# Concept Gamification

- Purpose of using games:
  - Experience and Experimentation with new concepts
  - Actively involves the participants (flipping the classroom)
  - Leverages both cooperation and competition dimensions
  - Makes learning fun
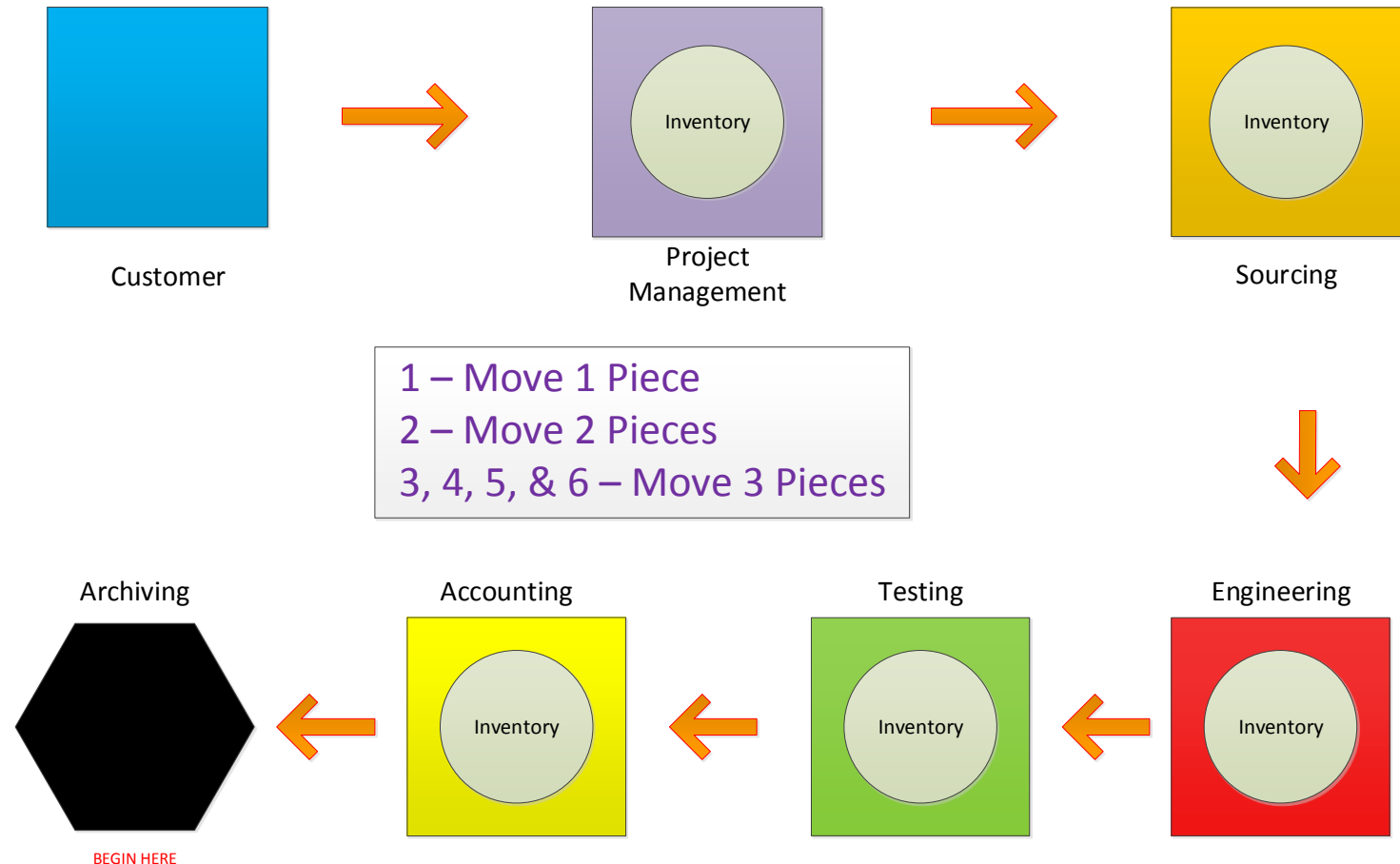
The Dot Game – Flow and Balance

- Job #1: Post-It Notes   Mgmt Approval
- Job #2: Yellow Dot   Engineering
- Job #3: Red Dot   Design
- Job #4: Green Dots   Marketing
- Job #5: Blue Dots   Production
- Job #6: Inspect/Initial   QA Testing
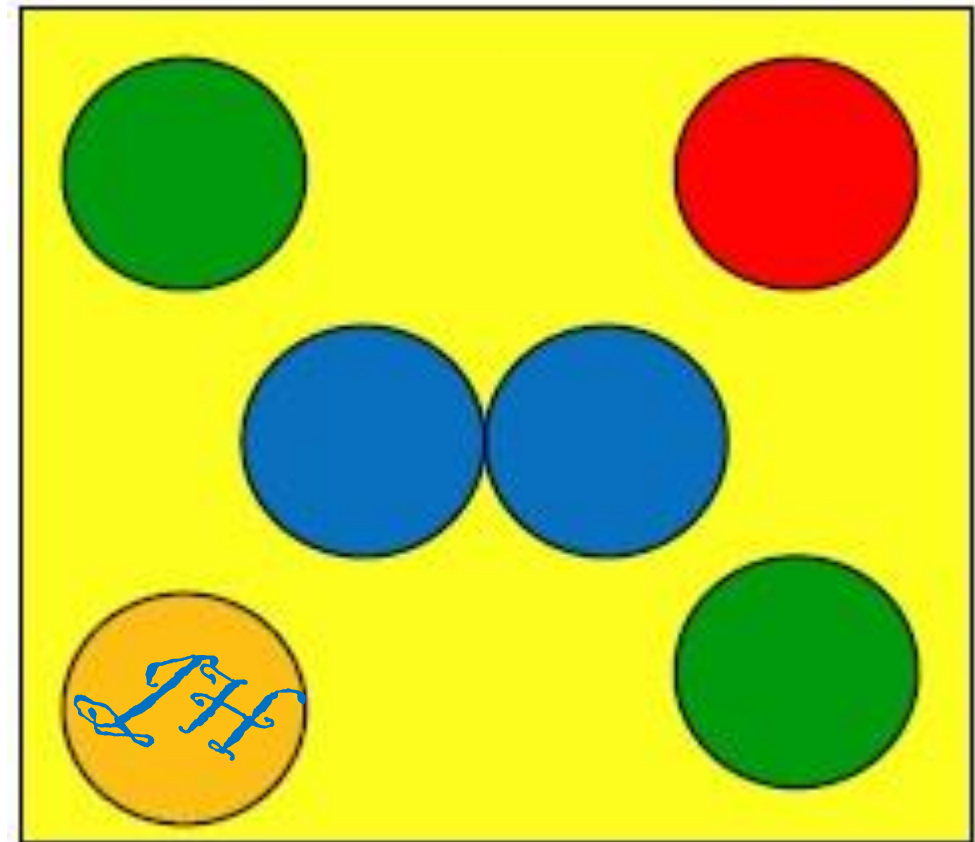
Flow Game – Flow and Inventory

- Monitor flow, bottlenecks, and jobs all at once

- Use multi-colored dice to introduce resource disruptions

- Use poker chips to track different projects/jobs

- Lead-time/inventory relationship illustrated well

Customer

Project Management — Inventory

Sourcing — Inventory

1 – Move 1 Piece
2 – Move 2 Pieces
3, 4, 5, & 6 – Move 3 Pieces

Archiving

BEGIN HERE

Accounting — Inventory

Testing — Inventory

Engineering — Inventory

Toy Train Assembly – Various Topics

- Craftsman Assembly method

- Deploy Standardized Work

- Traditional Mass-Production method

- Balanced Work method

- WIP Kanban method (1 Piece Flow)

- Include Sub-Assemblies method

- Add In-Process Quality techniques

White Bead Company - Variability

- Positions Available:
  - 3 Qualified Designers
  - 1 Quality Control Inspector
  - 1 Quality Control Supervisor
  - 1 Company Accountant

Image credits: Oshatrain

Here at the White Bead Company, we take our customers' need for unparalleled quality and craftsmanship seriously. Our reputation is in your hands.

Welcome aboard.

J. M. Watching

White Bead Day 1 - Training

EMPLOYEE NAME	1	2	3	4	5	Total
1						
2						
3						
4						
5						
6						
TOTALS						

- Training Session Agenda:
  - Standard Operating Procedures
  - Quality Expectations
    - **No Defects**
  - Testing Criteria
  - Accounting Procedures
- Out to the Shop Floor!

QUALITY

Is our #1 Goal

White Bead Ltd, Inc.

Quality Matters

Hit the Mark!

Or hit the road..

White Bead Ltd, Inc.

EMPLOYEE NAME	1	2	3	4	5	Total
1						
2						
3						
4						
5						
6						
TOTALS						

White Bead Ltd, Inc.

White Bead Company Results
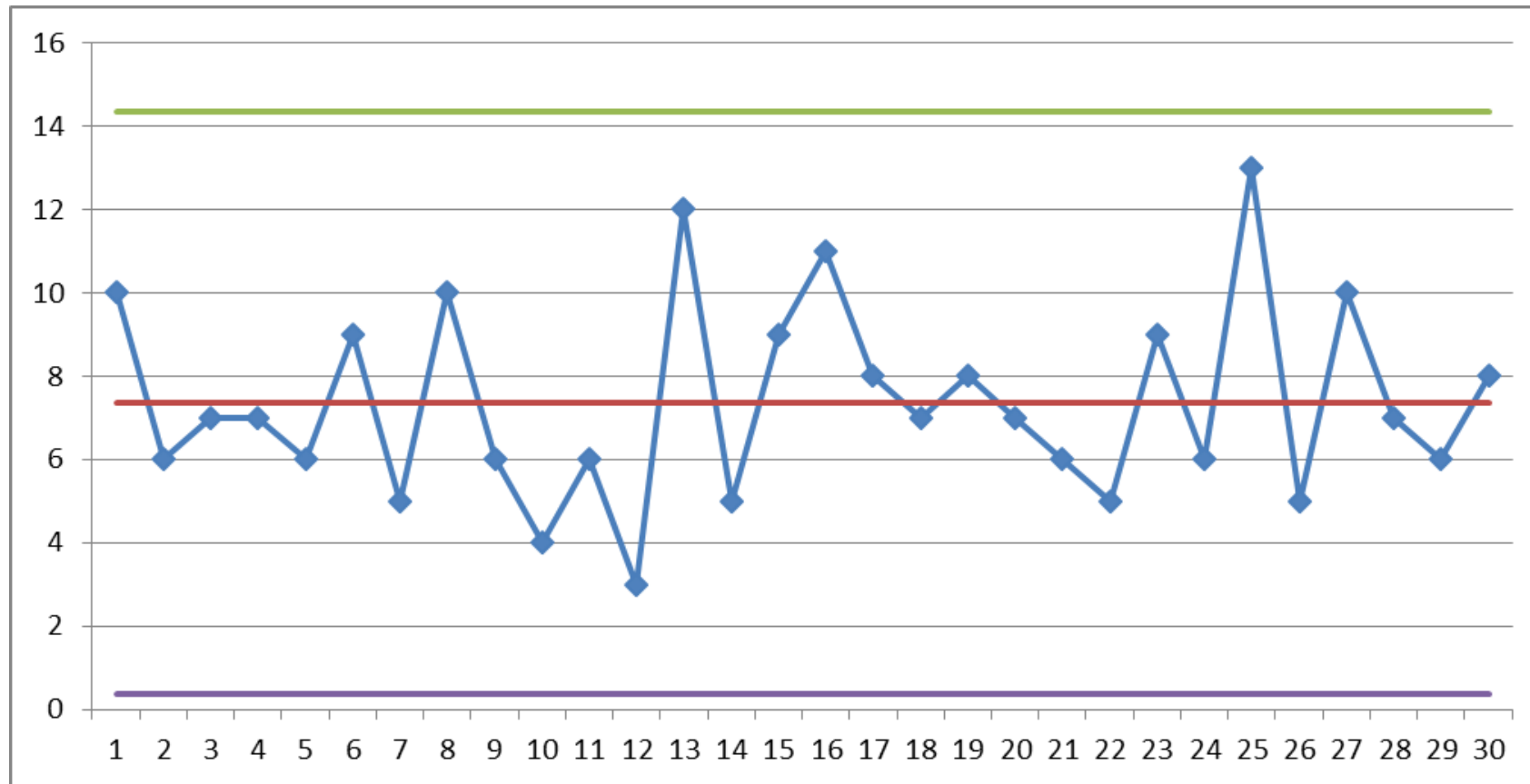
Switching Game – Complexity and Changeovers

- Goal:
  - Demonstrate the impact on productivity and quality when we frequently shift from task to task
- Use 4 different common strategic games
- 1 champion against 4 opponents
- <u>Time and count</u> the moves of each combatant
- Switch periodically

Complexity Challenge

	Round 1
Products	2 Shapes
Processes	2 Colors
Markets	2 Cities

There are 10 simple orders to be filled for 2 locations
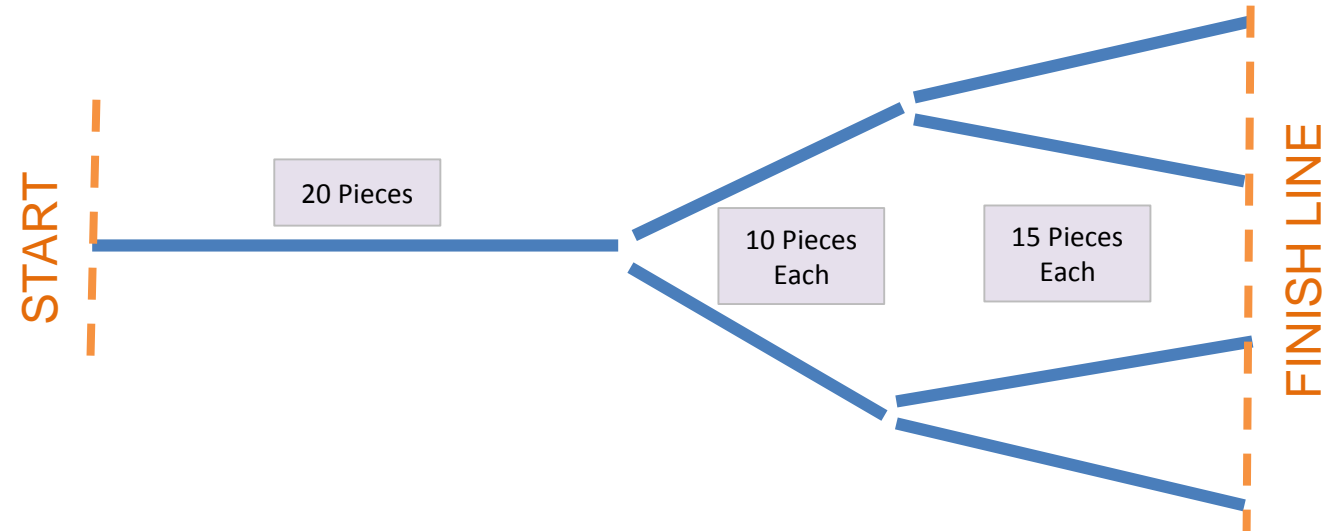
Packages:
- Large
- Small

Products:
- White
- Yellow

Domino Setup Challenge – Kata Learning

- 100 dominos arranged as directed in 60 seconds

- Teams of 3 to 5 players typically

- Use the PDCA cycle to make key improvements

- Practice Kata Coaching of the participants

- Document progress over successive cycles

START

20 Pieces

10 Pieces Each

15 Pieces Each

FINISH LINE

Bolt Building Challenge – Standard Work

- 2 Contestants go "head-to-head"
- Duplicate the Prime Specimen
- Discuss Impediments to Success
- Find 2 new Contestants for Round 2
  - Use Standard Build Template
- Compare and Discuss the Results
- Develop Additional Solutions

Leading on the Edge

- Using Games in our Learning Programs can
  - Increase the enthusiasm and engagement of the participants
  - Break up an otherwise long class
  - Make difficult concepts understandable and memorable
  - Provide a means for us to model and experiment with a process
  - Make learning more fun

Thank You!

Your opinion is important to us!

Please take a moment to complete the survey using the conference mobile app.

Session No: WS/24
Games the Engage
Joel Hugghins
Newpark Resources Inc.
jhugghins@newpark.com