Model Development Phase Template

Date	15 July 2024
Team ID	SWTID1720108643
Project Title	Garment Worker Predictivity Prediction
Maximum Marks	5 Marks

Feature Selection Report Template

In the forthcoming update, each feature will be accompanied by a brief description. Users will indicate whether it's selected or not, providing reasoning for their decision. This process will streamline decision-making and enhance transparency in feature selection.

Feature	Description	Selected (Yes/No)	Reasoning
Date	The specific date when the data was recorded	No	While the date itself provides a specific point in time, it is not directly relevant to productivity prediction
Quarter	Indicates the quarter of the year in which the data was recorded (e.g., Q1, Q2, Q3, Q4)	Yes	Different quarters might have different productivity levels due to seasonal variations, changes in demand, and production cycles.
Department	Specifies the department within the garment factory (e.g., sewing, finishing	Yes	Productivity can vary significantly between departments due to the nature of tasks performed and the workflow of each department.

Day	Day of the week when the data was recorded	Yes	Productivity can fluctuate based on the day of the week, with possible variations between weekdays and weekends
Team	Identifier for the team of workers	Yes	Different teams may have varying levels of efficiency and productivity based on their skills, experience, and teamwork
Targeted Productivity	The productivity target set for the team or department	Yes	This is a crucial factor as it represents the expected output and can influence the actual productivity
wip	Total time allocated for completing the tasks.	Yes	The allocated time can impact productivity by setting expectations and constraints on the production process
smv	Number of items that remain unfinished at the end of the period	Yes	Unfinished items indicate incomplete work and can provide insight into production bottlenecks and efficiency
Over Time	Amount of overtime worked by the team	Yes	Overtime can impact productivity, either positively by increasing total output or negatively by causing fatigue and errors
Incentive	Monetary or non-monetary incentives provided to the workers	Yes	Incentives can motivate workers to perform better, thus potentially increasing productivity
Idle Time	Total time the workers were idle	Yes	Idle time directly affects productivity as it represents periods when no productive work is being done
Idle Men	Number of workers who were idle	Yes	This provides insight into workforce utilization and its impact on productivity

No of Style Change	Number of style changes during the work period	Yes	Style changes can disrupt workflow and reduce productivity due to the time needed for adjustments and setup
No of Workers	Total number of workers involved in the production process	Yes	The number of workers can influence productivity, with more workers potentially increasing output but also requiring efficient management