

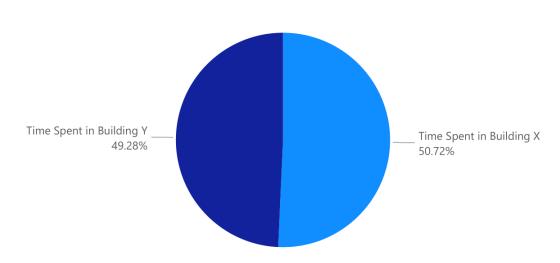
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Maximum Throughput

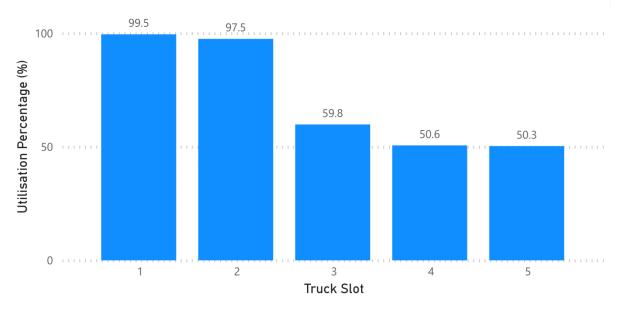
167
Hours Spent Travelling

Total Production Time Spent per Building

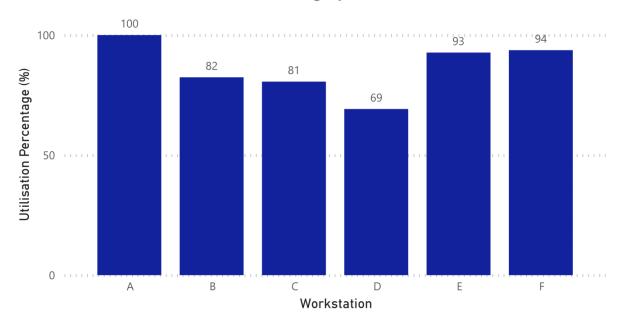
● Time Spent in Building X ● Time Spent in Building Y



Utilisation Percentage per Truck Slot



Utilisation Percentage per Workstation





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167

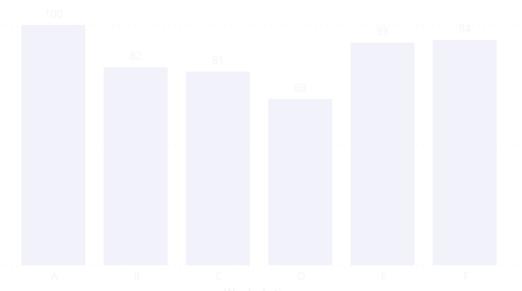
Hours Spent Travelling

Maximum Throughput

Production Time Spent per Building

1. Production Volume

By knowing the maximum possible Production Volume, we can make more informed decisions with regards to resource allocation. This will enable greater revenue maximisation and help us predict stock availability for sales. 2. Total Time Spent on Transportation
By knowing how much time is spent
travelling per week, we are able to quantify
and calculate its associated opportunity
costs. This includes time that could have
been used for producing more units, or
petrol and vehicle maintenance money
which could otherwise be saved to increase
overall profit.





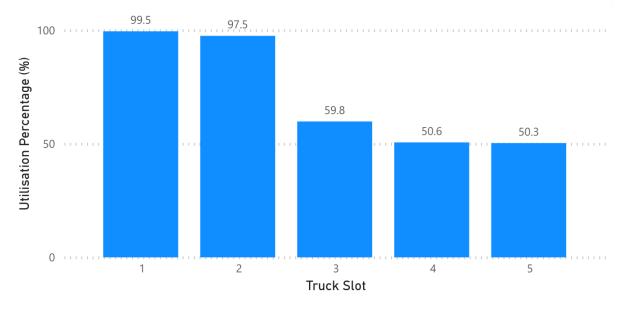
3. Truck Slot Utilisation

Knowing each truck slot's utilisation percentage gives insight on the usage frequency of each slot when executing the optimal production strategy.

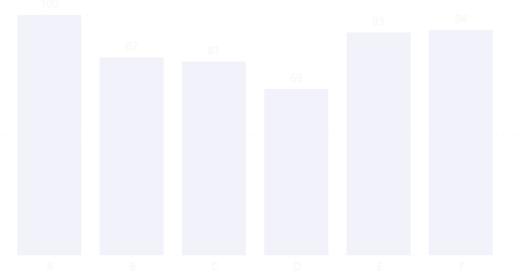
In this case, we see that only 2 of 5 truck slots are gainfully used. Since the truck is underutilised, perhaps the company can use a smaller vehicle which moves faster than a truck and consumes less petrol.

A faster vehicle will lead to greater efficiency in the production line, and lower petrol consumption will increase profits.

Utilisation Percentage per Truck Slot



Utilisation Percentage per Workstation



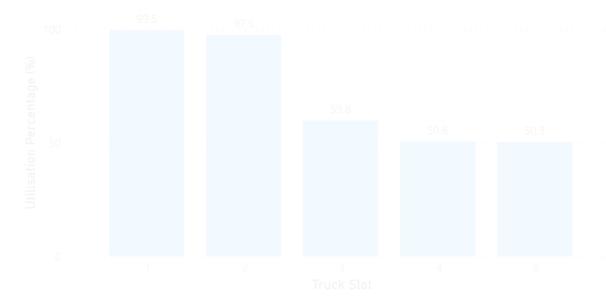


4. Workstation Utilisation

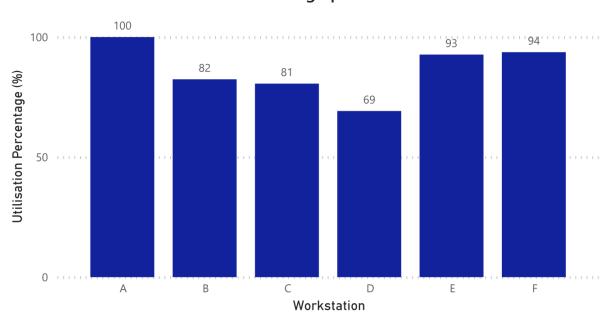
Knowing each workstation's utilisation percentage gives insight on the usage frequency of each workstation when executing the optimal production strategy.

In this case, most workstations have high utilisation percentage, suggesting low downtime which means great efficiency.

However, Workstation D is relatively under-utilized. It may be wise to readjust the steps which Workstation D can handle, such that it is not underutilised. For example, since Building Y lacks a workstation that handles Step 2, Workstation D can take on that role.



Utilisation Percentage per Workstation



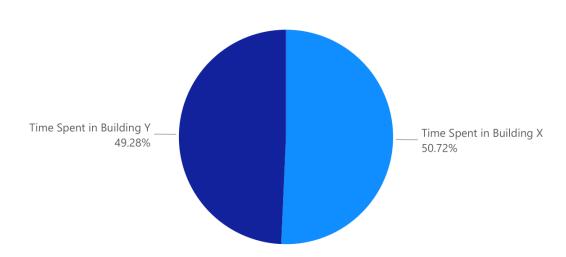


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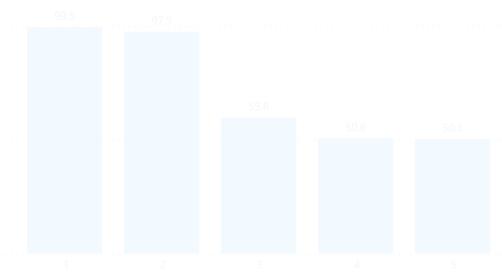
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Total Production Time Spent per Building

Time Spent in Building X ● Time Spent in Building Y



Utilisation Percentage per Truck Slot



Truck Slot

5. Total Production Time per Building Knowing the distribution of total time lots spend in each building helps us assess the utility of having a secondary building.

In this case, since both buildings are equally utilised for production, having a second building seems to be a reasonable investment as it actively contributes to the efficiency of the production line.