

WHAT IS INBOX?

InBox is a Lean office simulation played in a classroom. It recreates an invisible workflow that is managed through email – similar to most transactional workplaces.

BENEFITS

- Low-cost training solution for initiatives of all sizes
- Designed to realistically replicate back-office processes
- Immersive experience that allows participants to apply Lean Six Sigma concepts to an office process problem
- Students can complete an entire project in less than a day
- Online simulation means no new hardware or software

TOP FEATURES

- Easy online access
- Project employs an email-based work process relevant to the office
- Hands-on simulation illustrates Lean Office principles
- Can be played by 15-20 individuals at one time
- Facilitator support materials include scoreboards and other gadgets to help monitor cycle and process times

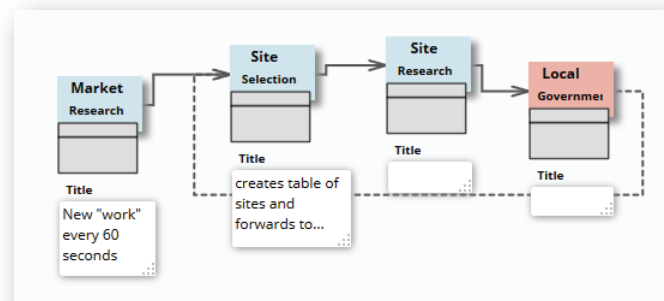


The Sigma Sim Suite

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

InBox®, Lean office simulation, provides a live, participant-driven simulation that teaches how to apply Lean concepts to transactional processes.

With InBox, students of all levels can practice the tools of Lean and Six Sigma in a risk-free setting. This kind of practice builds capability. InBox is unique: it employs an email-based work process, providing first-hand experience with Lean Office concepts where the work flow is essentially invisible.



A True Simulation for the Office Environment

Until now, Lean simulations have focused solely on manufacturing-type processes, such as assembling parts or shuffling papers. These games fail to resonate with employees who rely on *communication technologies*.

InBox is the first Lean Six Sigma simulation built around an electronic workflow – the type of work environment that *actually* exists in service businesses or in the support functions of a manufacturing enterprise.

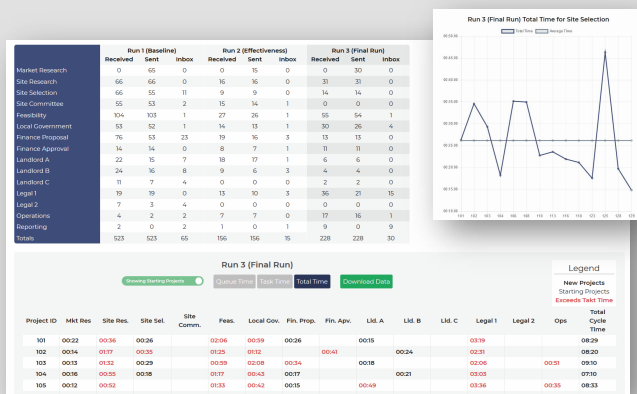
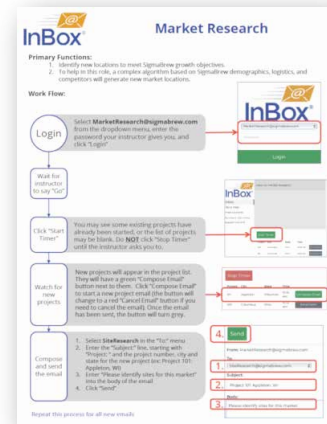
A Focus on Lean Office Tools

By using an email-based platform, participants assume work roles in an invisible (and very confusing) process. With help from the facilitator, students learn and practice Value Stream Mapping, identifying Non-Value-Added Activities (Waste), Takt Time, WIP, and Bottlenecks in a service process where there is no tangible work product.



Teach Tools and Methods in a Risk-free Environment

Project experience is *invaluable* to Belt success. Build more practice opportunities in your training with InBox, where mistakes and questions are welcome! Completed in a few hours, the InBox simulated project requires using simple process mapping and data analysis to make improvements – just like in the real world.




Learn Continuous Improvement over Multiple Simulation Runs

Show participants the effect of Lean on the InBox process by using the cycle time scoreboard. From this view, facilitators can help identify bottlenecks, flow, and even capture cycle time. Students can see the impact of Lean on the process immediately.

Students Work Alone, But Decide as a Team

Using work instructions written specifically for their roles, participants “work” on tasks that arrive in their “InBox”. Several minutes of play make it clear that the InBox process needs the help of Lean thinkers. After a run of the process, students discuss and apply concepts such as value stream mapping, error-proofing, and standardized work – among many other Lean lessons.



Inbox

Sent Mail

Instructions

Run Name: Fake Co.

Elapsed Time: 02:44

[Inbox for Site Research](#)
[Compose Email](#)
[Send](#)

MarketResearch@sigmailbrew.com

Project 101: Urbana, IL

10:31 am

To:

SiteSelection@sigmailbrew.com

Subject:

Project 101: Urbana, IL

Body:

Site	Venue	Landlord	Location	Score	Cost Score	Total Score	Rank
1	ML	C	7	8			
2	ML	C	5	9			
3	ML	A	7	9			
4	SA	A	6	10			
5	SA	C	10	9			

----- Forwarded message -----

From: MarketResearch@sigmailbrew.com

Date: August 29th 2018, 11:27:07 am

Subject: Project 101: Urbana, IL

To: SiteResearch@sigmailbrew.com

Research Results for urbana, IL (101)

Site	Venue	Landlord	Location Score	Cost Score	Total Score	Rank
1	ML	C	7	8		
2	ML	C	5	9		
3	ML	A	7	9		
4	SA	A	6	10		
5	SA	C	10	9		

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