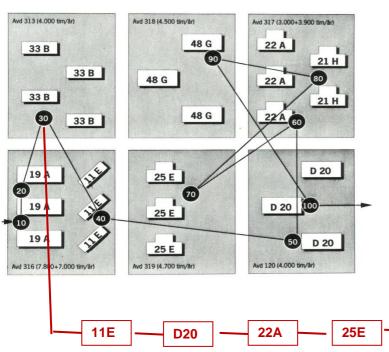
The Production Game - Session 3 -

Company AKAB

YEAR	ROI (%)
0	10.3
1	5.8
2	14.5



- Changes in the production:

WORKSHOP 1 → Process layout (OP10-30):

Every operation is one planning point Lead time: ~1 week/operation (10 weeks)

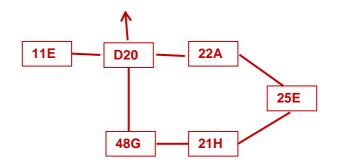
WORKSHOP 2 → Cell layout (OP40-100):

Every order is one planning point

Lead time: (set up time = 0) machining time x batchsize (EOQ)

- Introduction of KANBAN cards





OPERATIONS CARD Instructions

Dept	Machine	Operation			Not	
		Nr	Description	Set up time	Stycktid	
316	19A	10	Turning, side 1 and diameter	150	12	CNC-lathe
316	19A	20	Turning, drilling, brotsching	15	11	CNC-lathe
313	33B	30	Drilling, threading	60	6	3 axis
316	11E	40	Turning, sides	60	12	Revolution
120	D20	50	Inspection	-	-	
317	22A	60	Balance adjusting, milling	60	10	Vertical
319	25E	70	Hobbing, washing and deburring	150	12	Hobb
317	21H	80	Slot Milling	100	6	Horisontal
318	48G	90	Deburring, brushing and washing	30	16	Brushing machine
120	D20	100	Inspection	-	-	

Game **3**:

Manufacturing controlled by KANBAN and OP (Order point) Assembly controlled by make to order

Increasing ROI...

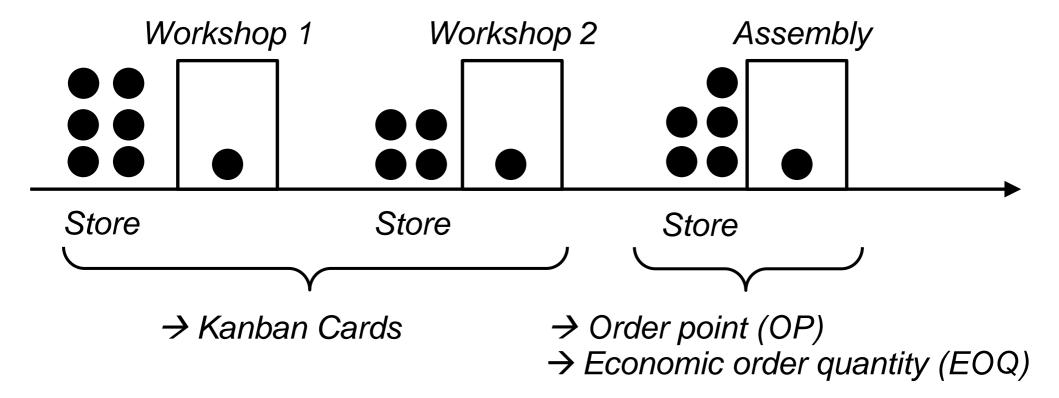


Reduce inventory assets. High delivery capacity

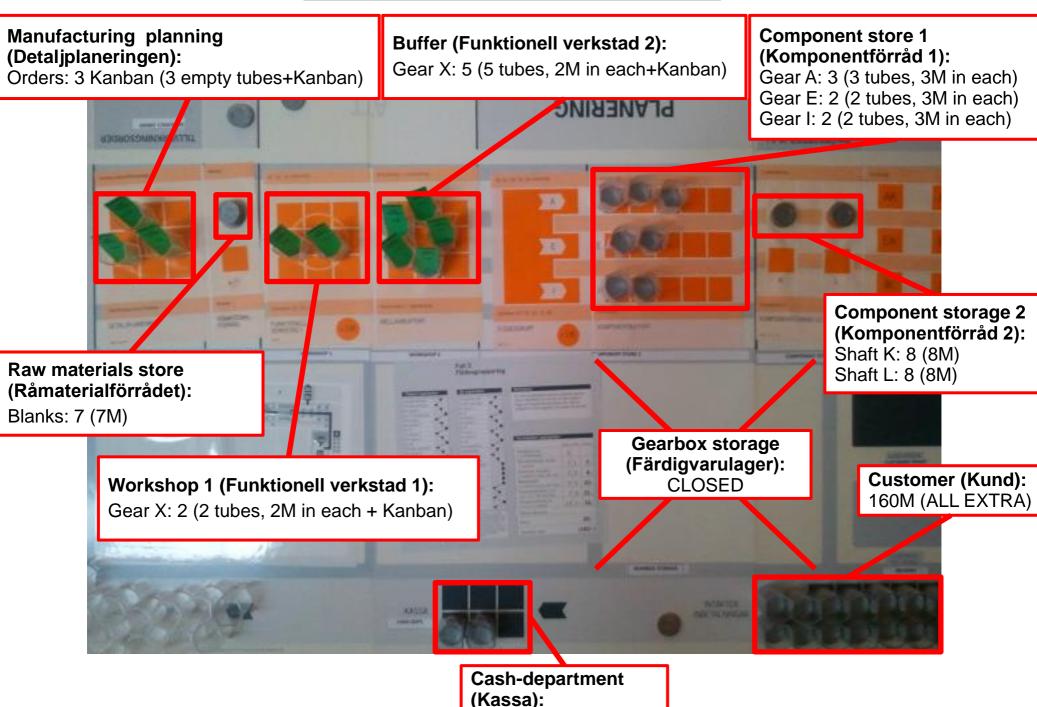


Production manager

Production flow - Influence



Initial game setup (round 3)



20M

→ Add order points (post-its)

In your group appoint:

Who is in charge of **raw material** inventory, **buffer 2** and **purchasing** activities

Who is in charge of **production**, **assembly**, **deliveries** and **payments**Who will ensure what you stick to your **plans**

Who is responsible for the cash.