KANBAN

In class we were able to play a game called Motor City. This taught me about Kanban is a lean method to manage and improve work across human system. This game consisted of a car shop where we select clustomer orders where they tell us what cars they want us to build. We then have different stations (manufacturer, assembly, quality and paint). Every hour is a different shift. So we roll a set of three die and that shows us how many material we have for each station. Sometimes we have to work with what we have and we might not have enough resources to finish in that moment. We also chose what the work in progress is in each station (how many cars can be in each station).

I was able to learn a lot. The first principle that I learned is that you have the option to either accept or reject a customer's order, but once you accept an order, you have to complete it or you lose money. This has a lot to do with being responsible and accountable. Another thing that I learned was that you have a limited time to complete customer orders. You have that time constraint and so you have to be very productive during your time there. I also learned that it is important to not underestimate or overestimate. If you underestimate, you will have workers that will have nothing to do. If you overestimate, then you will be loaded with work and you will have to go into overtime and you risk not being able to complete customer's orders. So overall it is very important to be as accurate while estimating as possible. If you don't estimate well enough, then in real life there could be a lot of problems. If I was able to add another layer to this game, I would make it so that they had to earn a certain amount of money in order to past the game because in real life you have to earn a certain amount of money to keep the company going and to be able to pay your workers.