



Date :	CIE – 1	Max. Marks : 10 + 50
Semester : III	UG	Duration : 30 + 90 Min
Course Title: Work Systems Design		Course Code : IM233AI

SCHEME & SOLUTIONS

Sl. No	Solutions with Scheme	M
Part – A		
1.	Cumulative/ Continuous & Snapback/ Fly back	2
2.	Any Four of Five symbols. Each ½ mark.	2
3.	A two-handed process chart records the motions of the left and right hands of an operator.	2
4.	Cycle time is the total time to complete one unit of work. It is used to balance workloads and plan production.	2
5.	Normal Time = Observed Time × (Performance Rating / 100)	2
Part – B		
1.	Three phases: Manual Production, Automated Production, Automated Integrated Production. Explanation-2m each phase. Illustration-4m	10
2.	Any five principles...Each 1 mark Application in workstation design – 3 marks Examples – 2 marks	10
3.	Stepwise explanation (at least 6 steps) – 6 marks, Clarity and logical flow – 2 marks, Example or application – 2 marks Steps: <ol style="list-style-type: none">1. Select the task to be studied2. Obtain and record job-related information3. Break the task into elements4. Time each element using a stopwatch5. Apply performance rating to get normal time6. Add allowances to compute standard time <i>Example:</i> Setting standard time for packaging 100 units using observed time and allowances.	10
4.	Step 1: Calculate Normal Time for Each Element....4m Step 2: Compute Total Normal Time...2m Step 3: Apply Allowances to Get Standard Time Standard Time = 42.67 seconds....4m	10
5.	○ At least 4 factors – 4 marks	10



- Explanation of impact – 4 marks
- Example – 2 marks

Factors:

- Task complexity
- Repetitiveness
- Time availability
- Required accuracy

Complex, repetitive tasks may justify slower methods like MTM.

Quick estimates for new tasks favor analytical estimating.

Example: Using MOST for warehouse tasks due to time constraints.