QUALITY IMPROVEMENT: VISUAL FACTORY — SMGT 2057

A. Course Description

- **Credits:** 1.00
- **Lecture Hours/Week:** 1.00
- **Lab Hours/Week:** 0.00
- **OJT Hours/Week:** 0
- **Prerequisites:** None
- **Corequisites:** None
- **MnTC Goals:** None

This course will provide an overview of the purpose of a visual factory to provide local visibility, management and control. The learner is provided knowledge and ability that empowers and enables successful self-management. Prerequisites: None.

B. Course Effective Dates: 1/7/02 – Present

C. Outline of Major Content Areas

   As noted on course syllabus

D. Learning Outcomes

1. Define "Lean Manufacturing".
2. Define "Visual factory".
3. Discuss "Andon and Jidoka" visual/audio signals.
4. Discuss the application of the visual factory to your work setting.
5. Discuss the relationship among inventory, cycle time, and floor space.
6. Discuss the system of 5S.
7. Discuss the value of "Poka-yoke".
8. Distinguish what is normal and what is not.
10. Explain how metrics are used to measure performance.
11. Explain the signals and systems of the visual factory.
12. Explain the term "Kanban".
13. Make improvements visible and clear.
14. Participate in a simulation of 5S.
15. Perform a self-assessment of your skills.
16. React to material replenishment.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment
   
   As noted on course syllabus

G. Special Information
   
   None noted