

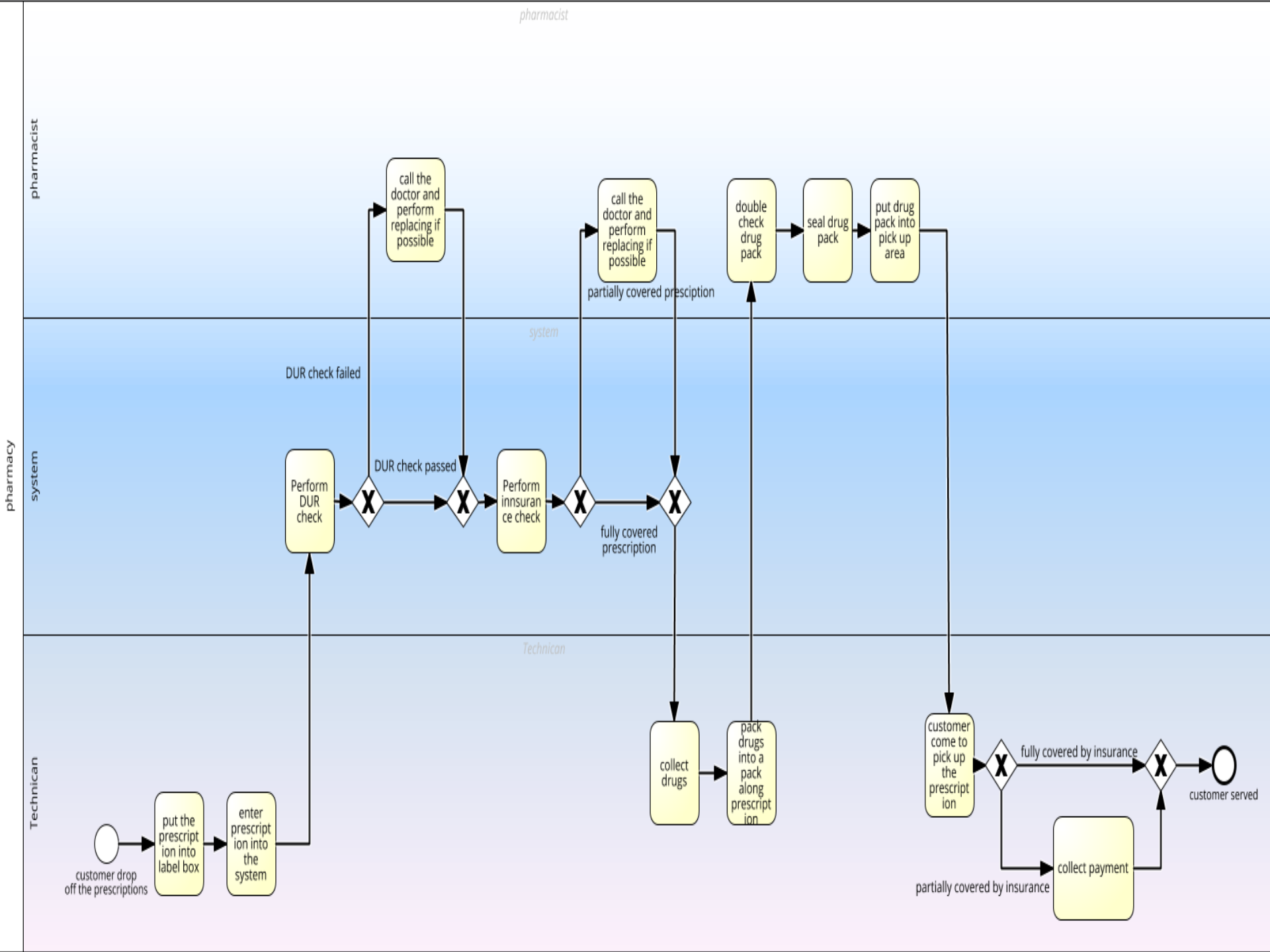
Business Process Management (BPM)

Lab 9

Ahmed Reda
Teaching Assistant- IS Department
Eng.ahmedreda14@yahoo.com

Exercise 8.19

- Consider the process for prescription fulfillment described in Exercise 1.6 (page 30) and the corresponding issues documented in Exercise 6.14 (page 251).
 - A. Apply the redesign heuristics from Appendix A in order to address the issues documented in Example 6.14.
 - B. Capture the resulting to-be model in BPMN.
 - C. Explain the impact of the changes you propose in terms of the performance dimensions of the Devil's Quadrangle.



- The model of this exercise will be attached with PDF File named **Exercise 8.19 .SVG** .

Solution (A)

1. Issue > drugs not in stock

- *Change 1 (C1) – Heuristic 4: Resequencing*

Check whether the drugs are in stock as soon as the prescription is received, in this way we avoid over-processing.

2. Issue > drugs not covered by insurance policy

- *Change 2 (C2) – Heuristic 4: Resequencing*

Check whether the drugs are covered by the insurance police as soon as the prescription is received, in this way we avoid over-processing.

- *Change 3 (C3) – Heuristic 8: Communication optimization*

When the prescription is not covered by the insurance, inform the customer immediately, in this way we avoid over-processing (i.e. the customer can decide immediately not to have the prescription fulfilled).

Solution(A)

3. Issue > drugs conflict

- ***Change 4 (C4) – Heuristic 4: Resequencing***

Perform DUR as soon as the prescription is received, in this way we avoid over-processing.

- ***Change 5 (C5) – Heuristic 8: Communication optimization***

When the DUR triggers an alarm, inform the customer immediately that further assessment is needed, and some drugs may be changed.

Solution(A)

4. Issue > prescription refill not allowed

- ***Change 6 (C6) – Heuristic 8: Communication optimization***

Notify immediately the customer that the prescription cannot be refilled, and that the doctor is unreachable. Allow the customer to reschedule or cancel the pick-up time.

5. Issue > long waiting times at collection

- ***Change 7 (C7) – Heuristic 9: Automation***

Make pick-up timeframes information available to the technicians so that they will not schedule too many customers for the same pick-up timeframe.

Solution(A)

5. Issue > long waiting times at collection

– *Change 8 (C8) – Heuristic 9: Automation*

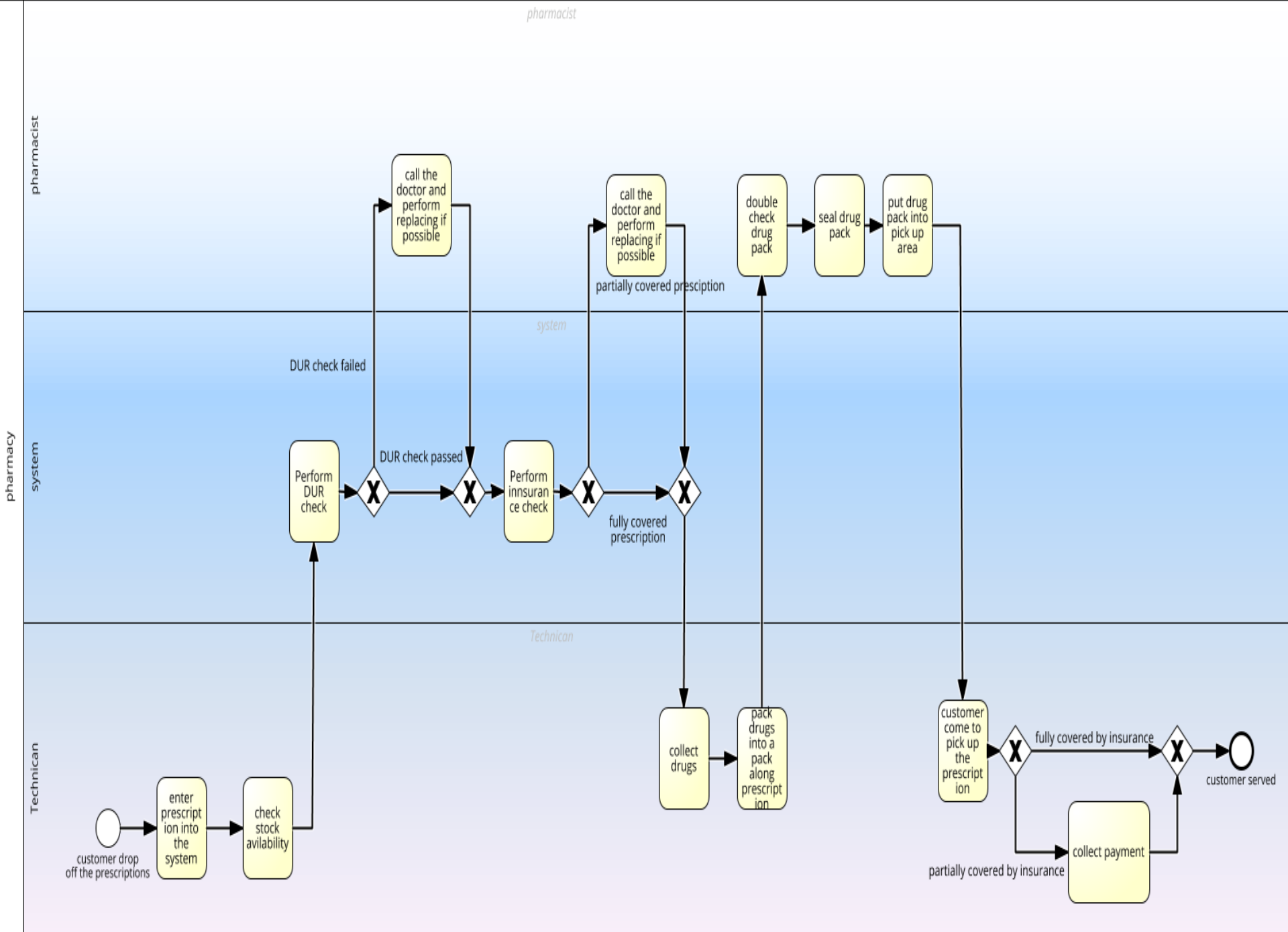
Use the pharmacy system to dynamically track prescriptions and alert the technicians if there are prescriptions due in an hour not yet fulfilled.

– *Change 9 (C9) – Heuristic 1: Activity elimination*

Register immediately the prescription in the pharmacy IS, remove the labelled boxes.

Solution(B)

- The proposed changes should be implemented only one or two at a time, not all together. Below we show the process model after having implemented changes #1 and change #9.



- The model of this exercise will be attached with PDF File named **Exercise 8.19(modified) .SVG** .

Solution(C)

- Change 1 → time and quality
- Change 2 & 3 → time and quality
- Change 4 & 5 → time and quality
- Change 6 → time and quality
- Change 7 & 8 & 9 → time and quality

Exercise 8.20

- Consider the procure-to-pay process described in Exercise 1.7 (page 31) and the corresponding issues documented in Exercise 6.15 (page 252).
 - A. Apply the redesign heuristics from Appendix A in order to address the issues documented in Example 6.15.
 - B. Capture the resulting to-be model in BPMN.
 - C. Explain the impact of the changes you propose in terms of the performance dimensions of the Devil's Quadrangle.

Solution

- The model of this exercise will be attached with PDF File named **Exercise 8.20 .SVG** .