

# CET310 Software Enterprise Week 9

## Process Design and Implementation

### First Task

The first task is to design a process for the first task. This involves identifying the tasks, sub-tasks, and activities that make up the process. The process should be designed to be efficient and effective, and should be able to handle any variations or exceptions that may arise.

### Reprise

The reprise is a process that is used to handle any variations or exceptions that may arise. It is a process that is designed to be efficient and effective, and should be able to handle any variations or exceptions that may arise.



### Process Design

The process design is a process that is used to design a process. It involves identifying the tasks, sub-tasks, and activities that make up the process. The process should be designed to be efficient and effective, and should be able to handle any variations or exceptions that may arise.

## Activities

### Agile

Agile is a process that is used to design a process. It involves identifying the tasks, sub-tasks, and activities that make up the process. The process should be designed to be efficient and effective, and should be able to handle any variations or exceptions that may arise.

# CET310 Software Enterprise Week 9

## Process Design and Implementation

### First Task

The student will be able to identify the key components of a process design and implementation project.

### Reprise

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### Process Design

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## Activities

### Agile

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# Process Design and Implementation

## First Task

You must design test and build 15 paper aeroplanes.

The planes when completed will have to fly 25 feet without hitting the ground.

Each piece of paper costs £1

Each successful flight will gain you to £5

Each unsuccessful flight you will penalised £10.

You have 30 minutes to design and test your aeroplanes, once that time is up you must have your 15 aeroplanes ready for flight.  
Any planes that are not completed will also have a £10 penalty clause.

## Reprise

1. What did you find difficult
2. How could we do things better
3. What would you implement next time
4. Something's they should have asked,
5. more money,
6. more time,
7. less specification,
8. reduced costs on materials,
9. picked a leader,
10. Let everyone make a plane then test it to see which is best,
11. then make the plane exactly the same,
12. pick one or two people who can consistently throw the planes accurately to get the best results,
13. Could we have stood on a chair
14. What were all the specifications
15. Start the process again with the learning technique we have learnt (This will take another 30-40 minutes)
16. Map out a process
17. See results
18. Change your process flow

Process Chart Symbols

Sym	Name	Action	Examples
	Operation	Adds Value	Saw, Cut, Paint, Solder, Package
	Transport	Moves Some Distance	Convey, Fork Truck, OTR Truck
	Inspect	Check For Defects	Visual Inspect, Dimension Inspect
	Delay	Temporary Delay/hold	WIP Hold, Queue
	Storage	Formal Warehousing	Warehouse or Tracked Storage Location
	Handle	Transfer Or Split	Re-Package, Transfer To Conveyor
	Decide	Make A Decision	Approve/Deny, Putt hase

## Process Design

The process described can be anything: a manufacturing process, an administrative or service process, a project plan. This is a generic tool that can be adapted for a wide variety of purposes.



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## When to Use a Flowchart

To develop understanding of how a process is done.

To study a process for improvement.

To communicate to others how a process is done.

When better communication is needed between people involved with the same process.

To document a process.

When planning a project.

## Flowchart Basic Procedure

Materials needed: sticky notes or cards, a large piece of flipchart paper or newspaper, marking pens.

1. Define the process to be diagrammed. Write its title at the top of the work surface.
2. Discuss and decide on the boundaries of your process: Where or when does the process start? Where or when does it end? Discuss and decide on the level of detail to be included in the diagram.
3. Brainstorm the activities that take place. Write each on a card or sticky note. Sequence is not important at this point, although thinking in sequence may help people remember all the steps.
4. Arrange the activities in proper sequence.
5. When all activities are included and everyone agrees that the sequence is correct, draw arrows to show the flow of the process.
6. Review the flowchart with others involved in the process (workers, supervisors, suppliers, customers) to see if they agree that the process is drawn accurately.

## Flowchart Considerations

Don't worry too much about drawing the flowchart the "right way." The right way is the way that helps those involved understand the process. Identify and involve in the flowcharting process all key people involved with the process. This includes those who do the work in the process: suppliers, customers and supervisors. Involve them in the actual flowcharting sessions by interviewing them before the sessions and/or by showing them the developing flowchart between work sessions and obtaining their feedback. Do not assign a "technical expert" to draw the flowchart. People who actually perform the process should do it. Computer software is available for drawing flowcharts. Software is useful for drawing a neat final diagram, but the method given here works better for the messy initial stages of creating the flowchart.

## Examples

### High-Level Flowchart for an Order-Filling Process



### Detailed Process Flowchart



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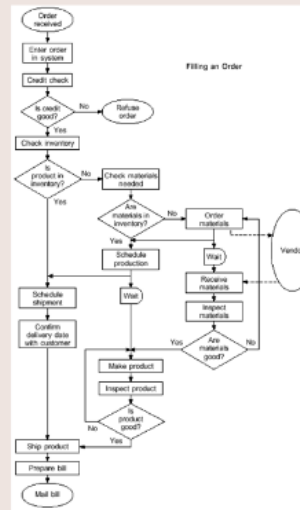
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## High-Level Flowchart for an Order-Filling Process

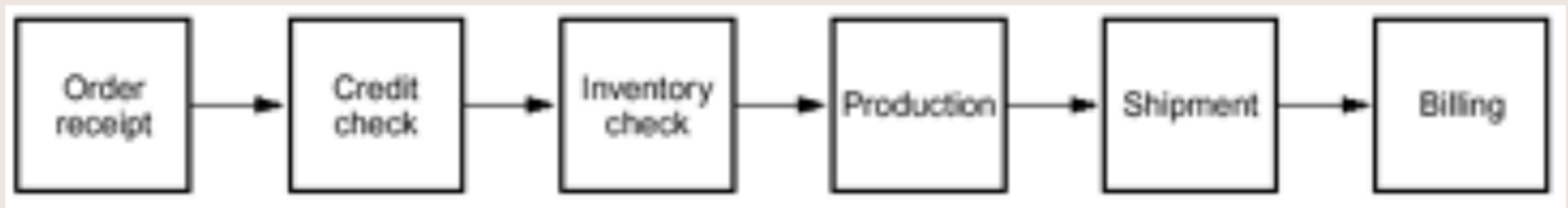


## Detailed Process Flowchart



# Examples

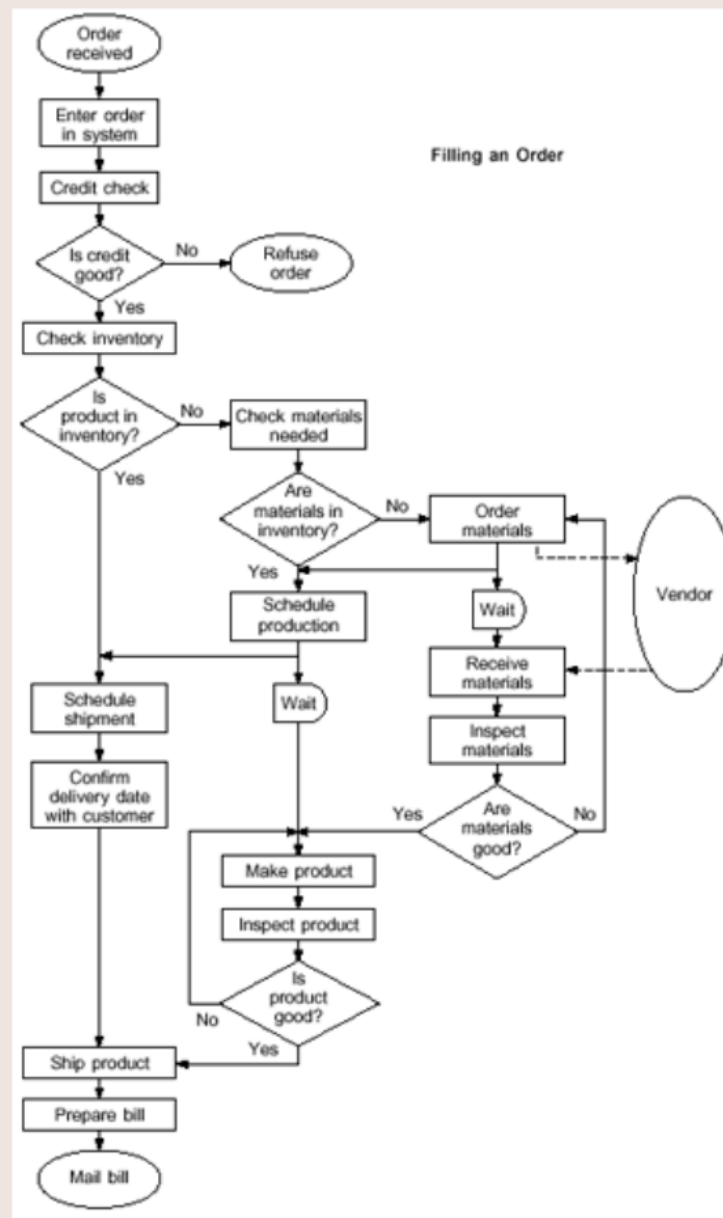
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
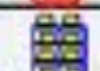




## Detailed Process Flowchart



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	Storage	Formal Warehousing		Warehouse or Tracked Storage Location
	Handle	Transfer Or Sort		Re-Package, Transfer To Conveyor
	Decide	Make A Decision		Approve/Deny Purchase

# Activities

## Agile

Hold your weekly planning meeting  
You should rotate the role of scrum master and have someone take notes of what is discussed.

You may elect a product owner if you wish - someone who feels ownership of the product  
Review last weeks activity - where all the actions were completed?  
Decide on the direction your enterprise will take for the next week  
and decide what the team members will do in the next week.

Your meeting records should be submitted as supporting documentation (in mohara) for your portfolio

You should try and meet up at least once before next week's session

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