



Sherlock Holmes Zombie Hunter



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WHAT IS ZOMBIE HUNTER?

Sherlock Holmes Zombie Hunter is a one-day, online simulation that is targeted for the Yellow Belt and transactional Green Belt levels. For groups interested in integrating instruction with hands-on exercises, it can be extended to a two-day session that incorporates instructor-led review of key concepts and tools.

BENEFITS

- Designed to drive critical thinking over rote learning
- Students practice DMAIC tools, teamwork, and project management
- Online simulation means no new hardware, software, or materials
- Students can complete the simulation in a single day
- Low-cost training solution for initiatives of all sizes

TOP FEATURES

- Easy online access
- Utilizes familiar DMAIC structure (Define-Measure-Analyze-Improve-Control)
- Multiple decision paths create variability in results
- Scorecards track project costs and progress
- Tollgate reviews assess student comprehension

The screenshot shows the 'Define' phase of the DMAIC process. It includes a sidebar with navigation options like 'Health', 'Define Options', 'Measure', 'Analyze', 'Improve', and 'Control'. The main area displays a 'Current State' map of a village and a 'Scorecard' table.

Project Metrics		Process Metrics	
Cost	Cycle	Attends per Month	Sigma Level
Define	0.000	0.0	0.00
Measure	0.000	0.0	0.00
Analyze	0.000	0.0	0.00
Improve	0.000	0.0	0.00
Control	0.000	0.0	0.00
TOTALS	0.000	0.0	0.00

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.

This simulation provides the opportunity for participants to apply conventional Lean Six Sigma methodology to an unconventional problem - zombies - in a safe, constructive environment.

The focus on fictitious zombies forces participants to practice their investigative and analytical skills, rather than relying on their prior knowledge. By shadowing the project lead, Sherlock Holmes, through the investigation, simulation teams listen to interviews, analyze data and correctly develop appropriate actions to solve the problem of roving zombies in a time and cost-efficient manner.

The DMAIC Project Environment

The simulation is set in Dragos, a fictitious village beset by the undead - zombies that roam the otherwise serene streets seemingly at random. The simulation introduces teams to the project problem, but it is up to the teams to initiate their investigation by making choices among a variety of possible activities: to identify and define the problem plaguing the village, to develop and test theories addressing root causes, and to implement and maintain long-term solutions.

Foster Team Dynamics and Develop Leaders

Working in teams of 2-3, participants learn how to lead a project and manage group dynamics. Teams must learn to prioritize and build consensus on which actions to take. Tollgate reviews assess student comprehension, and on-demand scorecards track the metrics of success. Teams can compete for better scores, which further drives the learning experience.



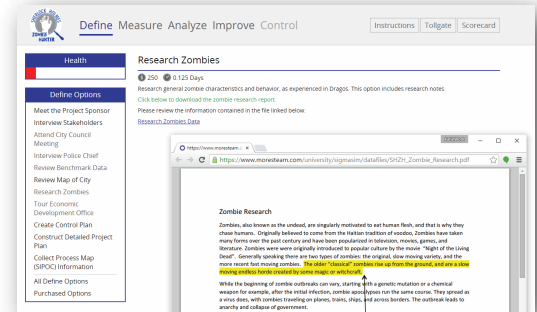
Sigma Sim®





Teach Tools and Methods in a Risk-free Environment

While the topic of the simulation is light and engaging, the game play requires skill and judgment. With many potential teaching points embedded in the simulation, this Sigma Sim® exercise can provide a meaningful capstone to your capability development program.



Team Scorecard Comparison

Define	Team	Attacks per Month	Sigma Level	Cost	Days	ROI%	Tollgate
	Alan	10.1	5.09	1500	1.750	154	4/5/5
	Caleb	10.7	5.03	3500	2.750	32	2/5/5
	Jamie	9.8	5.12	1500	1.750	205	5/5/5
	Nick	9.8	5.12	3750	2.875	125	5/5/5
	Gabe	11.0	5.49	250	0.125	0	0/0/5
Measure	Team	Attacks per Month	Sigma Level	Cost	Days	ROI%	Tollgate
	Alan	9.5	5.15	2250	1.125	160	3/5/5
	Caleb	10.3	5.07	2250	1.125	106	2/5/5
	Jamie	9.2	5.18	2500	1.250	144	3/5/5
	Nick	9.1	5.19	2000	1.000	210	4/5/5
	Gabe	0.0	0.00	0	0.000	0	0/0/5
Analyze	Team	Attacks per Month	Sigma Level	Cost	Days	ROI%	Tollgate
	Alan	8.3	5.27	2250.25	1.750	205	5/5/5
	Caleb	8.3	5.17	1350	1.625	342	5/5/5

No Single Solution

As in real life, there is not often a single correct answer. We have programmed Sherlock Holmes Zombie Hunter to provide a variety of solutions yielding a variety of results. As teams compete, they can see how their choices compare with the alternate choices of other teams. This is a risk-free way to analyze the impact of different decision pathways!

Engage Your Students with Multimedia

In Sherlock Holmes Zombie Hunter, students are drawn into a compelling story of economic pressures and inefficient processes. Online videos, survey results, process maps and scorecards all work to shape a world that engages their interest and propels their desire to find a solution to the 'zombie problem'.



Materials and System Requirements

Sherlock Holmes Zombie Hunter includes an instructor version with answers and teaching tips. Computers running this simulation should have these minimum requirements: Microsoft Windows® or Apple Mac OS X with Microsoft Office with Excel®, Word® and PowerPoint® (MS Office 2007 or higher recommended), sound card and speakers or headphones, high-speed Internet connection, Internet browser (Chrome, Firefox, Edge, or Safari) and the latest version of Adobe Acrobat Reader.

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