Scott Cacal

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CSD 380

Assignment 5.2

Value Stream Mapping (VSM)

Below is an analysis and use of value stream management principles to optimize play-time at a park from the start of the day.

## Value Stream Map

## Analyzing Lean Metrics

|  |  |
| --- | --- |
| Estimated Average Flow Time | |
| Child Wakes Up | 55 min |
| Get Ready | 30 min |
| Get Child Ready | 25 min |
| Load Vehicle | 10 min |
| Unload Vehicle | 30 min |
| Play In The Park | 60 min |
| Estimated Cycle Time | 3.5 hrs |

## Optimizing Routine

Assumptions: The child should eat (feed) within the window of 2-3 hours and after eating, playing and sleeping must occur. We can assume during travel to the park (between Load Vehicle and Unload Vehicle) a nap will occur.

**Eliminating Waste** – I can eliminate several actions by prepping the night before. ~10 minutes of prep for coffee and breakfast, ~4 minutes to pack the bag , ~4 minutes to move stroller and packed bag into vehicle, ~10 minutes to finalize park location.

**Workflow Orchestration** – The current routine puts two feedings within the routine that should have a goal towards enjoying the park. By taking actions to eliminate waste in addition to manipulating the workflow we should be able to cut that down to one feeding. By “Getting Ready” before the “Child Wakes Up”. We can eliminate duplicate instances of Play, eliminate the nap at the park, and a potential diaper change at the park. This should also allow for a moment for mom and dad to enjoy breakfast together (note that mom’s workflow may be adjacent to this routine).

**Governance Models** – There is potential that the window between feedings can be unintentionally widened due to false sense of security from early prepping or not leaving for the park at an appropriate time. Therefore, alarms should be set, or wellness trackers should be utilize for any alerts of upcoming feeds or naps.