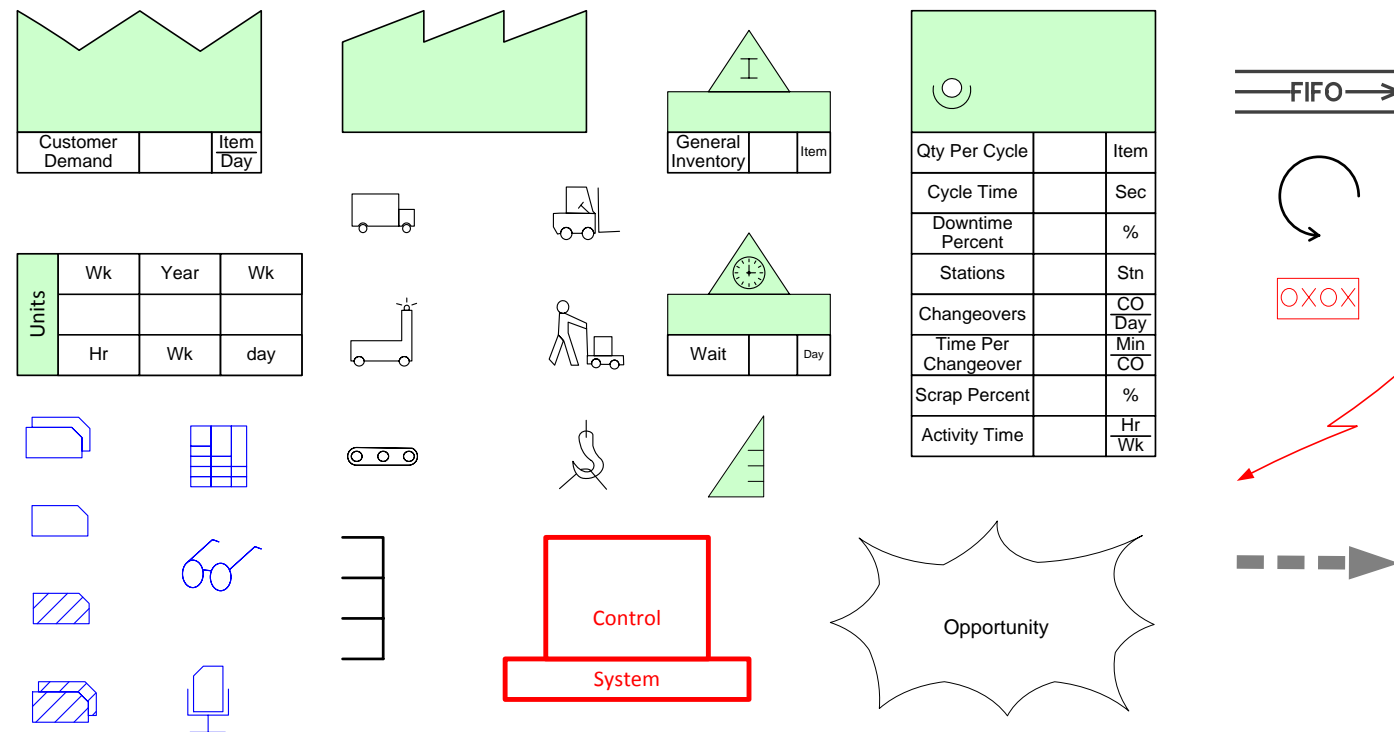


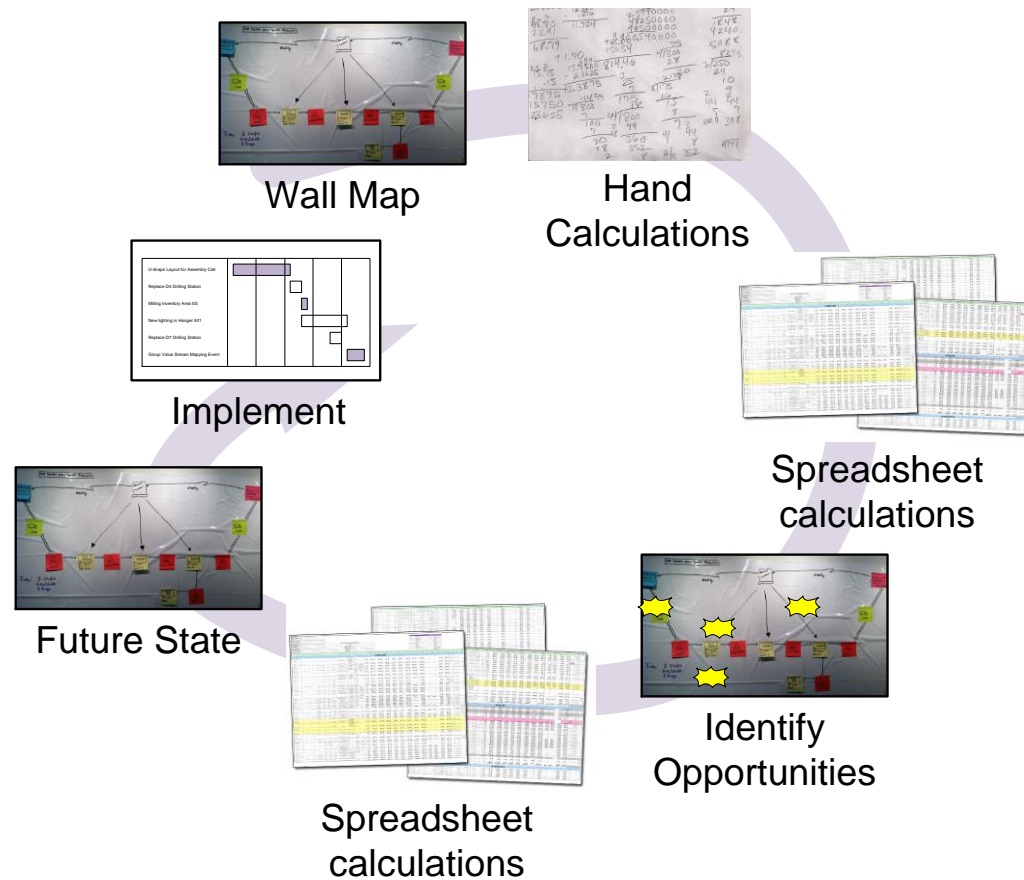
Empowering Remote VSM

The eVSM Group



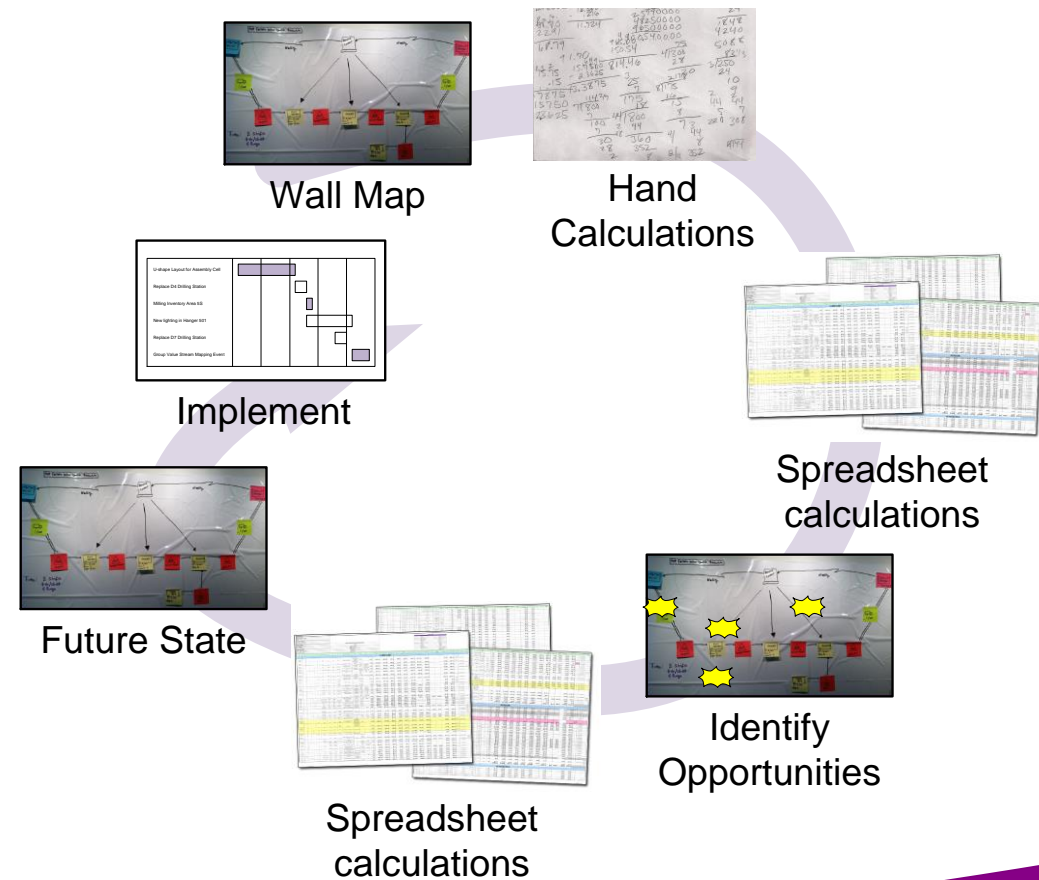
Herman Ranpuria
Jon Fournier
Dilesh Patel
www.evsm.com

Traditional VSM Cycle



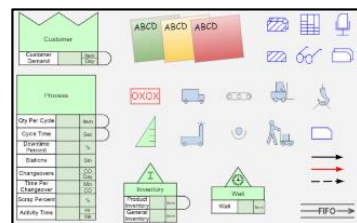
3 Challenges in Remote Environment

- Collaboration Challenge
 - Team mapping / ideation
 - Sharing and continuity
- Complexity Challenge
 - Mixed model production
 - Cycle Time variation
 - Routing Variation
- Time Challenge
 - Analysis & Charting
 - Data & Idea Management

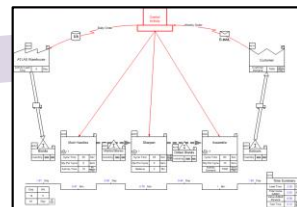




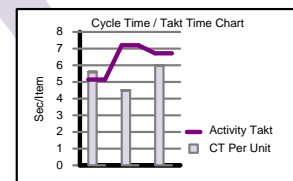
Remote VSM Environment



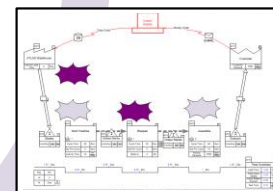
Team Mapping



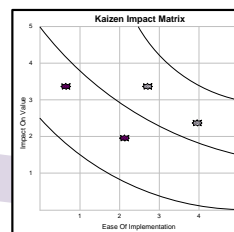
Capture



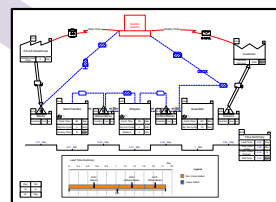
Analysis



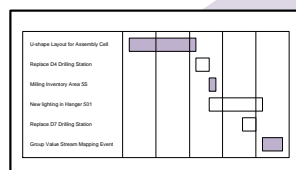
Team Ideation



Prioritize



Future State



Implement

**eVSM Team
+
eVSM Mix**



Team Mapping Environment

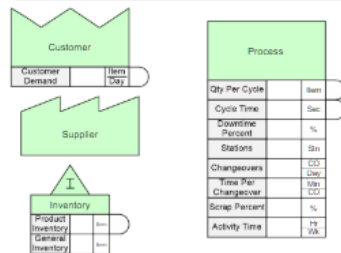
Web-based
Template
corresponding
to eVSM
application

VSM icons
match eVSM
application
smart shapes

eVSM Team - Quick Mix Mfg

How to draw a map

1. Select the shape you want, hold the Ctrl key, and drag the selected shape to make a copy on the drawing area. Or you may use Copy/Paste.
2. Double-click text to edit.
3. Use the Zoom button to zoom into areas of interest. For precise zooming, click the Zoom button and select a screen area to zoom into. Ctrl+Alt+[takes you back to the whole page view.
4. When ready, export the map with "File > Download" commands. PNG format is recommended.
5. Use File>Download>PNG to export the drawing for [map capture](#) in eVSM



Activity Time : Total production time available to this activity to complete work elements (excludes lunch breaks etc...). Use this to override the production time per day for the overall value stream as calculated from the 'Time Center'.

Changeovers : Number of changeovers per day.

Customer Demand : The demand per period at a customer.

Cycle Time : Time between each set of parts exiting an activity

Downtime Percent : Downtime at an activity

General Inventory : The total inventory for all products present at this location. For calculation purpose, the products inventory within this is assumed to be in the same ratio as the demand at this point. To specify each product explicitly leave this value as zero and specify inventory for each product using the 'product inventory' variable

Qty Per Cycle : Number of items processed by this activity within a single cycle and at one station.

Scrap Percent : % of incoming products that have defects at the end of this activity

Stations : Number of identical stations at an activity.

Time Per Changeover : Time required to switch a station from one production item to another

Wait : Time inventory waits between processes before being worked on.



How to use
hints

VSM icons
with editable
values

Glossary of
Variables

Extendable
multi-user
mapping space



Team Mapping – Same time

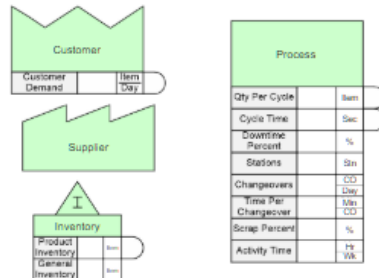
JF HR DP

Team members

eVSM Team - Quick Mix Mfg

How to draw a map

1. Select the shape you want, hold the Ctrl key, and drag the selected shape to make a copy on the drawing area. Or you may use Copy/Paste.
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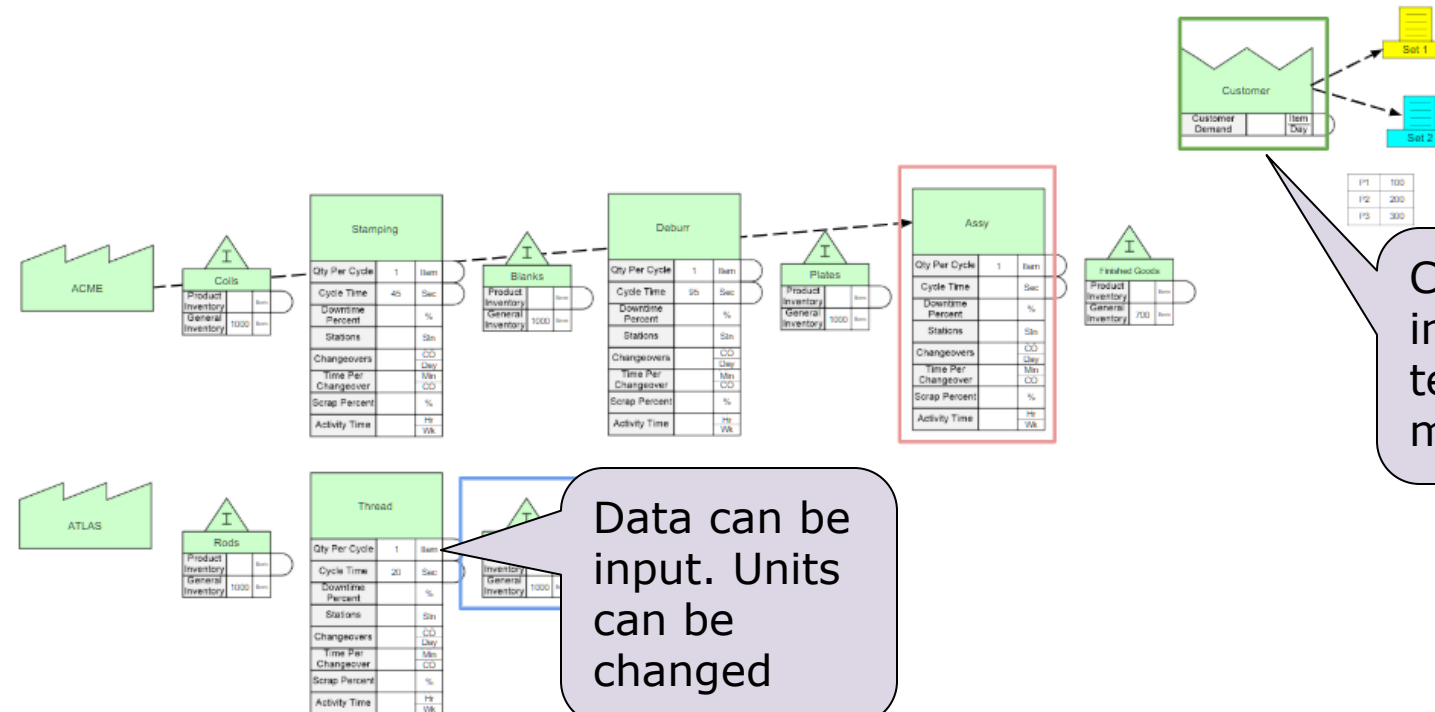
Customer Demand : The demand per period at a customer.

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Qty Per Cycle : Number of items processed by this activity within a single cycle and at one station.



Color indicates team member

Data can be input. Units can be changed



eVSM Mix – Capture from whiteboard

Units	Wk	Year	Wk
	70	52	5
	Hr	Wk	day



Fast trace over in eVSM given icon and variable correspondence

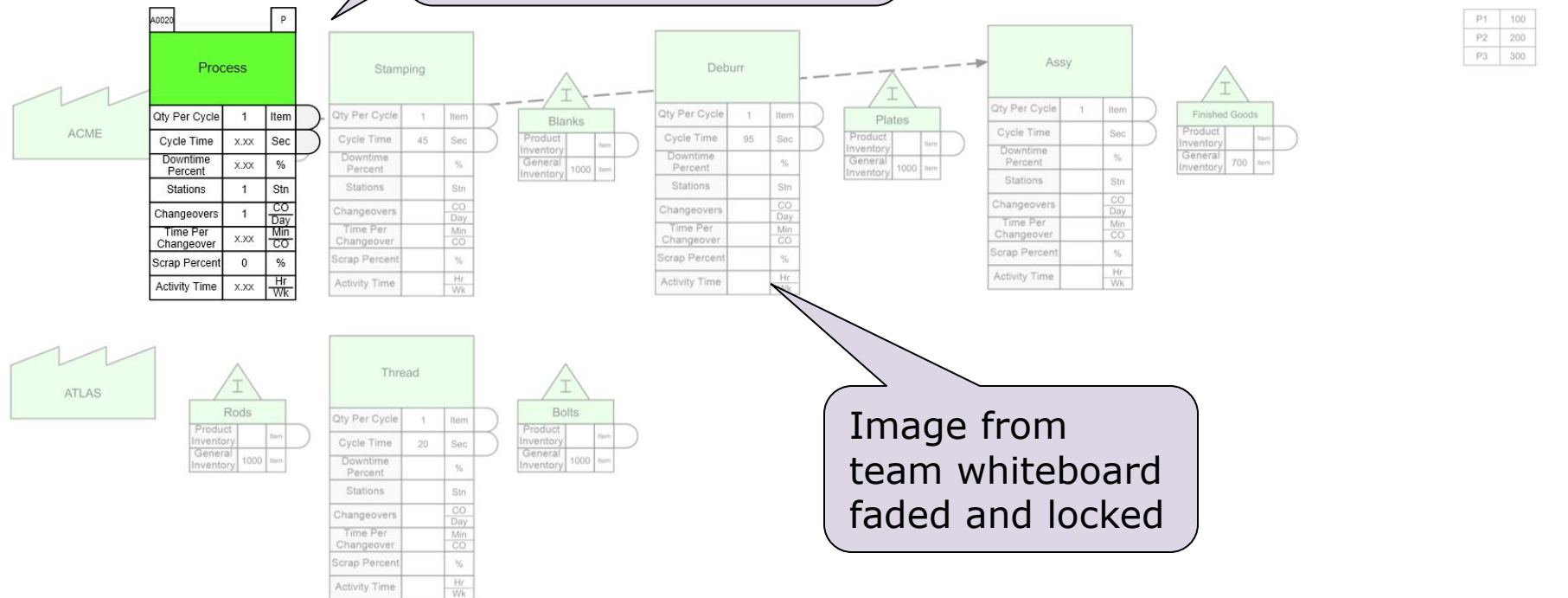
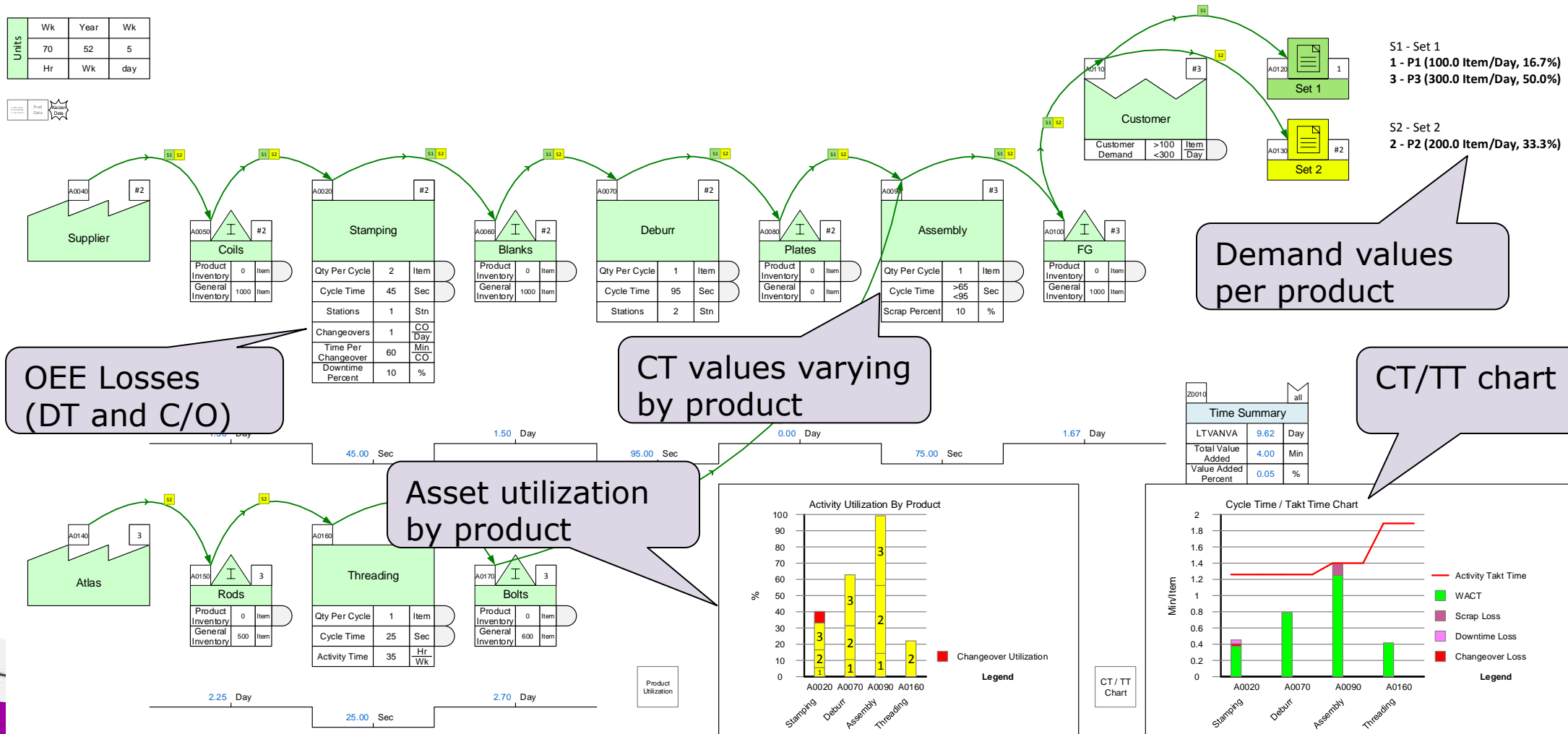


Image from team whiteboard faded and locked



eVSM Mix – Mixed Model Analytics

Units	Wk	Year	Wk
	70	52	5
	Hr	Wk	day

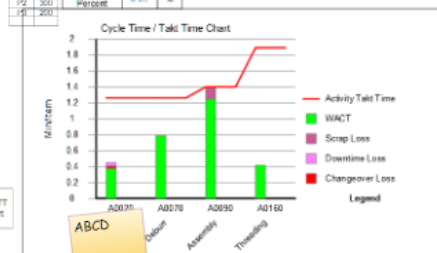
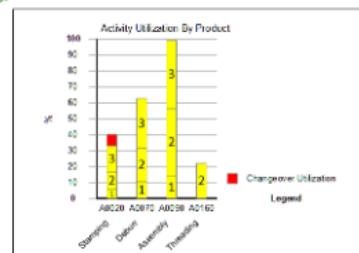
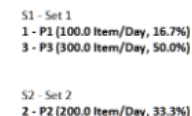




How to draw a map

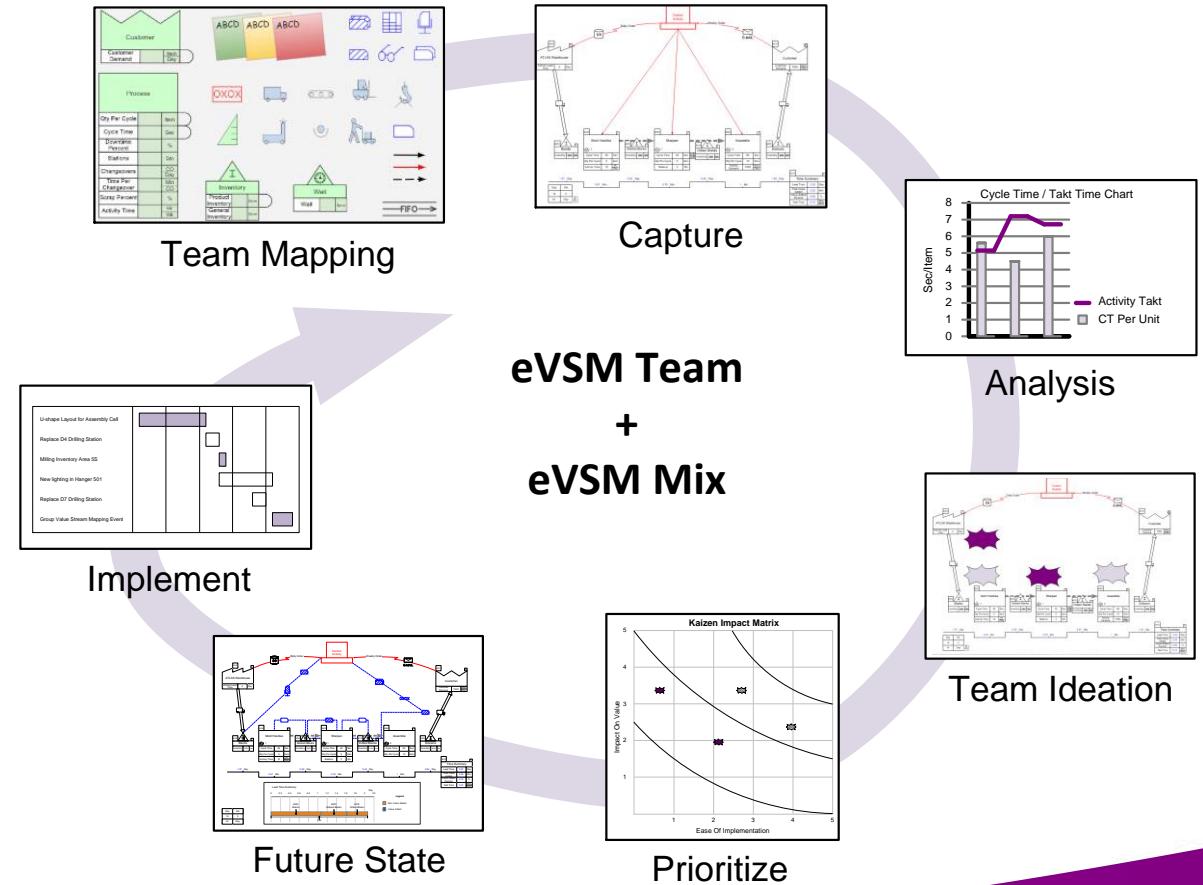
-
- The diagram illustrates the Supply Chain Inventory Management process flow and associated metrics.
- Customer:** Customer Demand (Items/Day)
- Supplier:** (Implied by the flow from the Customer to the Inventory)
- Inventory:** Product Inventory, General Inventory (Items)
- Process:**
- | Qty Per Cycle | Item |
|---------------------|------|
| Cycle Time | Sec |
| Cycletime Percent | % |
| Stations | Stn |
| Changeovers | CO |
| Time Per Changeover | Sec |
| Scrap Percent | % |
| Activity Time | hrs |

Wait : Time inventory waits between processes before being worked on.



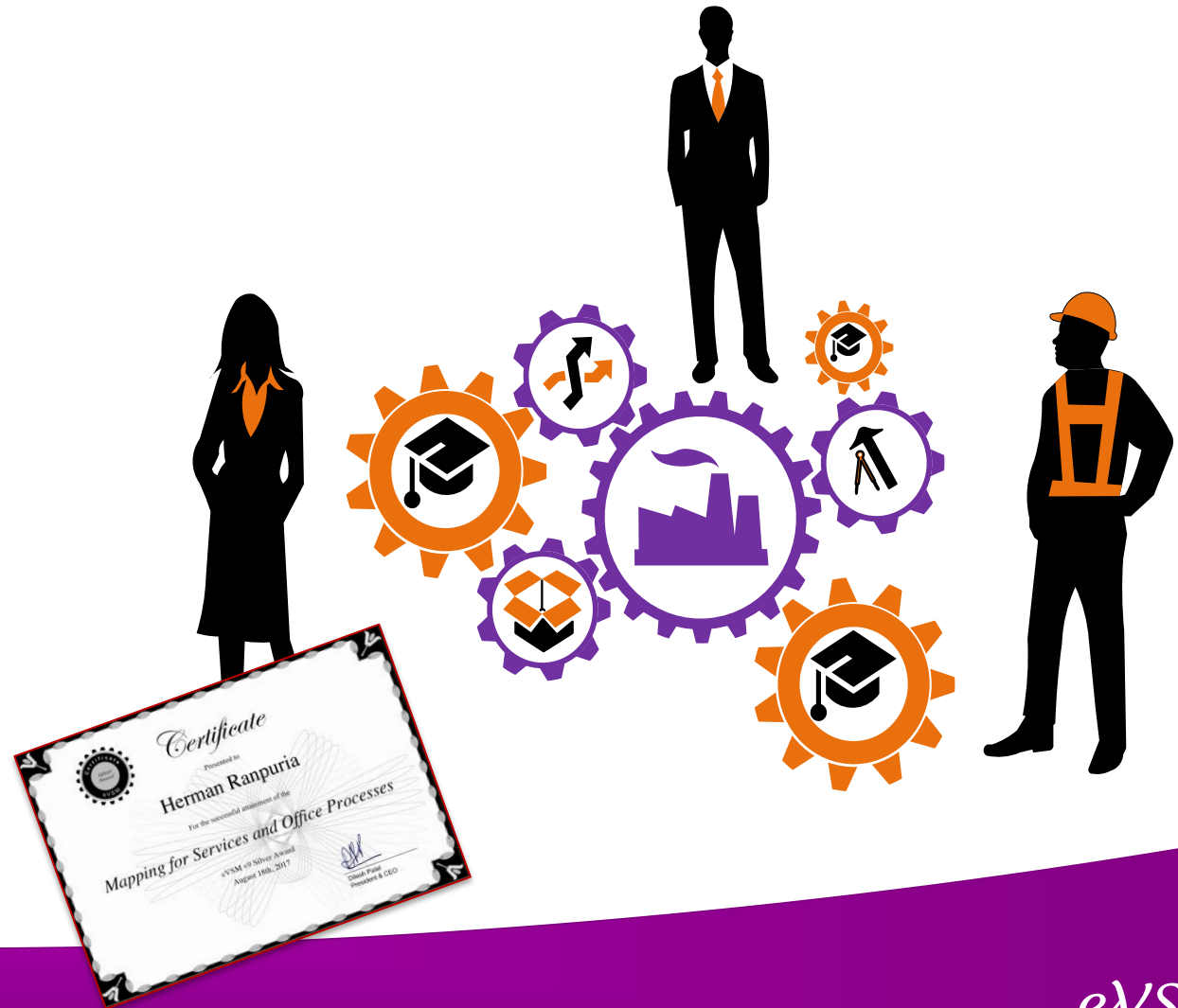
Remote VSM Environment

- Collaborative Environment
 - Team mapping / ideation
- Complexity Reduction
 - Mixed Model Support
- Time Reduction
 - Smart Data & Idea Input
 - Automate metrics calculation
 - Automate charting



Remote VSM Checklist

- VSM Charter & Team
- eVSM Team Template
 - Plant
 - Supply Network
 - Transactional
- eVSM Mix
 - Designated User(s)
 - eLearning Certification
 - (Optional) services





Summary & Next Steps

- eVSM Mix + Team will give you competitive advantage
 - Run your VSM events in person or virtually
 - Create mixed model maps that people can understand
 - Answer the “What-If” questions easily
- Pricing
 - Starts at \$995 for the team
 - Provides multiple licenses
 - Accommodates teams of any size
- Rapid Startup
 - Email support@evsm.com