

Gridlock is a process flow simulation designed to give participants hands-on experience with continuous improvement tools and techniques.

Gridlock is simple to set up and facilitate. No software to install. No accounts to create. No complicated instructions. Time spent with the simulation is completely value-added.

Demonstrate high-impact Lean concepts in an engaging way to any audience.

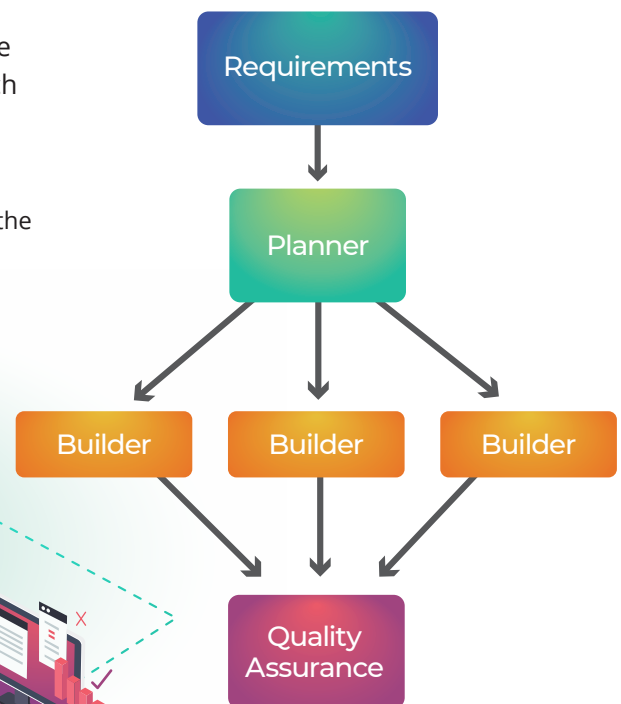
The baseline process flow in Gridlock incorporates common real-world process problems and sources of waste, like high Work-In-Process (WIP), low visibility, and rework. It's up to the participants to work together to strategically determine which process changes will yield the best results.

The **Requirements** role gathers information and collects voice of the customer data to create projects with clear specifications.

The **Planner** breaks each project into discrete tasks and assigns them to each builder.

KEY TAKEAWAYS

- Introduction to Lean thinking
- 8 Wastes
- Process Flow
- Work-In-Process (WIP)
- Pull vs. Push systems
- Piloting solutions
- Visual Management
- Importance of cross training



Builders receive tasks based upon their specific skillset. Teams can choose to invest in cross training, expanding the builders' ability to complete tasks.

Once tasks are complete, **Quality Assurance** reviews each piece of work to ensure accuracy, returning defects as needed.

CONTACT US TO LEARN MORE

For more information, including our current classroom schedule, visit www.moresteam.com or contact MoreSteam at +1.614.602.8190 or sales@moresteam.com.









BENEFITS

- Quick to set up
- Easy to learn, easy to run
- Mobile-friendly
- Industry-adaptable user roles
- No account needed
- Offers opportunities for experimentation and piloting process-improvement solutions
- Easily scalable - run the simulation with any number of groups of 5-7 players

The SigmaSim Suite

MoreSteam's SigmaSims are individual DMAIC and Lean online simulation games that provide the practice necessary to move students from competence to confidence.



	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.

ABOUT MORESTEAM.COM LLC

MoreSteam enables organizations of all sizes to advance their performance by delivering powerful, scalable online training and technology for enterprise process improvement.

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