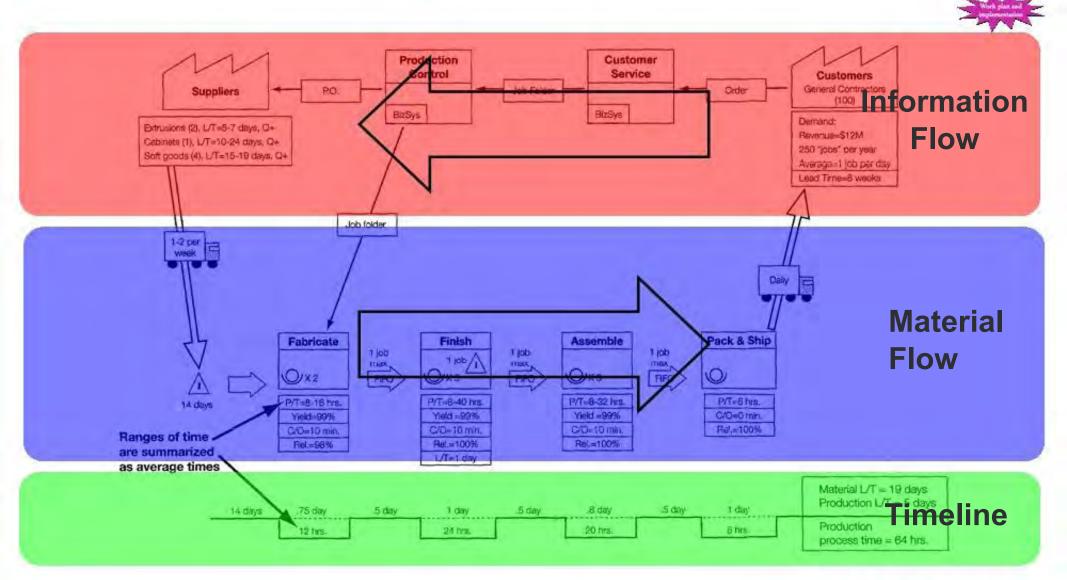
Current State Map



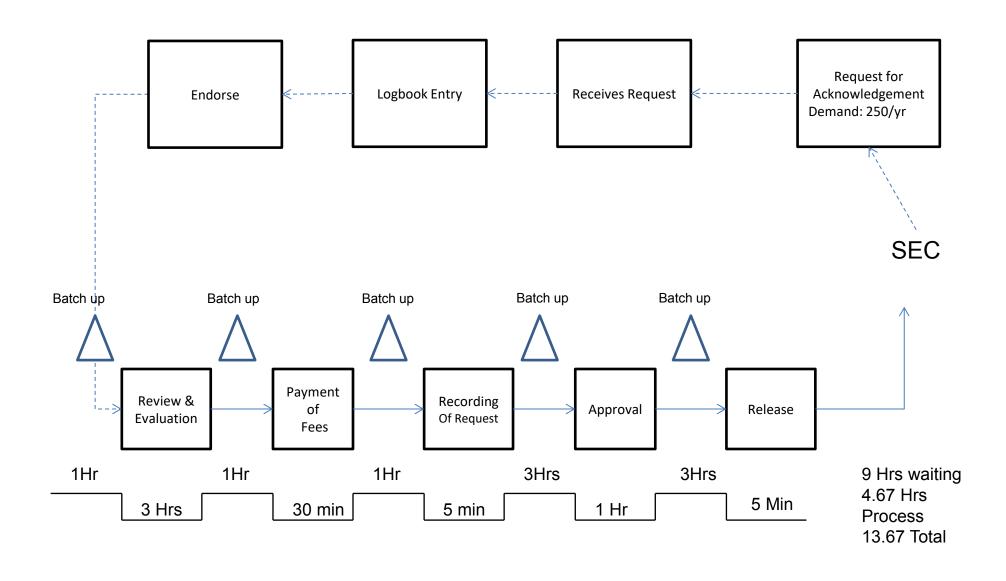


Current State Map

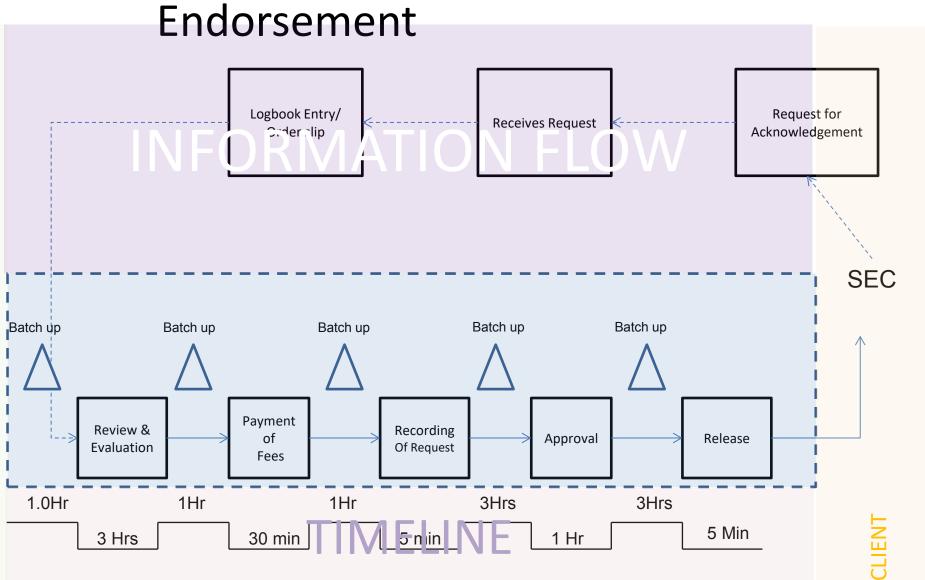




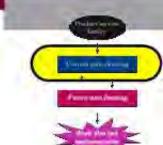
VSM: Request for Acknowledgement of SEC Endorsement



SUPPLIER



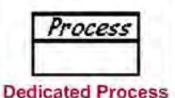
Process	Sub-Processes	Responsible Offices
Acknowledgement of SEC	Review and Evaluation	OIMB Personnel
Endorsement	Payment of Applicable fees	 Treasury Division
	Recording of Transmittal of	
	SEC Request	 Records Section
	 Approval 	
	Release of	Office of the Director
	Acknowledgement Letter	 Mailing Section
	to SEC	
	 Records Safekeeping and 	• Decords Section
	Archiving	Records Section



Process Symbols



This icon represents the Supplier when in the upper left, the usual starting point for material flow. The customer is represented when placed in the upper right, the usual end point for material flow.



This icon is a process, operation, machine or department, through which material flows. Typically, to avoid unwieldy mapping of every single processing step, it represents one department with a continuous, internal fixed flow path.

In the case of assembly with several connected workstations, even if some WIP inventory accumulates between machines (or stations), the entire line would show as a single box. If there are separate operations, where one is disconnected from the next, inventory between and batch transfers, then use multiple boxes.



This is a process operation, department or workcenter that other value stream families share. Estimate the number of operators required for the Value Stream being mapped, not the number of operators required for processing all products.

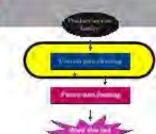


Process Symbols

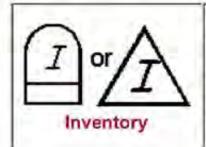


This icon goes under other icons that have significant information/data required for analyzing and observing the system. Typical information placed in a Data Box underneath FACTORY icons is the frequency of shipping during any shift, material handling information, transfer batch size, demand quantity per period, etc.

Typical information in a Data Box underneath MANUFACTURING PROCESS icons: C/T (Cycle Time) - time (in seconds) that elapses between one part coming off the process to the next part coming off, C/O (Changeover Time) - time to switch from producing one product on the process to another Uptime-percentage time that the machine is available for processing EPE (a measure of production rate/s) - Acronym stands for "Every Part Every____". Number of operators - use OPERATOR icon inside process boxes Number of product variations Available Capacity Scrap rate Transfer batch size (based on process batch size and material transfer rate)



Material Symbols



These icons show inventory between two processes. While mapping the current state, the amount of inventory can be approximated by a quick count, and that amount is noted beneath the triangle. If there is more than one inventory accumulation, use an icon for each.

This icon also represents storage for raw materials and finished goods.



This icon represents movement of raw materials from suppliers to the Receiving dock/s of the factory. Or, the movement of finished goods from the Shipping dock/s of the factory to the customers



This is an inventory 'supermarket' (kanban stockpoint). Like a supermarket, a small inventory is available and one or more downstream customers come to the supermarket to pick out what they need. The upstream workcenter then replenishes stocks as required.

When continuous flow is impractical, and the upstream process must operate in batch mode, a supermarket reduces overproduction and limits total inventory.



Material Symbols



This icon represents the "pushing" of material from one process to the next process. Push means that a process produces something regardless of the immediate needs of the downstream process.

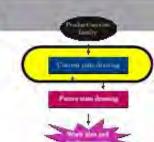


First-In-First-Out inventory. Use this icon when processes are connected with a FIFO system that limits input. An accumulating roller conveyor is an example. Record the maximum possible inventory.



This icon represents an inventory "hedge" (or safety stock) against problems such as downtime, to protect the system against sudden fluctuations in customer orders or system failures. Notice that the icon is closed on all sides. It is intended as a temporary, not a permanent storage of stock; thus; there should be a clearly-stated management policy on when such inventory should be used.





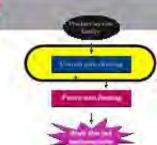
Material Symbols



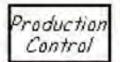
Supermarkets connect to downstream processes with this "Pull" icon that indicates physical removal.



Shipments from suppliers or to customers using external transport.



Information Symbols



Production Control

This box represents a central production scheduling or control department, person or operation.



Manual Info

A straight, thin arrow shows general flow of information from memos, reports, or conversation. Frequency and other notes may be relevant.



This wiggle arrow represents electronic flow such as electronic data interchange (EDI), the Internet, Intranets, LANs (local area network), WANs (wide area network). You may indicate the frequency of information/data interchange, the type of media used ex. fax, phone, etc. and the type of data exchanged.



Information Symbols



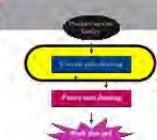
This icon triggers production of a pre-defined number of parts. It signals a supplying process to provide parts to a downstream process.



This icon represents a card or device that instructs a material handler to transfer parts from a supermarket to the receiving process. The material handler (or operator) goes to the supermarket and withdraws the necessary items.



This icon is used whenever the on-hand inventory levels in the supermarket between two processes drops to a trigger or minimum point. When a Triangle Kanban arrives at a supplying process, it signals a changeover and production of a predetermined batch size of the part noted on the Kanban. It is also referred as "one-per-batch" kanban.



Information Symbols



A location where kanban signals reside for pickup. Often used with two-card systems to exchange withdrawal and production kanban.



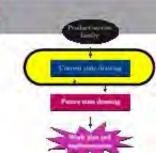
This icon represents a pull system that gives instruction to subassembly processes to produce a predetermined type and quantity of product, typically one unit, without using a supermarket.



This icon is a tool to batch kanbans in order to level the production volume and mix over a period of time



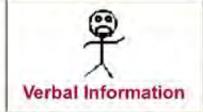
Scheduling using MRP/ERP or other centralized systems.



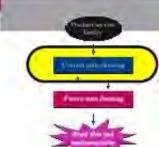
Information Symbols



Gathering of information through visual means.



This icon represents verbal or personal information flow.



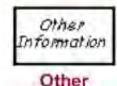
General Symbols



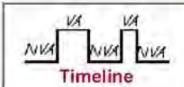
These icons are used to highlight improvement needs and plan kaizen workshops at specific processes that are critical to achieving the Future State Map of the value stream.



This icon represents an operator. It shows the number of operators required to process the VSM family at a particular workstation.



Other useful or potentially useful information.



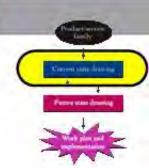
The timeline shows value added times (Cycle Times) and non-value added (wait) times. Use this to calculate Lead Time and Total Cycle Time.

Steps to Complete a Map

There are 6 steps to creating a site-level current state map. They are,

- 1. Document customer information and need.
- 2. Identify main processes (in order)
- 3. Select process metrics.
- 4. Perform value stream walk-through and fill in data boxes, including inventory and resident technology.
- 5. Establish how each process prioritises work.
- Calculate system summary metrics, such as lead time versus process time, first-pass yield, cost, and/or other value stream summary measures.





"Document Customer Information and Need."

Customers

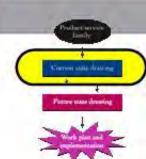
General Contractors (100)

Demand:

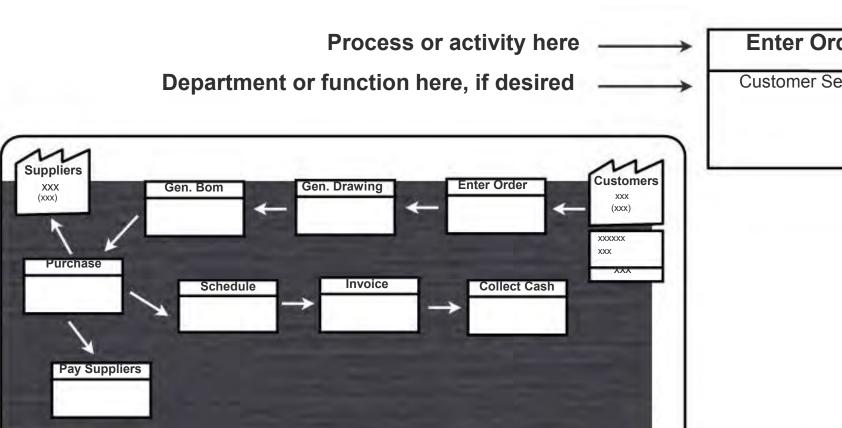
250 jobs per year Ave = 1 job per day

Lead Time = 8 weeks

Step 2



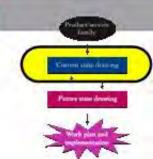
"Identify Main Processes (in order). Not departments or functions!"



Enter Order

Customer Service

Step 3

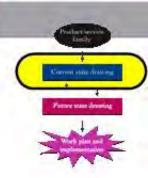


"Select Process Metrics reflecting cost, service, and quality within the value stream."

Example of Process Metrics,

- 1. Time: process time, lead time, value-added time etc.
- 2. Changeover time
- 3. Typical batch sizes or practices
- 4. Demand rate
- 5. Percent complete and accurate
- 6. Reliability
- 7. Number of People
- 8. Inventory
- 9. Information Technology used
- 10. Available time

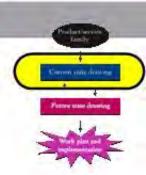
Step 4



"Perform Value Stream Walk-Through. Understand how work is created, progresses, and is organised."

"Observes each of the main process steps identified in Step 2 and collect the agreed-upon data at each step."

Step 5

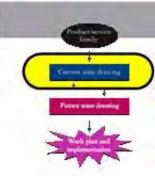


"Establish how each process prioritises work."

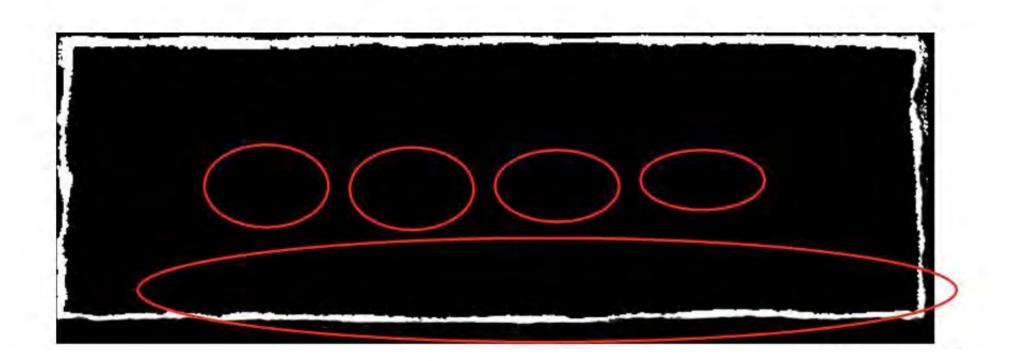
"Instructions, Scheduling logic or Prioritisation. Example, by due date, by order size, by customer etc."



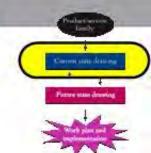
Step 6



"Calculate System Summary Metrics.
Assess the value stream performance from a systems perspective."

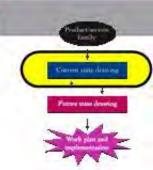


Tips for Mapping



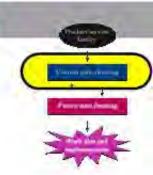
- Identify the basic process boxes before performing the actual walk-through.
- Identify the metrics that the team will collect for each process box.
- Add other information (via visual icons or metrics) as you observe the process in motion.
- Guard against making the map too unwieldy; start simply, and add boxes as necessary.
- Estimate the performance of the current state the first time through to get a quick picture of the value stream as it exists.
- Walk the value stream to gather the performance data associated with creating the value.

Tips for Mapping

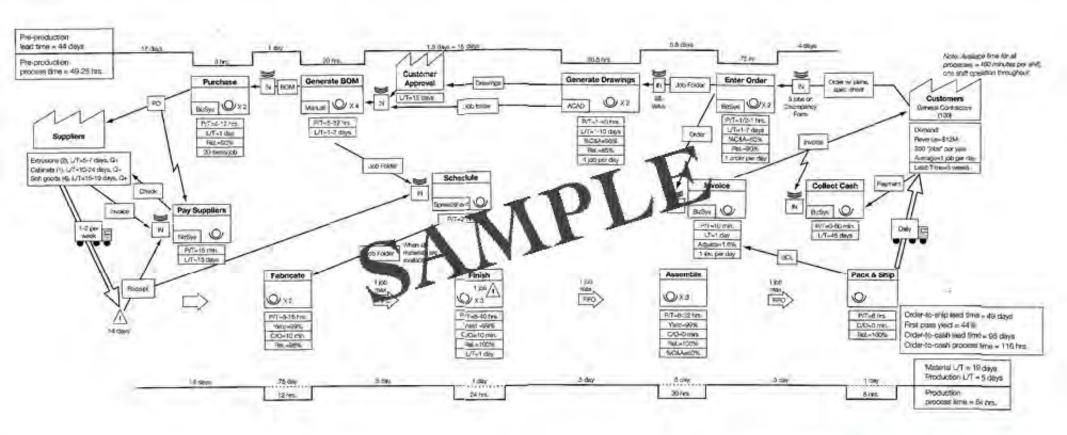


- Ask questions regarding activities and issues you see to understand potential barriers in designing future states.
- Map the whole value stream as a team.
- Assign team members specific tasks to perform in the mapping process.
- Always draw by hand and in pencil.

Current State Map



"Go through the steps and start drawing your Current State Map!"



Value Stream Analysis

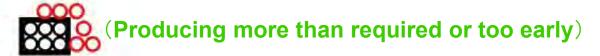
Outline

- n. Understanding Wastes
- n. Fish-Bone Diagram

Lean Manufacturing

- n· Defect
- n. Overproduction
- n· Waiting
- n. Non-utilized people
- n· Transportation
- n. Inventory
- n. Motion
- n. Extra processing



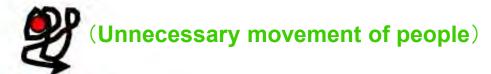














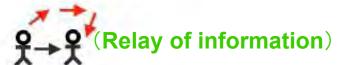
Lean Office

- n. Nonconforming Output (Mistakes)
- n. Overproduction/supply
- n· Waiting
- n. Non-utilized people
- n. Transportation
- n· Inventory
- n· Motion
- n. Extra processing

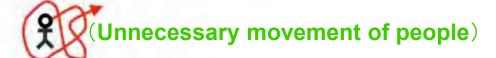








Stacks of Files/Documents



? (Unnecessary processing)

"Waiting for Anything (People, Materials, Machines, or Information) is WASTE."

"It is the easiest of the seven wastes to detect."

"It is the most personally aggravating."

"Waiting for machine to process is waste. Unfortunately, most machine don't know that you are waiting."

"Does the pot boil faster being watched?"

n. Two general approaches to address the 3 rules



Purchase or rent machines with shorter cycle times.



Create an environment conducive to flexible employees performing other tasks while the machine cycle. *Eg. Cell layout of multiple machines where the operator can attend to other machines while waiting for one to complete.*

n. Because the waste of waiting is so easily detectable, converting the other six types of waste into it will enable problems to become more visible, and hence, easier to address and solve.

- n. Waiting for photocopies, fax, or computers
- n. Waiting for unreturned telephone calls
- n. Waiting for late reports
- n. Waiting at meetings that don't start on time
- n. Waiting while trying to locate a missing file
- Waiting for office supplies (when no one bothered to indicate they used the last one!)

Motion

"Unnecessary work movements are a form of waste. All motion or movement ideally should add value to the product or service produced for the customer."

"Difficult form of waste to detect because business is biased towards action."

"Whether it is value-add or not, we're always doing something so we aren't guilty of being lazy, or unmotivated."

Motion

"Substance versus Appearance. In short run, a high energy profile may help your job rating; but if customer is paying for the illusion of work, the game will eventually comes to an end."

"Ineffective job processes and layout are often the culprit for creating more motions than necessary."

"Too much of anything is waste; Anything unneeded is waste."

"Extra inventory is safety stock. It provides you with a comfort level."

"This is the toughest of the waste habit to break!"

- n. Unneeded inventory causes other problems
 - Shelf Life Eg. Pens and markers hidden in deep recesses of office desks tend to dry up.
 - More difficult to manage The more you have, the more you have to manage.
 - It gets in the way Extra inventory can obstruct other processes.

 When looking for a lost item, its just one more thing you have to go through to find it.
- n. It hides the effectiveness of your process. By removing this safety net of extra inventory, you make your problems more visible.

Inventory hides problem



- n. Office Supplies
- n. Just a few extra xerox copies
- n. Extra files, in which to keep those extra photocopies
- n. Too many meetings
- n. Too many machines eg. Computers

- n. Is more really good???
 - You can never have too many
 - More is better
 - Buy two get one free
 - They are cheaper by the dozen

"When it comes to the temptation of extra inventory, JUST SAY NO!"

Transportation

"Transporting farther than necessary, or temporarily locating, restacking, or moving parts (including people, paper, and information)."

"Reduce your amount of inventory, and reduce the distances to as short as possible."

"Transportation often causes damage."

Transportation

- Temporary storage. It is a prim-facie evidence that the muda of transportation is lurking in your processes, as well as the wastes of extra inventory and motion.
- Temporary storage is a place where things get broken, stolen, tripped-over, or lost. Like motion, transportation has the appearance that work is done. But it add no value to the product or service.

Extra Processing

"Processing things that the customer doesn't want or even recognize (and is unwilling to pay for) is the waste of processing."

"Extra packaging to please customer but end up removed by customer because its too bulky."

Extra Processing

- n. Unpacking parts
- Too many signatures on an approval document
- Redundant activities through not knowing other's roles and responsibilities
- n. Handling a piece of paper too many times
- Preparing a 30 page executive reports or minutes that aren't read

"Redoing, Correcting, Reworking - All are waste."

"Do it right the first time!"

"Usually mistakes are caught at the last minute."

- Worst case is when your customers are the first to find the mistake. Then one of the 2 things usually happens,
 - They angrily notify you of it. While it seems like a bad alternative, it provides feedback to correct the mistake not only with them but with other customers
 - They don't notify you of it. They just go away mad.

- n. Waste of correction
 - Requires additional resource. Extra inventory, time & effort
 - Redoing process which themselves contain waste. We treat ourselves to a second helping of waste.
 - Opportunity cost is at a premium. Your time and resources should be spent doing something else adding value, or going home!

Waste of correction is one of the more visible forms of waste. Its known by the company it keeps.



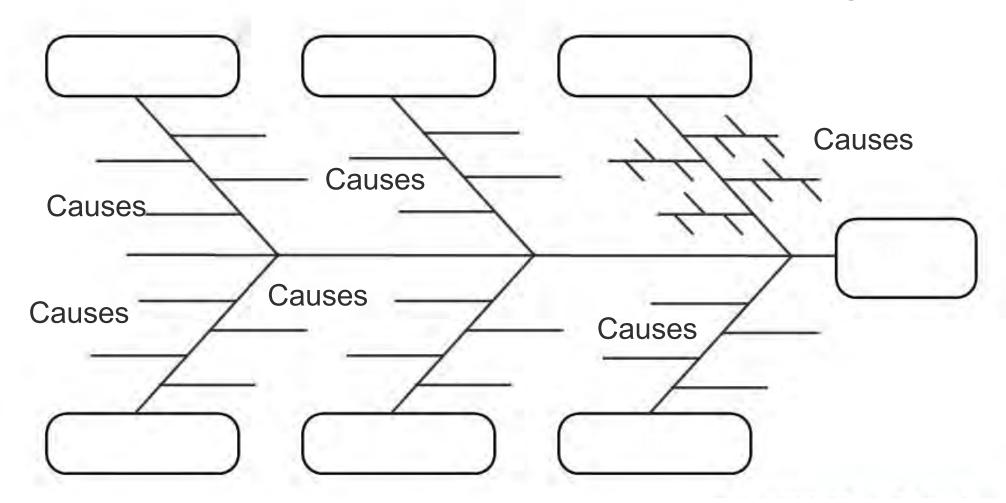




- Frustration
- Job insecurity
- Despair
- Blame

Fish-Bone Diagram

a.k.a "Cause & Effect" or Ishikawa Diagram



Fish-Bone Diagram

n. Manufacturing Industry (6M)

- **Machines**
- **Methods**
- **Materials**
- **Measurements**
- Mother Nature (Environment)
- Manpower (People)

n. Service Industry (4P)

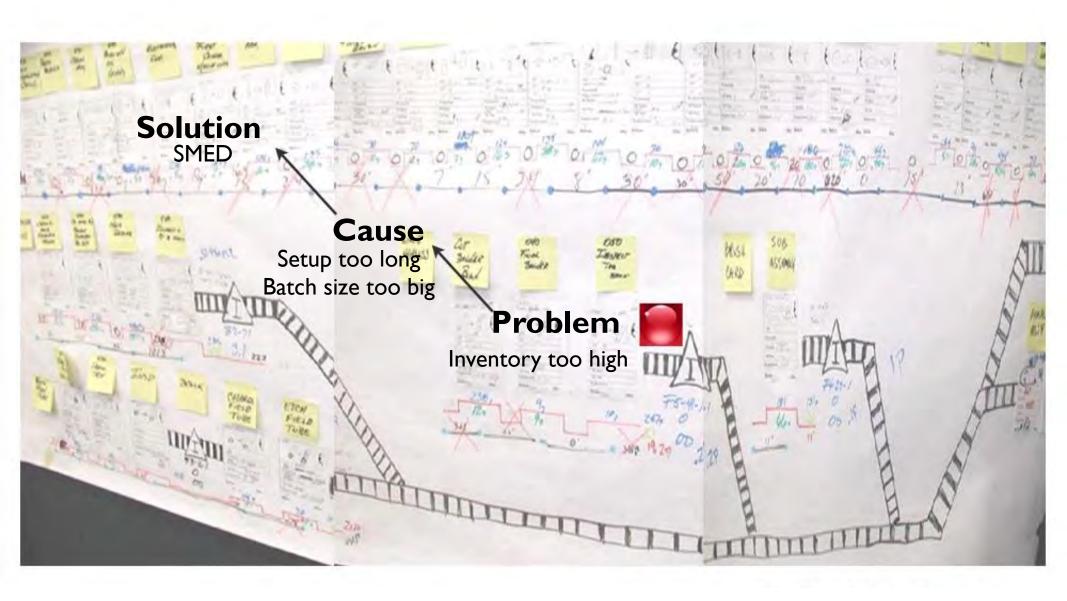
- Policies
- Procedures
- People
- Plant / Technology

Fish-Bone Diagram

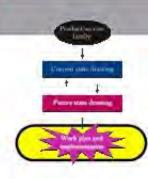
Practice

- 1. Find, Theme, Vote and Identify key PROBLEMS
- 2. Find, Theme, Vote and Identify the CAUSE of the 1st Problem
- 3. Find, Theme, Vote and Identify the Cause of the Cause of the 1st PROBLEM
- 4. Repeat Step 2
- 5. Repeat Step 3

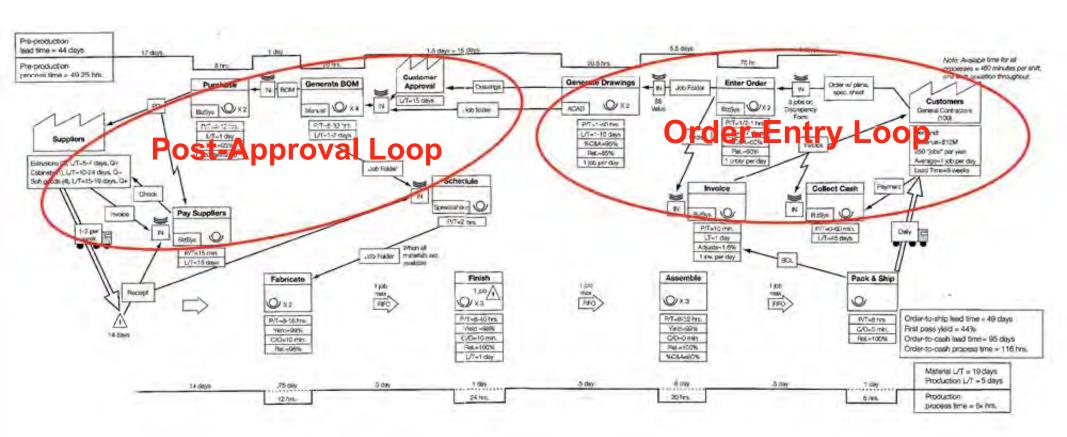
Value Stream Analysis

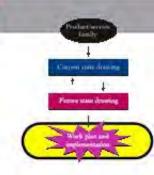


Lean Implementation Planning



"Break the work plan into loops."





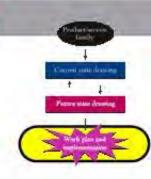
"Prioritise Loop Implementation."

To prioritise kaizens within loops and minimise implementation resources, we use the following common sense approach,

- Eliminate non-value-added tasks that don't require new information technology efforts.
- Simplify the remaining steps that require minimal information technology support (e.g., minimising transaction entering the value stream).
- Implement flow of transactions or paperwork: process one, move one (e.g., improve layout, cross-training, cell implementation).
- Implement the solutions requiring significant information technology support.

"Create a Work Plan and Cross-functional Implementation Teams."

Process Improvement	Goal(s)	Month											
		1	2	3	4	5	6	7	8	9	10	11	12
Order-Entry Loop Online order entry (including checklist)	100% C&A L/T = 1 day	H	*										
Reducing drawing L/T (smaller batches, parallel processing)	L/T = 1-2 days			*									
BizSys & ACAD cross-training	100% cross trained	H	=	*									Γ
Post-Approval Loop BOM/purchase cell, develop BOM in parallel to customer approval	L/T = 1/2 days					*							
Automate bill of materials (BOM) using BizSys capabilities	100% C&A P/T = 8-16 hours L/T = 1 day			7-0-	_		>		71				
Standardise parts, establish blanket	Supplier L/T = 7-21 days	П							*				



"Enable Value Stream Management"

Value Stream Management encourages flexibility in meeting market needs through,

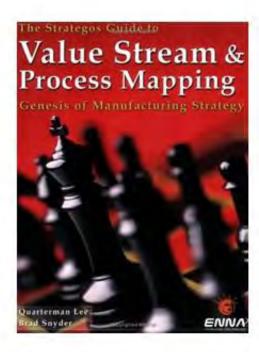
- Growth with improved margins
- Growth with minimal capital
- Growth without additional personnel

"It is management's responsibility to lead the lean transformation of the enterprise through the support of value stream implementations, and by embracing and demonstrating lean thinking in all areas of the organisation."

Questions?

Thank You

References



"The Strategos Guide to: Value Stream and Process Mapping" (2006) by Quarterman Lee, Brad Snyder, and Tracy Epley

"Learning to See: Value Stream Mapping to Add Value and Eliminate MUDA" by Mike Rother, John Shook, Jim Womack, Dan Jones