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CSD-380

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***Value Stream Mapping***

A diagram of a process

AI-generated content may be incorrect.

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| --- | --- |
| Estimated Average Flow Time | |
| Pre-Production | 100% video length |
| Cleaning | 15% video length |
| Making A Story | 50% video length |
| Publication | 200% video length |
| Estimated Cycle Time | 365% of original video length – if the original video length is 2 hours / 120 minutes, cycle time would be 7.3 hours / 438 minutes |

**Optimizing Video Editing**

**Pre-Production**: Unfortunately, there is very little way to optimize this step. This step requires watching through the entirety of the footage given to take notes on what needs to be done in the edit and flag those moments within the editing software in order to be found later. As such, this step will typically take as long as it takes to watch the provided video.

**Cleaning**: This is a simple step involving handling the basic functional requirements – mainly removing the unnecessary parts of the video. With better flagging and note-taking, this step can be moved through faster. In addition, certain programs and functions can be used to help in this step, such as automatic audio balancing.

**Making A Story**: The primary time sink in this section is adding the content that is needed: things like visuals, edits, and frontcards and endcards. Fortunately, most of these assets can be standardized, re-used, and/or reworked to be suitable for any given project. While many of these tactics are already in use, they could be further refined to be more flexible.

**Publication**: Unlike the rest of the editing process, this section requires working closely with the client to reach a conclusion. Depending on the client, they may request things that are questionable or unproductive. As such, the best way to improve the efficiency of this process is to provide tools to enable client communication.