





Tablet course

Chapter 3 Lean tools implementation in office and knowledge work

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"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



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Project Title



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

Project Number: 2016-1-PL01-KA203-026293

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

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







Objective

The objective of this chapter is to make a review of different lean practices, methods and tools, which can be implemented in office and knowledge work.





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CONTENT OF THE CHAPTER



- 1. A goal of the chapter
- 2. Lean tools in large companies
- 3. Lean tools in SME
- 4. 5S method
- 5. Standardization
- 6. Visualization
- 7. TPM
- 8. Andon
- 9. Poka Yoke
- 10. Kanban
- 11. FIFO
- 12. VSM
- 13. Takt Time

14. Just in Time

- 15. One piece flow
- 16. Matrix of competences
- 17. TQM
- 18. Team work
- 19. Pareto analysis
- 20. Kaizen
- 21. Gemba walk
- 22.8D Report
- 23. A3 Report
- 24. 5 Why?
- 25. Hoshin Kanri



GOAL OF THE CHAPTER



The goal of this chapter is the presentation of lean tools which can be implemented in office and knowledge work, together with practical examples.

First, research results from the literature concerning the lean tools implementation in companies are presented. Then, each lean tool which can be implemented in office and knowledge work is described shortly.







LEAN [·]	TOOLS	IN LAI	RGE CO	OMPA	NIES
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97%



22	21/0
FIFO	82%
5xWhy?	79%
Work standardization	79%
Poka Yoke	79%
Team Work	76%
Kanban System	71%
TPM	71%
Kaizen	68%
Visual management	63%
Value Stream Mapping	58%
RCA (Root Cause Analysis)	53%
Just in Time	47%
Taktu Time	45%
SMED	45%
One piece flow	42%
3P (Production Preparation Process)	39%

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U-shape line	34%
Gemba walk	32%
Andon	26%
OEE	24%
TQM	24%
Milkmancourse	16%
Global 8D	16%
ChakuChaku	16%
Gemba/Gembutsu/Gengitsu	13%
7 Mudaidentyfication	11%
Hejunka Box	8%
Jidoka	8%
A3 problem solving	5%
HoshinKanri/Policy deployment	3%
Kaikaku/Reengineering	3%

Percentage of the companies which implemented a certain lean tool

Data from 46 large companies

Stadnicka D., Antosz K.: Lean in Large Enterprises: Study Results. World Academy of Science, Engineering and Technology, Issue 82, October 2013 Paris, International Journal of Social, Management, Economics and Business Engineering Vol:7 No:10, 2013, str. 31-37.



5S





LEAN TOOLS IN SME

5S	29%	3P	6%
5xWhy	20%	Gemba walk	6%
SMED	16%	U- shape line	6%
Team Work	16%	One piece flow	6%
Work standarization	14%	Gemba/Gembutsu/Gengitsu	4%
RCA (Root Cause Analysis)	12%	Milkman course	4%
TPM	12%	Andon	4%
Global 8D	10%	Just in time	4%
OEE	10%	4M/6M+E	4%
Visual Management	10%	Jishuken	2%
Kaizen	10%	Hejunka Box	2%
Poka Yoke	10%	Chaku Chaku	2%
FIFO	10%	Takt Time	2%
TQM	8%	Kaikau/Reengineering	0%
Value Stream Mapping	8%	Hoshin Kanri	0%
Kanban System	8%	A3 problem solving	0%
Jidoka	6%	7 Muda identification	0%

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Percentage of the companies which implemented a certain lean tool

Data from 49 SME companies

Antosz K., Stadnicka D., *Lean philosophy implementation in SME – study results.* 7th International Conference on Engineering, Project, and Production Management (EPPM 2016), September 21-23, 2016, Bialystok, Poland. Procedia Engineering, Vol. 182, 2017, Pages 25-32.













What do we really need to perform todays work?



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5S METHOD



SORT

Clearly distinguish needed items from unneeded and eliminate the later



Maintain

SET IN ORDER

Keep needed items in the correct place to allow for easy and immediate retrieval

SUSTAIN established procedures **STANDARDIZE**

The method by which Sort, Stabilize and Shine are made habitual



Keep the workplace neat and clean

GO TO CHAPTER 3.2





START

Problem identification

Data collecting

Systematization of information

Problem analysis

Looking for solutions

Are solutions accepted?

Solution implementation

Results verification

The goal is

achieved?

STOP

Yes

Yes

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Product configurator

STANDARDIZATION







http://www.usm.com/en-us/configurator/





STANDARDIZATION

Achievements board



Erasmus+







INFORMATION AND KNOWLEDGE VISUALIZATION



"Data are raw. They are symbols or isolated and non-interpreted facts."

"Information is data that has been given meaning through interpretation by way of relational connection and pragmatic context."

"Knowledge is information, which has been cognitively processed and integrated into an existing human knowledge structure. Knowledge is dynamic."

Knowledge in the world may be:

(1) external representations reflecting aspects of knowledge the head,

(2) cultural and cognitive artefacts appearing as sensory stimuli and perceptual inputs, which are automatically processed and interpreted by the cognitive system in terms of knowledge.

Knowledge is owned by a **person**, a **group of people**, or by a **society**.



Aspects of knowledge may be externalized, for example, its structure by means of structure **visualizations**.

S.-O. Tergan and T. Keller (Eds.): *Knowledge and Information Visualization*, LNCS 3426, pp. 1 – 23, 2005. © Springer-Verlag Berlin Heidelberg 2005













content



A scheme of the working areas with colors



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Different colours of file binders for different clients

TO DO list and status of tasks realization

"Visualizations are cognitive tools aiming at supporting the cognitive system of the user."

> S.-O. Tergan and T. Keller (Eds.): *Knowledge and Information Visualization*, LNCS 3426, pp. 1 – 23, 2005. © Springer-Verlag Berlin Heidelberg 2005









ANDON

service 1

Customer

Customer service 2



Customer service 3



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Andon is a Japanese word "lamp" and it is an overhead signboard with rows and numbers corresponding to, for example, work-stations.

Andon is a tool of visual management that highlights the status of operations.

An Andon system can also signal an abnormal situation.

Lean Lexicon. A grafical glosary for lean thinkers. Forth Edition. Lean Enterprise Institute, Cambridge, MA, USA, 2008.



16 © 0 0 EY 54



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INFORMATION AND KNOWLEDGE VISUALIZATION



A visualization may help overcome problems that are due to the limitations of working memory in both capacity and duration of the stored information.

Sweller, J., & Chandler, P. (1994). *Why some material is difficult to learn*. Cognition and Instruction, 12 (3), 185-233.

Concept Maps is a graphical tool that enables anybody to express their knowledge in a form that can be easily understood by others.

S.-O. Tergan and T. Keller (Eds.): *Knowledge and Information Visualization*, LNCS 3426, pp. 1 – 23, 2005. © Springer-Verlag Berlin Heidelberg 2005.



VISUALIZATION SAFETY FIRST

SA

Borris S., Total Productive Maintenance: Proven Strategies and Techniques to Keep Equipment Running at Maximum Efficiency. McGraw-Hill, New York, 2006.

POKA YOKE

EQUESTOR INF(e Fund (9 digits)	Project (7 digits) 0000000	Cost Center (6 digits) 000000	Account (5 digits)	Bars (7 digits)	Future (5 digits)	Disbursement (Enter Amount)	Receipt
ne Fund (9 digits)	Project (7 digits) 0000000	Cost Center (6 digits) 000000	Account (5 digits)	Bars (7 digits)	Future (5 digits)	Disbursement (Enter Amount)	Receipt (Enter Amount)
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	0000000		oopo	0000000	00000		
		000000		0000000	00000		
	0000000	000000		0000000	00000		
	000000 Ado	be Reader		The second second			
	000000						
- <u>-</u>	000000	Account is a 5 digit	value. Please enter the	correct value for this ce	н.		
te: Amounts must I	e positive numbe				otal		
xplanation/Descript	on						
				ſ			
					ОК		
	ATION Typed						
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nail				Phone #		Ext	
JTHORIZATION							
proved by			Ti	tle		Date	
int Name			Pt	none #	Email		
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		Entered	Bv		 Document #		
Date Entered			2 I				
JTHORIZATION proved by int Name OR OFFICIAL USE	DNLY		Ti Pt	tle	Email	Date	

POKA YOKE

Source: https://leaninkingcounty.com/2014/10/28/mistake-proofing/

Shingo, S. (1986). Zero quality control: Source inspection and the pokayoke system. Productivity Press Munro R. A., Six Sigma for the Office: A Pocket Guide. Quality Press. Milwaukee, 2003.

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Source: https://pl.pinterest.com/bnkbch/poka-yoke/

Erasmus+

TWO KANBAN BOXES

23

 \odot

ΒY

0

SA

+ SUPERMARKET

Erasmus+

24

 \odot

BΥ

0

SA

KANBAN CARD

+ STANDARDIZATION

FIFO

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Kevin J. Duggan, Tim Healey, Operational Excellence in Your Office: A Guide to Achieving Autonomous Value Stream Flow with Lean Techniques. RCR Press. Taylor & Francis Group. A Productivity Press Book. Boca Raton, 2016.

FIFO

Kevin J. Duggan, Tim Healey, *Operational Excellence in Your Office: A Guide to Achieving Autonomous Value Stream Flow with Lean Techniques*. RCR Press. Taylor & Francis Group. A Productivity Press Book. Boca Raton, 2016.

VALUE STEAM MAPPING

Value stream mapping is a tool to visualize the flow of work and information in a process.

Bartłomiej Korzystka, Zastosowanie wybranych narzędzi Lean Manufacturing dla doskonalenia realizacji usług medycznych - diploma thesis

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PROCESS MAPPING

A simple form of a value stream map post-its on a big sheet of paper

Karen Martin, Mike Osterling, Value Stream Mapping: How to Visualize Work and Align Leadership for Organizational Transformation. McGraw Hill, USA, 2013.

GO TO CHAPTER 3.3

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TAKT TIME

In manufacturing

TAKT TIME – how often you should produce one part or product, based on the rate of sales, too meet customer requirements

Mike Rother, John Shook, Learning to See: Value Stream Mapping to Add Value and Eliminate Muda. The Lean Enterprise Institute, Cambridge, 2003 TAKT TIME – the time that elapses between two units

being delivered

In office and knowledge work

Chris Hefley, Lean Metrics How to measure and improve the flow of work., CEO of LeanKit. November 5 th, 2014 Available working time Number of units needed to be delivered

How many problems can you analyze? How many projects can you complete? How many projects can you perform?

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JUST IN TIME

Just in Time is a system which ensures that customers will get just what they need, just when it is needed, and just in the amount needed.

ONE PIECE FLOW

One piece flow is making and moving one piece at a time.

ONE PIECE FLOW

One piece flow makes and moves one piece at a time.

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No training

In training

Proficient, but isn't able to work in standard time

Proficient and able to work in standard time

Master / Trainer

	Function 1	Function 2	Function 3	Function 4	Function 5
Person 1					
Person 2					
Person 3					
Person 4					
Person 5					
Person 6					

Function 1

Function 3

CHAKU CHAKU MATRIX OF COMPETENCES

Function 2

Function 4

Chaku Chaku

between

functions

Chaku Chaku – a work organization when one person realizes two or more different functions moving from one to another, after completing certain work.

> Chaku Chaku between teams

Team 1

CC 0 0

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TQM

Customer focus

Leadership

TQM **TOTAL QUALITY MANAGEMENT**

Knowledge

Knowledge

acquisition

Knowledge

Knowledge

application

Innovations

Knowledge Management

in Theory and Practice

Principles of Knowledge management Management Theory, Practice, and Cases dissemination Elie Geisler and Nilmini Wickramasinghe Elie Geisler and Nilmini

Wickramasinghe, Principles of Knowledge Management. Theory, Practice, and Cases. Routledge Taylor & Francis, Noe York, 2009.

Kimiz Dalkir, Jay Liebowitz,

Knowledge Management in Theory and Practice, Second Edition. Massachusets Institute of Technology, 2011

GO TO CHAPER 4

Akdere, M. (2009). The role of knowledge management in quality management practices: Achieving performance excellence in organizations. Advances in Developing Human Resources, 11(3), 349-361.

PARETO ANALYSIS

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Pareto analysis is one of the quality tools which is used in a problems analysis.

Roger Swanson, *The Quality Improvement Handbook: Team Guide to Tools and Techniques.* CRC Press LLC, 1995

The Handbook of Quality and Service Improvement Tools. Institute for Innovation and Improvement. Accessible on: <u>http://www.miltonkeynesccg.nhs.uk/resourc</u> <u>es/uploads/files/NHS%20III%20Handbook%2</u> Oserviceimprove.pdf

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KAIZEN KAIKAKU

PDCA Cycle - Deming Cycle

"An improvement cycle based on the scientific method of proposing a change in a process, implementing the change, measuring the results, and asking appropriate action"

Lean Lexicon, a graphical grossary for Lean Thinkers. Fourth Edition. Lean Enterprise Institute, Cambridge, MA, USA, March 2008.

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GEMBA WALK

Gemba walk – an "actual place"

In problem solving

go and see what the problem is with your own

eyes

- See the place
- Talk to people
- Find out the failure mode

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In innovations

go and see what you have created, what can be still improved, what are strong and weak sides of the solution

Source: http://www.whatissixsigma.net/8d-report/

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PROBLEM SOLVING A3 REPORT

- Problem Solving Method A simple way to present data and information
- An easy way to visually communicate information and ideas it tells a story
- A standardized approach for team based problem solving
- It allows teams to get the most important information on one A3 sheet of paper to be easily read, understood and to make decisions
- If you can't say it with one page, you're not concise enough

John Shook: *Managing to Learn: Using the A3 Management Process Pap*/Chrt Edition. Lean Enterprise Institute, Inc., 2008

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5 x WHY?

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Brożyńska M., Lis A., Kowal K., Szymczak M., 5-Whys. Method First Handbook. 2K Consulting Krzysztof Kowal, Łódź, 2016

HOSHIN KANRI

Cambridge, MA, USA, 2008.

Navigation

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GO TO THE GAMES

GO TO THE <u>TEST</u>

