RZESZOW UNIVERSITY OF TECHNOLOGY

LLA
LEAN LEARNING ACADEMY POLSKA

Erasmus+

ILA-LEAN

How to access the knowledge about lean in office and knowledge work? Results of ILA-LEAN Project

Dorota Stadnicka

8th Conference Lean Learning Academy

„Lean Management effective not only in manufacturing areas –

Lean in Office and Knowledge Work"

„Innovative Learning Approaches for Implementation of Lean Thinking to Enhance Office and Knowledge Work Productivity”
25 May 2018, Rzeszow, Poland

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PROJECT PARTNERS

„Innovative Learning Approaches for Implementation of Lean Thinking to Enhance Office and Knowledge Work Productivity”

ILA-LEAN

RZESZOW UNIVERSITY OF TECHNOLOGY

LLA
LEAN LEARNING ACADEMY POLSKA

RZESZOW UNIVERSITY OF TECHNOLOGY

UNIVERSITY OF OULU

Universidade do Minho

University of Stavanger

restol

CentOfOrm

Latino group

Salte as

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PROJECT BENEFICIARIES

Direct

- Universities
- VET center
- Private companies

Indirect

- Students
- Teachers
- Employees
- Trainers

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PROJECT OUTPUTS

1	**Tablet course** on Lean in Office and Knowledge work
2	**A set of games** on Lean in Office and Knowledge work
3	**Teachers / Trainers manuals** How to carry out the games?

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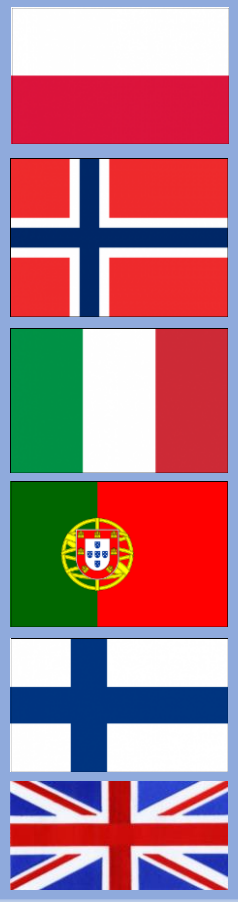
PROJECT WEBSITE

https://ilalean.prz.edu.pl/
http://ilalean.w.prz.edu.pl/en/



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Erasmus+

Innovative Learning Approaches for Implementation of Lean Thinking to Enhance Office and Knowledge Work Productivity

2016-2018

International project co-funded by the Erasmus + Programme of the European Union

Project Number 2016-1-PL01-KA203-026293

Project presentation in:

TABLET COURSE

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The Tablet Course

red. Dorota Stadnicka

Content of the course

Introduction

1. Introduction to lean concept

1.1. What is „lean"

1.2. History of lean concept development

1.3. Why do we need to learn „lean"?

1.4. Lean Principles

Test 1

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TABLET COURSE

Introduction

1. Introduction to lean concept

    1.1. What is „lean”

    1.2. History of lean concept development

    1.3. Why do we need to learn „lean”?

    1.4. Lean Principles

2. Office and knowledge work

    2.1 Office and knowledge work definitions

        2.1.1 Office and knowledge work continuum

        2.1.2 Office and knowledge work productivity dimensions

    2.2 Wastes in office and knowledge work

3. Lean tools implementation in office and knowledge work

    3.1. Review of lean practices, methods and tools used in office and knowledge work

    3.2. 5S method

    3.3. Process mapping in office and knowledge work

    3.4. A3 Report implementation in knowledge work

4. Use of Lean Concepts in Innovation

Bibliography

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TABLET COURSE

RZESZOW UNIVERSITY OF TECHNOLOGY

Erasmus+

Tablet course

Lean in office and knowledge work

Introduction

Dorota Stadnicka

Rzeszow University of Technology

„Innovative Learning Approaches for Implementation of Lean Thinking to Enhance Office and Knowledge Work Productivity”

ILA-LEAN Project No 2016-1-PL01-KA203-026293
2016-2018

2018

A SET OF GAMES

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LEAN LEARNING ACADEMY POLSKA

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The Games

Games on lean in office and knowledge work

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GAME 1 (Centoform)

5S Implementation in office and knowledge work

1. Presentation on how to play the game: PRESENTATION
2. Work simulation before 5S implementation: PRESENTATION
3. 5S implementation: BLACKBOARD
4. Work simulation after 5S implementation: PRESENTATION
5. Audit: CHECK LIST
6. Result table: TABLE

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A SET OF GAMES

GAME 2A (University of Oulu)
Knowledge Work Interruptions

1. Presentation on how to play the game: PRESENTATION

GAME 2B (Rzeszow University of Technology)
Knowledge and Office Work Interruptions

1. Presentation on how to play the game: PRESENTATION

GAME 3 (Rzeszow University of Technology and Restol)
Lean tools implementation in knowledge work on the example of analysis of a planning processes

1. Presentation on how to play the game: PRESENTATION, TRANSCRIPTION
2. Clients orders and formats: ORDERS_FORMATS
3. Forms to collect data: FORMS

GAME 4 (University of Minho and Latino group)
Process Mapping in Office and Knowledge Work

1. Presentation on how to play the game: PRESENTATION
2. Infocards describing information possessed by departments representatives: INFOCARDS
3. Current state map: MAP

GAME 5 (University of Stavanger and Salte AS)
The Use of Game-Based Learning to Teach Kanban Concept in Engineering Projects

1. Presentation on how to play the game and game instruction: PRESENTATION, INSTRUCTION
2. Boards used in the game: BOARD1, BOARD2
3. Steps of playing the game: WEEKLY_STEPS
4. Cards presenting events which will happen in the process: EVENT_CARDS
5. Unit cards: CARDS
6. Process monitoring: CONTROL_CHART

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THE MANUAL

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The Manual

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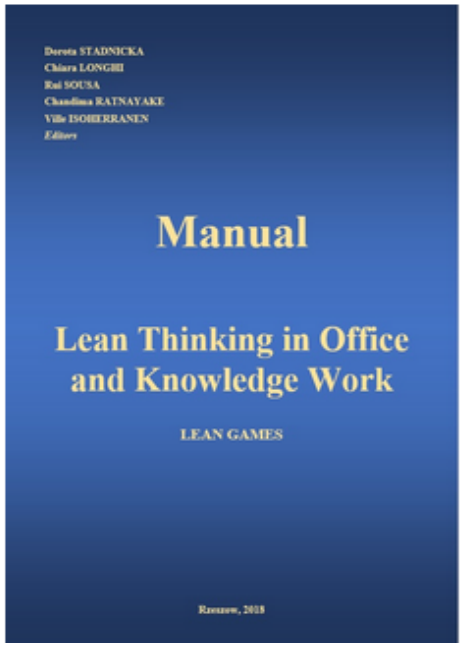
The manual contains instructions for teachers/trainers explaining how to play the games and what kind of materials are needed to play the games: MANUAL



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Thank you for your attention!

Dorota Stadnicka

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