



2021 BP OpX

Cool New Things For Building Capability

Moderated by



Bill Hathaway

Oct 27 AM

Level Up on the Maturity Model: Cool New Things to Build Capability

Oct. 27 PM

Creating and Leading Today's Flexible Workplace

Nov. 3. AM

Coaching for Success

Coaching Analytics

Leading Virtual Study Groups

Nov. 3 PM

Enterprise Solutions for Continuous Improvement Cultures

Simulations to Build Engagement

Integrated Project Tools & Management



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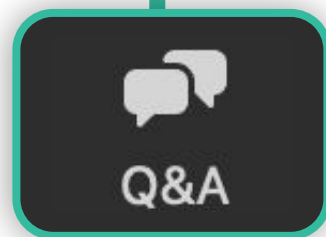
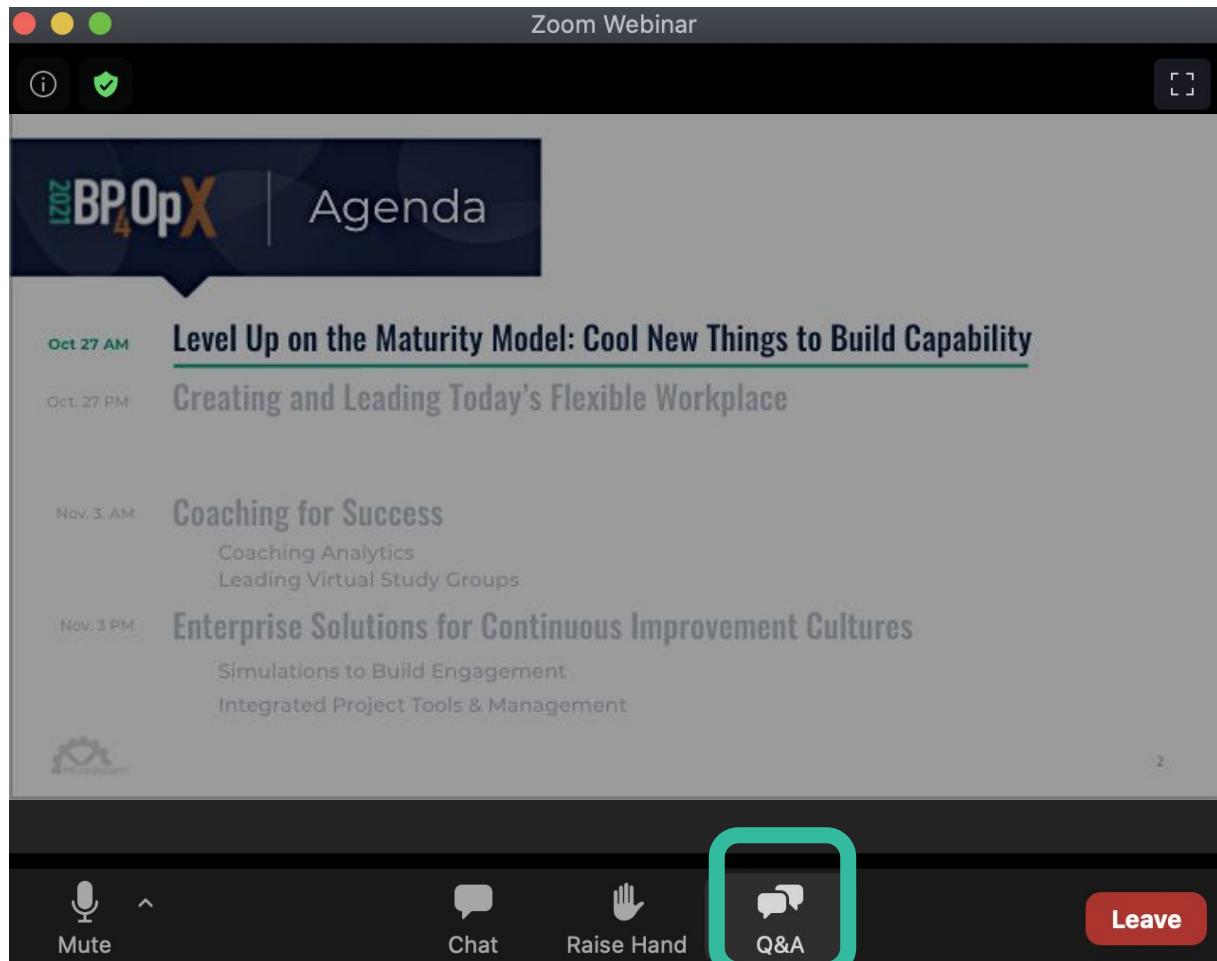
Karina Dubé

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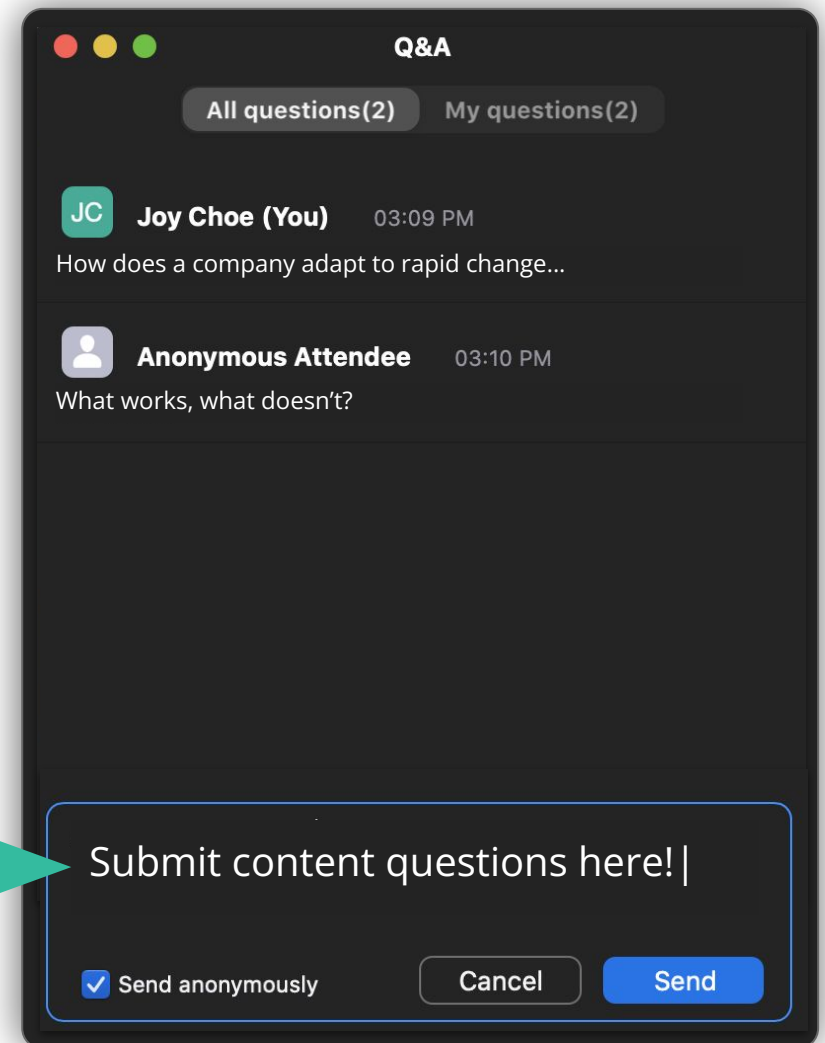


Lars Maaseidvaag

Vice President of Product Development



click on 'Q&A' to converse



The OpEx Maturity Model

*“You're only young once, but you
can be immature forever.”*

-Germaine Greer

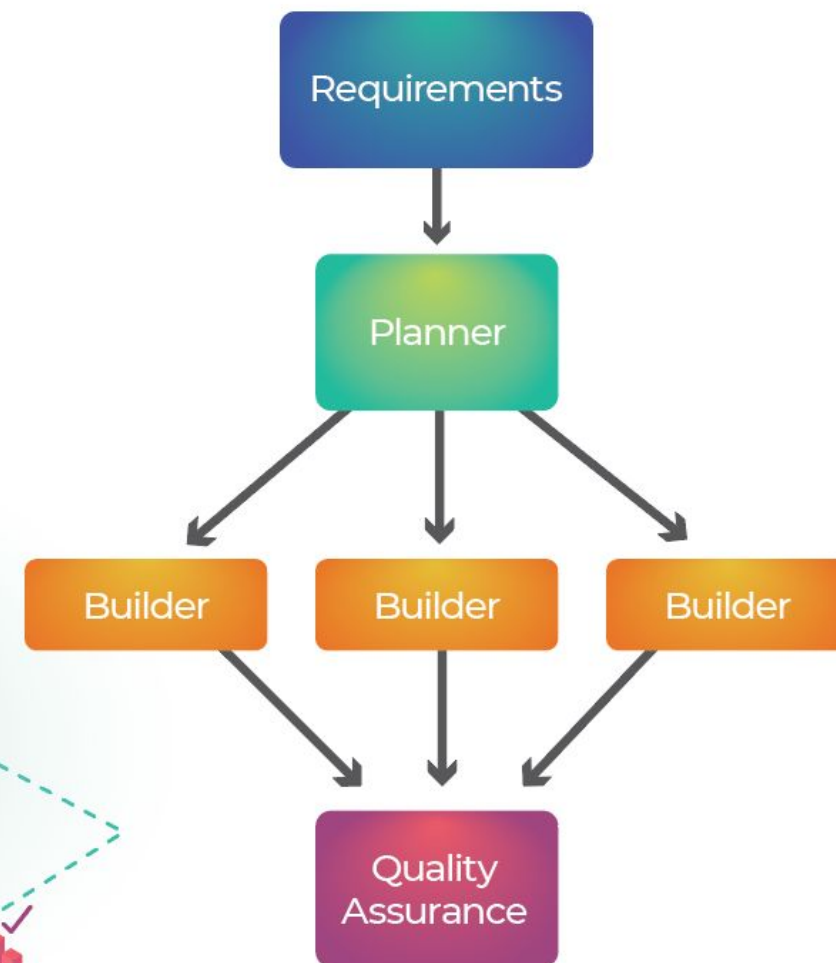
Scenario 1

Capturing the heart and minds
of your organization





A role-based, Lean workflow simulation









END GAME

NEXT RUN

VIEW WORK IN PROCESS

VIEW RUN(S) DATA

VIEW IMPROVEMENTS SHOP

PROJECTS	Run 1	Run 2	Run 3	
Project Value Completed	182	—	—	
Project Value in Process	748	—	—	
Projects Started	67	—	—	
Projects Completed	13	—	—	
TASKS REWORKED				
Work Returned to Builder Incorrect work returned to the Builder from QA	4	—	—	
Work Returned to Planner Incorrect work returned to the Planner from Builder	0	—	—	
Work Rejected by Customer Incorrect work returned to the Planner from QA	1	—	—	
Insufficient Requirements Customer expectations not met, returned to Planner	12	—	—	
TASK DISTRIBUTION				
Run 1	19	28	80	21
Run 2	-	-	-	-
Run 3	-	-	-	-

Requirements

Assign projects to the Planner.
Click on a project to gather requirements from the customer.

Empowered Scenarios

Value: 20

Reject

Crucial System

Value: 12

Reject

Robust Strategy

Value: 16

Reject

Complex Modules

Value: 8

Reject

Actionable Functionality

Value: 17

Reject



END GAME

NEXT RUN

VIEW WORK IN PROCESS

VIEW RUN(S) DATA

VIEW IMPROVEMENTS SHOP

Toggle Abilities

- ☐ Limit projects allowed in process to 10 (Requirements)
- ☐ Ability to see project cost (Requirements)
- ☐ Ability to gather full requirements (Requirements)
- ☐ Show Builder queue length (Planner)
- ☐ Show project % complete (QA)
- ☐ Remove batching for QA (QA)

Add Builder Skill

Select builder ▼

Add

Selection Summary

Improvements added: 0

Max improvements allowed: 3

Added improvements will be applied when next run starts.

Quality Assurance

Verify that the work a builder has done meets the requirements. Tap a task to view the builder's work, then choose whether it is correct or incorrect.

Build Native Styling

Project: Robust Platform

Skill Requirement: ●

Difficulty: 1

Deploy Consistent Speed

Project: Deliverable Application

Skill Requirement: ★

Difficulty: 3

Access Desktop Platform

Project: Deliverable Application

Skill Requirement: ●

Difficulty: 1

Insert Organized Menu

Project: Deliverable Application

Skill Requirement:









Difficulty: 2

Improve Shopping Template

Project: Leveraged Connectivity

Skill Requirement:

Difficulty: 2

	Description	Target Audience	Key Concepts			
	Transactional Kaizen Event	Lean teams, Kaizen Leaders, Champions, Yellow Belt to Black Belt	Takt Time Work-in-Process 8 Wastes VSM Error-Proofing Line Balancing	Standard Work Little's Law Theory of Constraints (TOC) Visual Management Basic Data Analysis	7- 15	6-8 Hours
	Role-based workflow exercise	Any audience	Introduction to lean thinking 8 Wastes	Process Flow WIP Visual Management	5-7	1-2 Hours
	Advanced process improvement capstone project. Data-driven team-based game.	Green and Black Belt	Process Mapping CTQCs XmR Chart MSA Process Capability Sigma Level VSM	Hypothesis Tests Multiple Regression Root Cause Analysis Solution Selection Piloting Error-Proofing Control Plan	Teams of 2-3	16-24 Hours
	Advanced process improvement capstone project. Data-driven team-based game.	Yellow and Transactional Green Belt	SIPOC Process Flow CTQCs XmR Chart MSA	Sigma Level Root Cause Analysis Solution Selection Error-Proofing Control Plan	Teams of 2-3	6-8 Hours
	Data-rich case study embedded in a virtual Gemba	Any audience	Process Mapping CTQCs MSA Takt Time Process Capability Root Cause Analysis Balance Capacity	Solution Selection Corrective Action Plan Control Plan	No Limit	Flexible
	Gamified eLearning with 8 lessons + scored practice	New to Lean	Y=f(X) Lean Principles 8 Wastes Value-Added Flowchart Spaghetti Diagram	5S Standardized Work Cellular Processing	Individuals	1-2 Hours



All Simulations are available in-person or virtually.

Suggested Actions

- > Organize Project
- > Organize VOC
- > Map the Process
- > Define the CTQCs

≡ Critical Questions

Tollgate Questions

Current level: Intern

[Show Scoreboard](#)



Score



Completion

▶ Process Animation



Map Key

- 📖 Process Description
- 💬 Interview
- ⬇️ Data Download

Scenario 2

Getting everyone to “row” together

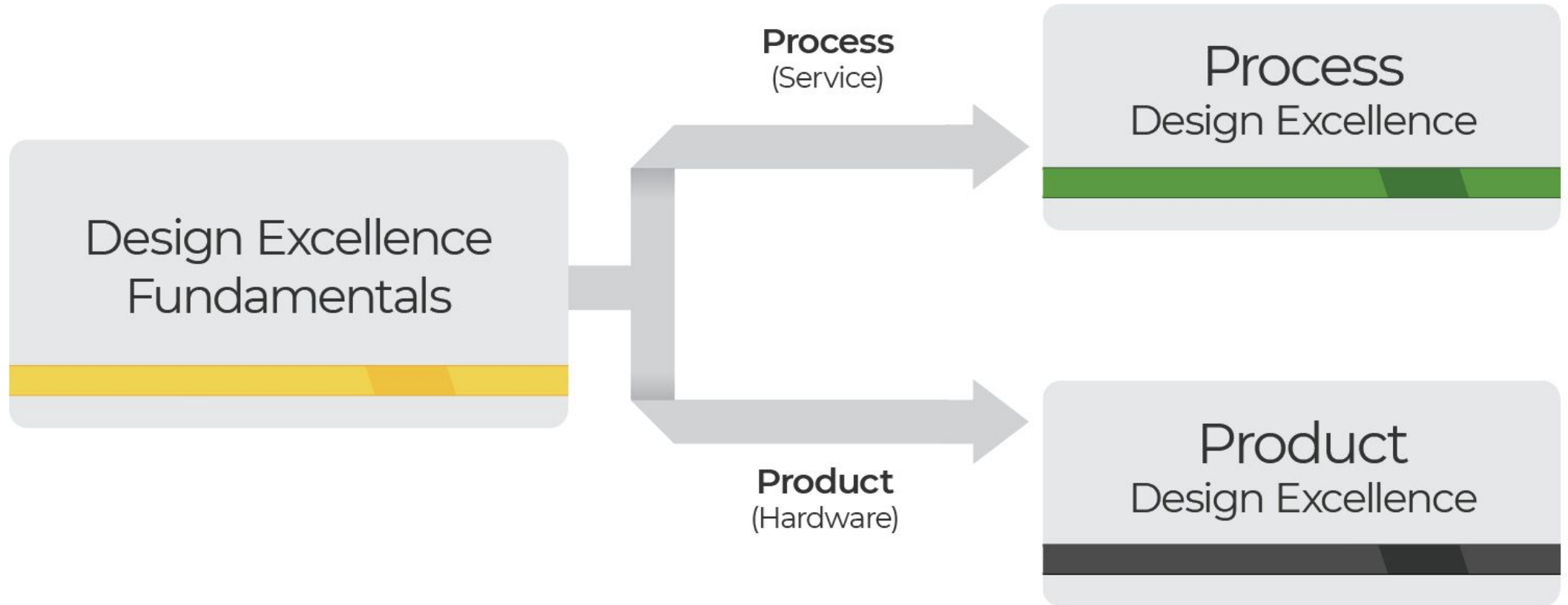


Scenario 3

Upgrading your design capabilities



Design Training Progression



Up Next:

Wed., Oct. 27
2:00 PM

Creating and Leading Today's Flexible Workplace

Wed., Nov. 3

Coaching for Success

9:00 AM - Coaching Analytics

10:00 AM - Leading Virtual Study Groups

Enterprise Solutions for Continuous Improvement Cultures

1:00 PM - Simulations to Build Engagement

2:00 PM - Integrated Project Tools & Management



Join the conversation

#BP4OpX



Questions? Looking for more details?

Reach out to sales@moresteam.com