

## **John Garcia's Module 5.2 Assignment**

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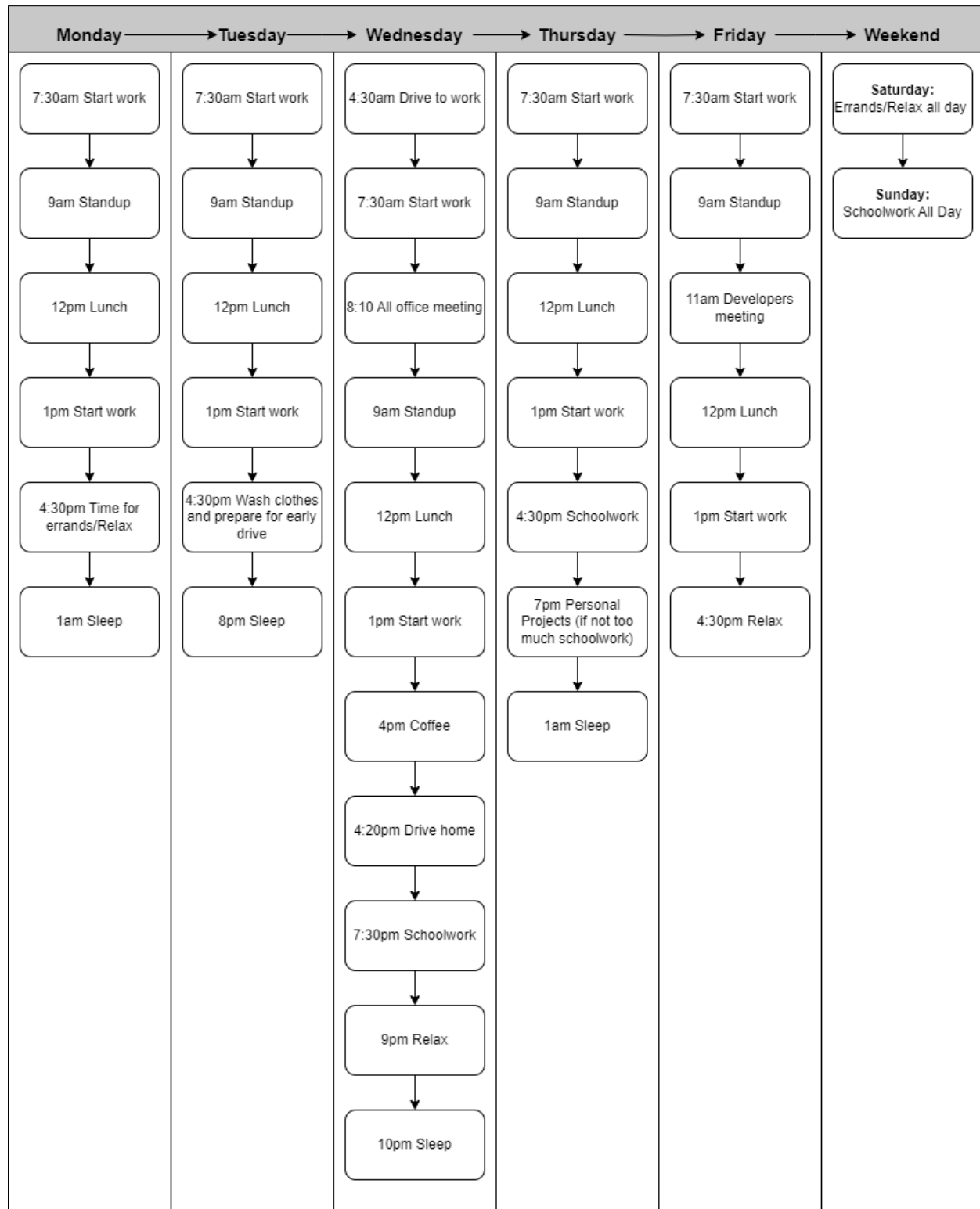
CSD 380: DevOps, Assignment #: 5.2

Professor Sue Sampson

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### Weekly VSM Analysis



## **Metric Analysis:**

- Cycle Times:
  - Monday: 17.5 hours
  - Tuesday: 12.5 hours
  - Wednesday: 17.5 Hours
  - Thursday: 17.5 Hours
  - Friday: 17.5 Hours
  - Saturday: Varying times
  - Sunday: Varying times
  - Total (not including sleep): ~115 Hours
- Productivity time:
  - Work: 40 hours
  - Meetings: 6 hours
  - Schoolwork: 10 hours
- Unproductive time:
  - Errands: 5 hours
  - Breaks: 5 hours
  - Relaxation: Varying but roughly 20 hours

## **Optimization:**

- Inefficiencies
  - Wednesday has long commute times and the preparation bleeds into Tuesday's total available time.
  - Some days have a late time to sleep and an early time to wake that could lead to potential inefficiencies.
- Possible Streamlines
  - Considering Wednesday is a very long commute to work that also affects Tuesday, it would be great if I could continue to work from home on this day which would free upwards of 12 hours throughout the week. (this is actively being worked on)
  - Do better to balance daily loads to avoid late sleep times, to early mornings.
  - Cut back on unproductive errand time by using services to assist, such as ordering groceries.
  - Have an allocated amount of time to relax and prioritize resting more.
- Outcomes:
  - The possible optimizations listed above being implemented would lead to an enhanced weekly schedule with approximately 12 more hours of time per week. This added time would allow for improved productivity and less stress overall.