TIC-TOC by WWTAS

Exercise: Data Visualization

TIC-TOC

Roll | Run Cycle | Run Simulation | STEP 4 of 4 / CYCLE 10 of 10 | Reset

Cycle Steps

Cycle Stats

CYCLE #	WS1 ROLL	WS1 DONE	WS2 ROLL	WS2 DONE	WS3 ROLL	WS3 DONE	WS4 ROLL	WIP / DELIVERED	AVG THROUGHPUT / AVG CYCLE TIME
1	4	3	4	0	1	0	4	3 / 2	2.0 / 2.50
2	2	4	5	0	4	0	4	4 / 4	2.0 / 3.00
3	6	9	3	0	5	1	1	10 / 5	1.7 / 7.00
4	6	14	2	0	5	2	1	16 / 6	1.5 / 11.67
5	6	20	1	0	5	0	5	20 / 9	1.8 / 12.11
6	2	21	3	0	5	1	1	22 / 10	1.7 / 14.20
7	4	24	2	0	4	1	2	25 / 12	1.7 / 15.58
8	5	28	3	0	1	0	5	28 / 15	1.9 / 15.93
9	1	28	5	0	3	1	1	29 / 16	1.8 / 17.31
10	**3**	**30**	**2**	**0**	**3**	**0**	**6**	**30 / 19**	**1.9 / 16.79**

TOTAL WIP **0** | TOTAL DELIVERED **0** | AVG. CYCLE TIME **0.00** | AVG. THROUGHPUT **0.00** | AVG. EFFORT **0%**

TIC-TOC

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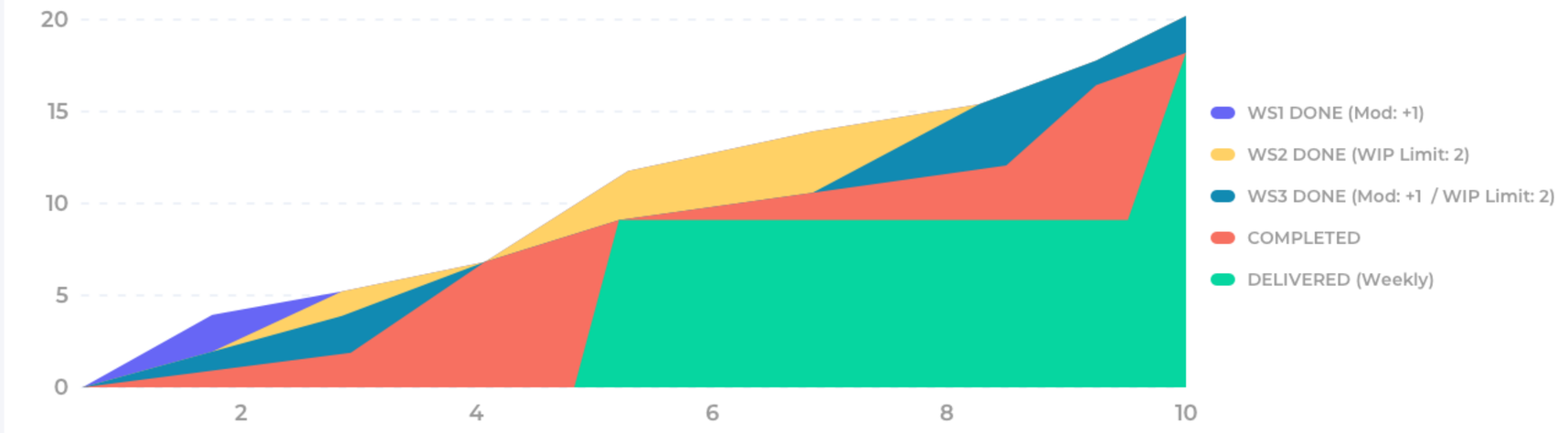


TOTAL WIP **2** | TOTAL DELIVERED **18** | AVG CYCLE TIME **2.11** | AVG. THROUGHPUT **0.00** | AVG EFFORT **66.8%**

TIC-TOC

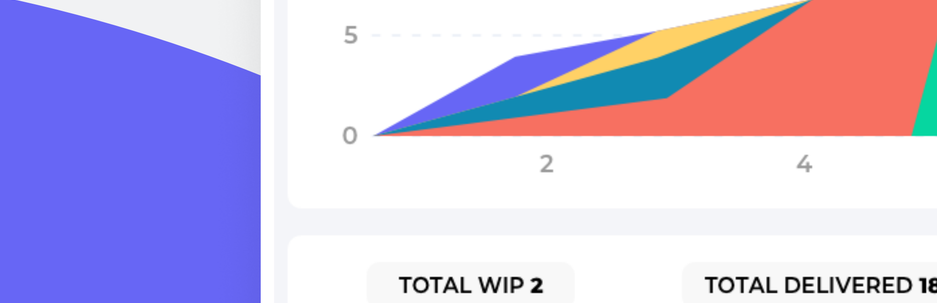
Run Model | Reset

MODEL #	Assumptions	Team Cost	Project Value	Waste Cost	Cost of Delay	Project Profit
5	3.5/400%	$35k	$125k	$10k	$0	10
4	3.5/200%	$210k	$420k	$29k	$-99k	243.6k

Assumptions		*Projected*
Team Cost (at 100% effort)	$3500 p/d	*$210k*
Velocity (team will deliver an average of)	3.5 cards p/d	*210 cards*
Margin (projected product return on investment will be)	200% p/card	*$630k*
Expected Profit (return - cost)		***$420k***

Income	*Projected*	Actual
Value of Cards Delivered	*$630k*	$540k
Cost of Delay	*$0*	$-99k
Total Product Income	***$630k***	**$441k**

Expenses	*Projected*	Actual
Cost of Cards Delivered	*$210k*	$181k
Cost of Waste (incomplete cards)	*$0*	$29k
Effort/Utilization	*100%*	94%
Adjusted team Cost	***$210k***	**$197.4k**
Total Profit	***$420k***	**$243.6k**



3	3.5/400%	$35k	$125k	$10k	$0	10
2	3.5/400%	$35k	$125k	$10k	$0	10
1	3.5/400%	$35k	$125k	$10k	$0	10