

Title: Revamp MokTruk car assembly plant

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| Date: 16/7/2023 | Owner: Opeyemi Morakinyo |
| Approval Date: 17/7/2023 | Manager Approval: John Awodeyi |

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PROBLEM DEFINITION

- Ogg the caveman is a hunter who hunts games and exchanges it for berries. When he sets out to hunt, he spends an average of ½ hour to sharpen his spear manually on a rock and 3 hours to walk to the hunt ground in search for games.
- Ogg spends a lot of time walking to and fro his hunt ground.
- He is not creative with his hunting, thereby spends indefinite period in search of game and kills with a spear which sometimes might miss target and ends up spending more time hunting.
- Ogg spends a lot of time searching for traders to buy his edible meat. His meats are perishable and are prone to waste, thereby he is compelled to exchange his meat at any available berry offered when time is against him. This is not friendly for his love of berries.
- Ogg is unable to measure the quantity of berries he should receive in exchange for his edible meat

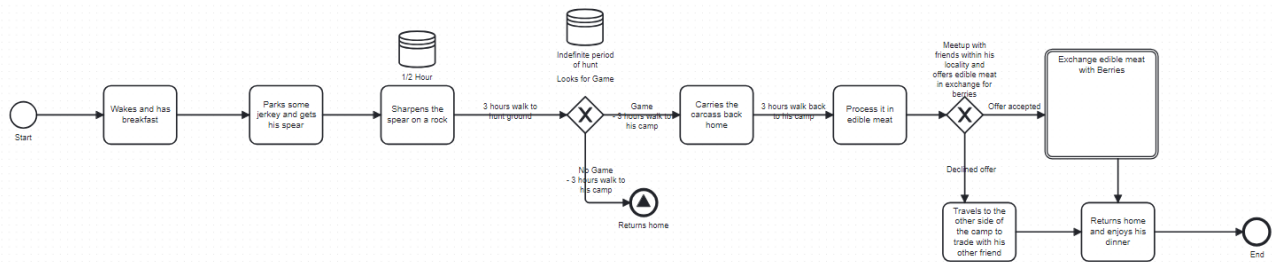
BACKGROUND / MEASUREMENT

- Ogg spends over 8 hours spent to complete his business process
- Ogg has to travel far outside of his camp to make a sale
- Ogg uses spears to hunt games which is not so precise in use and wastes a lot of time moving from one point to the other
- Ogg is unable to measure his edible meat to determine how much berries to receive from traders

CURRENT CONDITIONS

Currently, Ogg the caveman hunts for animals with his spear. He spends about a half hour to sharpen his spear on a rock. He spends 3 hours to walk to the hunt ground where he looks for game. If he is successfully able to hunt an animal, he spends additional 30 minutes to carry the game to his camp where he processes it into edibles. Ogg visits his friends within his locality to exchange his edible meat for berries. Sometimes, they might accept it or not. If they accept it, he is able to return to his camp. If not, he is forced to visit friends on the other side of his camp to exchange his edible meat for berries. He then returns to his camp after a successful transaction to enjoy his dinner.

Ogg’s business process management network is illustrated below:



DESIRED CONDITION

- To improve Ogg the caveman’s hunting process and reduce waste
- Ogg the cavemen should look into applying the following solution to improve his hunting process and reduce waste.
- :
- | Problem | Proposed Solution |
|---|---|
| Use of Spear to hunt | Use of Hunting guns |
| Walking to and fro hunt ground | Auto-mobile transportation to and fro hunt ground |
| Indefinite search for game | Use a drone to examine the area where the game wanders to find them |
| Indefinite search for buyers, need to visit traders to display game and bargain | Use of social media to display game and search for interested buyers, where he can market, bargain and convert leads to sale without leaving his home |
| Inability to measure the quantity of berries to receive in exchange for his edible meat | Use of a measuring scale to determine size of edible meat and quantity of berries |

RISKS AND MITIGATION

| Problem | Cost | Proposed Solution | Benefit / Waste Elimination |
|---|--|---|---|
| Sharpens of Spear to hunt | ½ hour | Use of Hunting guns | Scrapped effort – O hour |
| Walking to and fro hunt ground | 6 hours | Auto-mobile transportation to and fro hunt ground | Lesser time to commute – about 2 hours |
| Indefinite search for game | Minimum of 1 hour | Use a drone to examine the area where the game wanders to find them | Precision |
| Indefinite search for buyers, need to visit traders to display game and bargain | Minimum of 2 hours | Use of social media to display game and search for interested buyers, where he can market, bargain and convert leads to sale without leaving his home | Lesser time to sell and delivery can be made more smoothly through a logistics channel without leaving his home – about 1 hours |
| Inability to measure and determine the quantity of berries to receive in exchange for his edible meat | Lost resources and un-scalable return. | Use of a measuring scale to determine size of edible meat and quantity of berries | Calculated sale and returns |

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ROOT CAUSE ANALYSIS

Root cause: The current hunting process that Ogg the caveman follows is time taking and not efficient

Why is Ogg taking so long to complete his hunting process?

Why should Ogg spend 3 hours to walk to his hunt ground and additional 3 hours to return to his camp?

Why is Ogg spending a lot of time to spot an animal?

Why should Ogg visit his friends before he can exchange edible meat for berries?

Why does Ogg have to travel to the other side of his camp to get his other friends trade his edible meat in exchange for berries when his local friends decline his offer?

FOLLOW UP

- Will ask questions about Ogg the hunter's experience and welcome feedbacks to improve the process.
- Expect elimination of errors and rework.