

razi_final

File created on: 5/21/2022 12:54:05 PM

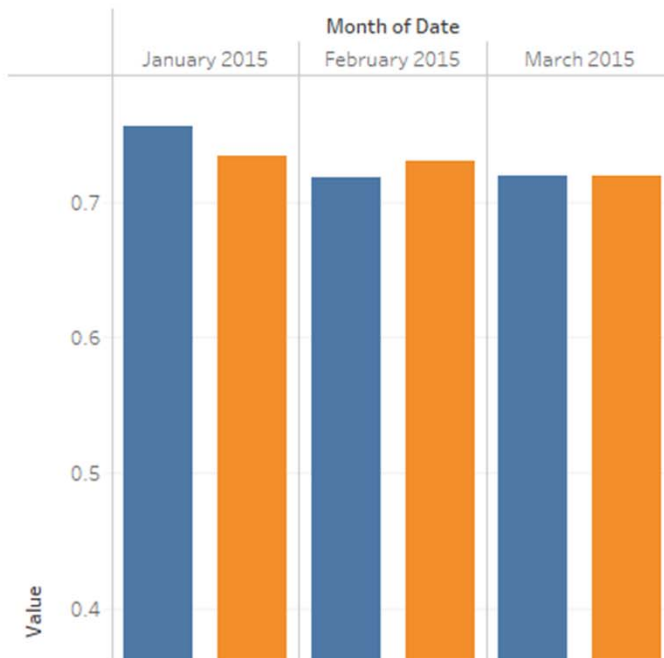
Analysis

The productivity (Actual v Target) varies across time (overview of factory performance) :

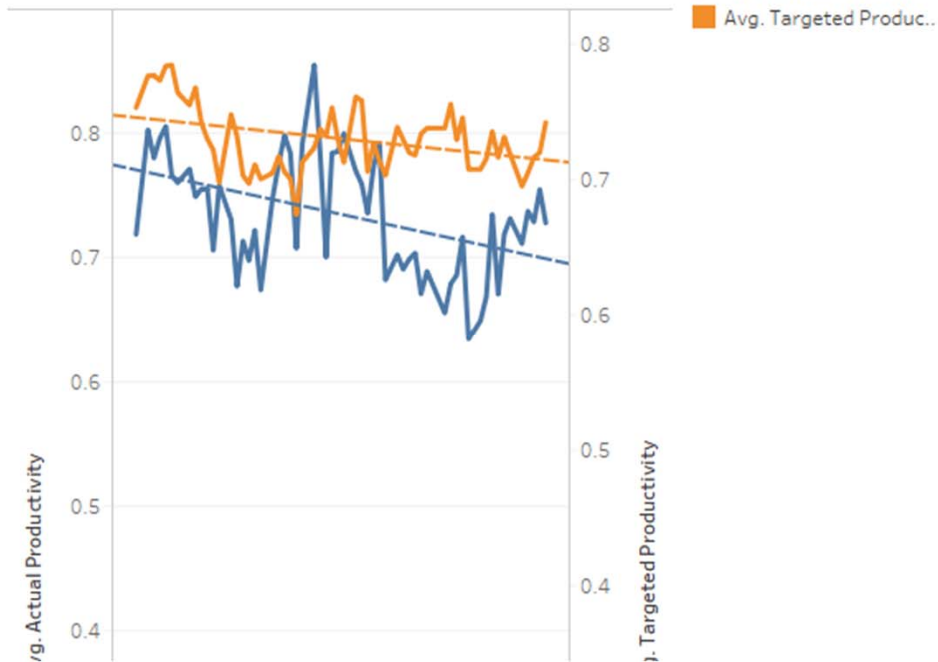
Jan: The actual productivity is far less than target productivity and surpasses the goal on 25th Jan. Overall, there's a rising trend and it seems the workforce is slowly catching up. In month of Jan lowest productivity ..

Overall: In January the actual productivity surpass target productivity by +2.9%. In February it was decrease -1.6%. In March it was closer to target within -0.087%. The trend lines forecast the actual productivity will fall with time. This means garment goal..

Discreate date



Continous Date



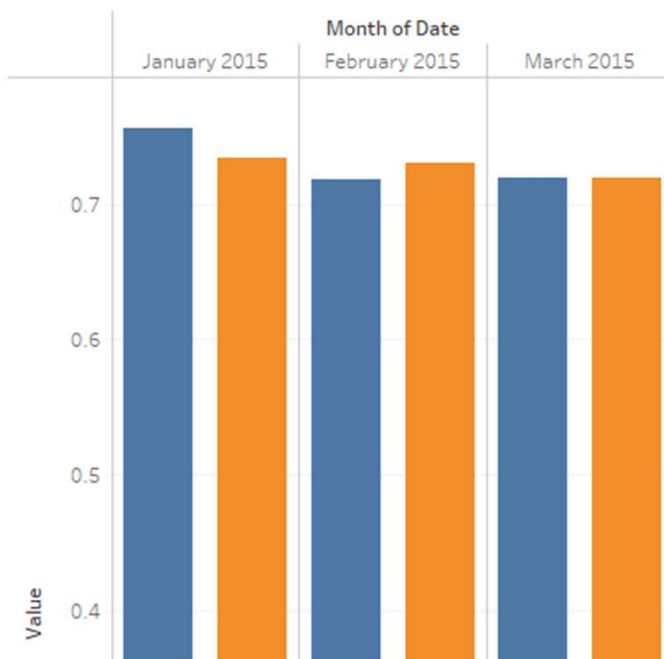
Analysis

The productivity (Actual v Target) varies across time (overview of factory performance) : ...

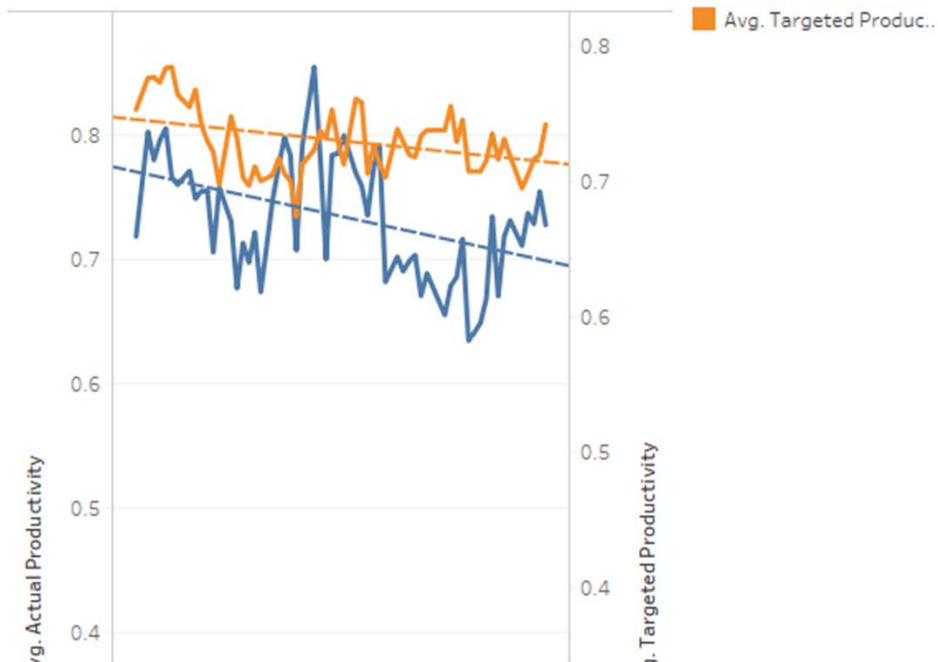
Overall: In January the actual productivity surpass target productivity by +2.9%. In February it was decrease -1.6%. In March it was closer to target within -0.087%. The trend lines forecast the actual productivity will fall with time. This means garment goals of the factory won't be met for 2015. Its lagging ..

Productivity across departments (maybe one department is lagging)?:
Overall (target v actual): The finishing depa..

Discreate date



Continous Date



Analysis

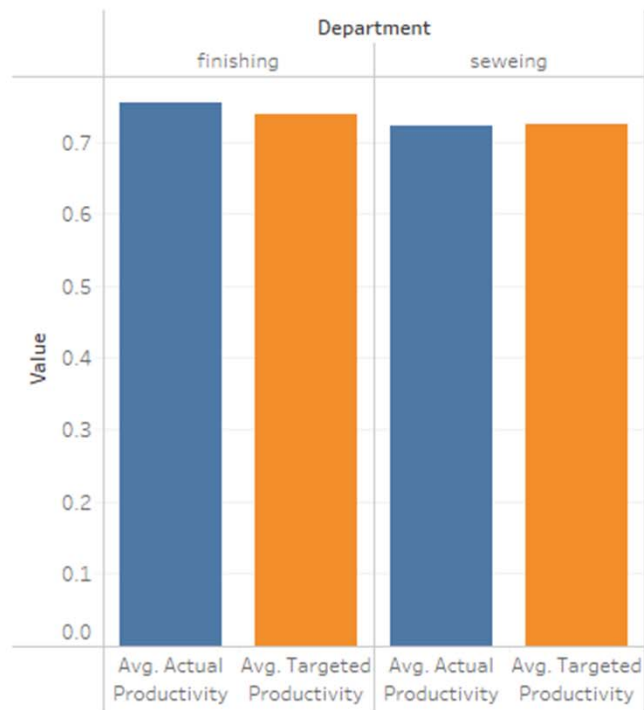
Overall: In January the actual productivity surpass target productivity by +2.9%. In February it was decrease -1..

Productivity across departments (maybe one department is lagging)?:

Overall (target v actual): The finishing department is outperforming the sewing department. The finishing department surpassed target productivity by +2.11% whereas sewing underperformed and fell behind by -..

Productivity across teams (maybe a specific team is lagging ?) :

Overall: Team 6-11 seems to be underperfo..



Measure Names

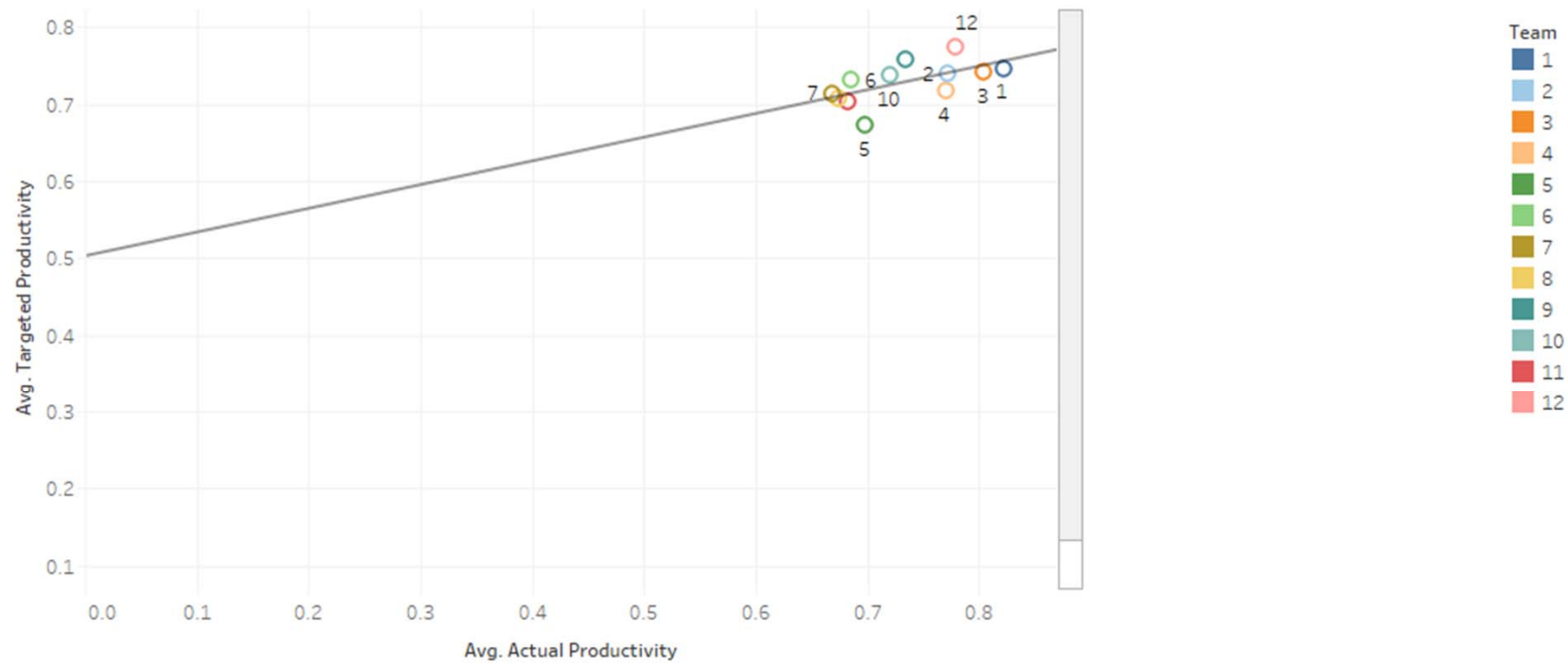
- Avg. Actual Productiv..
- Avg. Targeted Produc..

Analysis

Productivity across departments (maybe one department is lagging)?
Overall (target v actual): The finishing d..

Productivity across teams (maybe a specific team is lagging?):
Overall: Team 6-11 seems to be underperforming. Team 1-5&12 seems to at least achieve target productivity. ...

Does number of workers in each department varies?:
Workforce is divided into 42% (finishing) a..



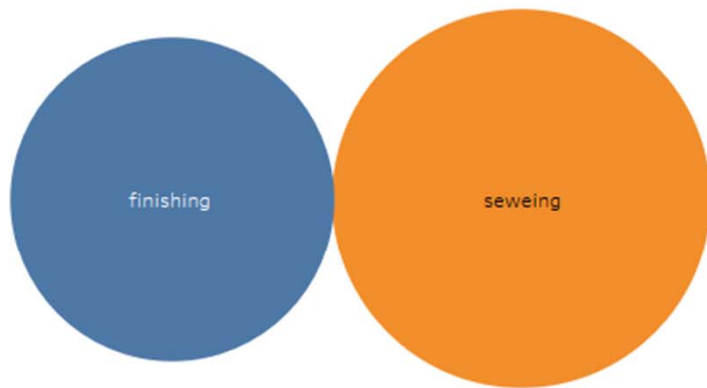
Analysis

Productivity across teams (maybe a specific team is lagging ?) :
Overall: Team 6-11 seems to be underpe...

Does number of workers in each department varies? :
Workforce is divided into 42% (finishing) and 58% (sewing). This means we should've seen more productivity from sewing department. This hints that there could be potentially another problem. Either th...

How does SMV and Overtime varies across department?
Overall: The average SMV of sewing is 6x fo...

Department
■ finishing
■ seweing



Analysis

Does number of workers in each department varies? :
Workforce is divided into 42% (finishing..

How does SMV and Overtime varies across department?
Overall: The average SMV of sewing is 6x fold greater than SMV of finishing. The average overtime of sewing is 3x fold greater than overtime of finishing. To increase productivity of sewing department maybe ..

How does incentive varies across departments?
Total and average incentive of sewing was ..



Analysis

How does SMV and Overtime varies across department?

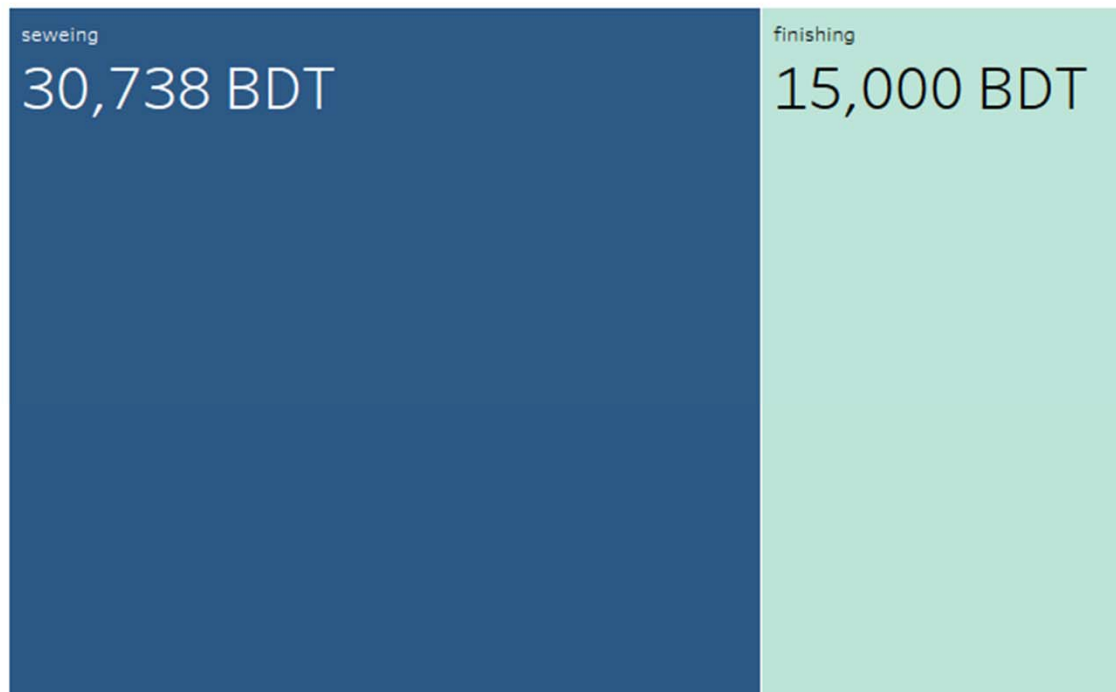
Overall: The average SMV of sewing is 6..

How does incentive varies across departments?

Total and average incentive of sewing was greater (2x fold) than finishing. Then what seems to be the problem?

How does the idle time and men vary across department?

Overall: The sewing department total idle t..



Analysis

How does incentive varies across departments?

Total and average incentive of sewing was greater (2x fold) than finishing. Then what seems to be the problem?

How does the idle time and men vary across department?

Overall: The sewing department total idle time was 850+ minutes whereas it was zero for finishing department. The total idle men in sewing are 400+ men whereas it was zero for finishing. The problem with..



Measure Names

Idle Men

Idle Time