

The Manufacturing Game®

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■ PARTICIPANTS

The workshop works best with a cross-functional mix of people from the same plant facility, including Operations Directors, Plant Managers, Plant Engineers, Plant Operators, Maintenance Technicians, First Line Supervisors, and support staff including Engineers, Managers, Stores and Purchasing.

■ FACILITATOR



ANDREW FRASER

Andrew Fraser is Managing Director of Reliable Manufacturing. Andrew has over 30 years experience in Maintenance, Operations and Change Management roles in a variety of industries, in the UK and overseas. He specialises in the delivery of change management projects that help clients change from reactive to proactive operating cultures.



“*Deliver big performance improvements without expensive upfront analysis.*”

Our Manufacturing Game® Workshop is designed to accelerate performance improvement and cultural change in your organisation with minimal upfront impact on your cash flow. The workshop features The Manufacturing Game®, a dynamic experiential learning simulation, which has been used by more than 150 of the world’s best organisations to help deliver superior bottom line results.

The Game teaches systems thinking; how the actions of one area impacts the function of another and the profitability of the whole. It helps people to shift their thinking to new ways of working – cross-functional, cross-asset, and cross-organisation.

Workshop Benefits:

- **Developing strategy for performance improvement**
- **Facilitating cultural change**
- **Creating high performance teamwork**
- **Accelerating results from current improvement programmes**
- **Significant reductions in failures and costs**
- **Up to 10:1 ROI within twelve months**

A primary output of the workshop is the formation of small cross-functional action teams of your people to implement workshop learning by eliminating real life defects.

These defects are often ‘invisible’ to managers and engineers as they are ingrained in work practices and operational methods, but can cost hundreds of thousands of pounds in lost productivity. Typically such defects can be eliminated in less than 90 days for little or no expense, but often with significant benefit for the business – a return on investment of up to 10:1 in twelve months.

Catering for 12-36 participants, The Manufacturing Game® condenses three to five years of process improvement experience into a two-day workshop. Participants take on the challenge of raising an average performing production facility to world class performance levels, whilst balancing production, maintenance, quality, cost and HSE goals.

But it’s not just about a two-day workshop, it’s about imbedding the improvement process in to your organisation and transforming organisational culture to achieve sustainable results.

For more information:

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Creating a Reliability Culture

DELIVERABLES

The Manufacturing Game® Workshop:

- Allows you to experience an operationally excellent plant, providing inspiration and highlighting areas where improvements can be made within your own organisation.
- Demonstrates the value of balancing a top-down project approach to performance improvement with a proactive bottom-up focus on defect elimination.
- Shows the different impact that functional and cross-functional thinking can have on the efficiency of other departments and the profitability of the whole enterprise.
- Provides the experience of turning theory into practice. The theory of reliability and operations excellence is largely well known. The Manufacturing Game® provides a practice ground for how it can be realised in practice.
- Helps align the functions in your organisation to your overall business goals.
- Energises frontline staff to take action to remove thousands of defects that are the root cause of Reliability, Quality, Efficiency and HSE performance issues.

WORKSHOP OUTLINE

Session 1: Introduction

- Overview of Manufacturing Stable Domains
- Summary of Benchmark Studies
- Concept of Defect Elimination

Session 2: Game Introduction

- Explanation of simulation
- Understanding of individual roles

Session 3: Running The Game

- Learning how to interface with other departments
- Balancing short & long term interests
- Discovering key leverage points
- Overcoming set backs
- Benchmarking performance & strategies

Session 4: Debrief & Action Planning

- Sharing experiences from the simulation
- Reflecting on real life issues seen in the Game
- Launching improvement teams in your Organisation

CLIENT TESTIMONIALS

BP Transformation Manager

“ *In over 20 years of operational experience, this Game is the best tool I have seen for engaging the workforce to improve business performance. It directly impacts the work that gets done. It also gives people the best fun they may have at work all year!* ”

Eastman Chemicals

“ *Our Action Teams found and eliminated over 100 defects. The savings in our area exceed £1m.* ”

Phillips Chemicals

“ *We found that the Game and the Action Teams created the needed excitement and commitment that was missing in our earlier attempt at Total Productive Maintenance.* ”

Sembcorp UK

“ *The Game got our staff involved in our change process and helped them realise the impact of what they do on our business.* ”

Clients who have benefitted from The Manufacturing Game®

Bakkavor, BHP Steel, BP, Cabot Corp, Conoco Phillips, Corus, DOFASCO, DuPont, Dow Corning, Eastman Kodak, Eli Lilly, Exxon Mining, ExxonMobil, Goodyear, Honda, Honeywell, Huntsman, TiOxide, Kimberly Clark, Koch, Marathon, Millennium, Monsanto, National Starch, Nova Chemicals, Pharmacia-Upjohn, PPG, Premcor, Rio Tinto, Rohm & Haas, SABIC, Santos, SASOL, SEPCo, Shell, Sembcorp, Valero, Weyerhaeuser, Whirlpool