

Lean Game



When we work with Lean we often get questions like:

- What is lean?
- What are the benefits?
- How do you start?

The Lean Game illustrates Lean manufacturing concepts in a way, which not only involves participants in learning through participation but also in decision making. As a result of the game, participants will understand a number of basic Lean techniques, the interaction between these techniques, and be aware of some of the issues concerning the sequence of Lean implementation.

Three points distinguish this game from others – participants are involved in the actual decision making, multiple products, and uncertain demands. The game is therefore closer to reality than some other simple games. This will stimulate the participants to make changes to their own process.

The Lean Game creates an ambition to change without confronting the resistance towards changes within the own company.

The Lean Game gives a common language and insight about the Lean tools and methods.

The Lean Game visualizes the potential in implementing Lean Production.

The Lean Game is fun and leads to reflections and learning:

- Benefits with team-work
- Importance of communication
- Importance of involvement of all employees
- Elimination of waste
- Just in Time
- Pull vs Push
- Reduction of set-up time
- One-piece flow
- etc

The game is used in several countries by companies, universities, and consultants. This version represents a major revision. The revisions include making the game more adaptable to several real manufacturing environments, and the facility to explore scheduling and performance measurement issues.

The game can be played in as little as four hours or as long as a full day. In the later case, participants brainstorm ideas, and make use of lean mapping tools.

The original Lean Game is developed by John Bicheno at the Lean Enterprise Research Centre at Cardiff Business School. Revere AB have developed the game since 1997.

Facilitator training

We sell the game together with training for how to run the game.

The following is covered in the facilitator training:

- Introduction to Lean
- We play the game (shorter than normal)
- Guidelines for the game and facilitation
- Lean concepts in the game
- Questions and areas of discussion for reflection and learning
- How to use the game

The cost is:

Facilitator training per person	9 200 SEK (excl VAT) (approx 1000 euro)
Cost per game	12 000 SEK (excl VAT) (approx 1350 euro)

N.b. the game is complete and includes instructions, files, laminated game papers, timers, lego, duplo etc.

We perform the facilitator training in Gothenburg or other places and then travel cost is additional to the cost. Minimum amount of people for a company training of facilitators is 6 people.