



## **“Experimental Learning in Industrial Engineering at TU Dortmund University”**

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“Experimental Learning”

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# Experimental Learning in Industrial Engineering

## Examples of EL at TU Dortmund

### Box Simulation Game



### Gaming, Steel Industry



[DEW]

### Seminars w/ partners from industry



### Work system design, 1-week project



# Experimental Learning in Industrial Engineering “Work System Design”

## Students of:

- Industrial Engineering,
- Mechanical Engineering, and
- Logistics

## Learning environment:

- 1 week theoretical knowledge
- 3 hrs practical training in Exp. w/ PDCA
- **1 week project in IE Training Centre**
- Groups of 6-8 students

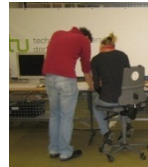
## Contents:

- Product, operating sequence analysis
- Time and motion study
- Calculation of customer takt and pc/t
- Line balancing
- Ergonomic work place design
- Principles of Lean Production
- Material provision, capacity planning, ...



**Step 1:**  
Screen documents,  
set up project plan

## Step 2: Design work system



Planning w/  
sheet and  
pencil



Experiments  
w/ PDCA



**Step 3:**  
Tests, detailed planning,  
Experiments w/ PDCA



**Step 4:**  
Presentation and feedback

# Experimental Learning in Industrial Engineering

## “Work System Design” - Task

### Tasks

Discuss tasks, look through data and documents, create **schedule of project** progress, assemble gearbox in current work system.

Describe the current work system via **process analysis**. Collect all cycle times and further relevant data and key figures. Describe the current work system with a value stream and illustrate the workload of each station.

**Design two different assembly concepts** regarding the orders and order-predictions. Evaluate which concept is more suitable for this situation.

Generate a **first target state** for this work system.

Use the **PDCA-method** to design the work system and develop a specific target state: Design each work station regarding ergonomical and procedural aspects (e.g. linkage). Use the findings to generate a target state.

Discuss different **material provision** strategies and choose a suitable strategy.

Design **required tools and devices** (write a products requirements document including sketches

Design the material provision and the storage of materials in the working system.

Create a prototype of each device used in order to test its function.

Develop a stable material provision and visualize it in a target state description.

Make sketches of the prototypes and write a products requirements document

Describe the developed working system via a **process analysis** as a group.

Evaluate the **stability and productivity** of the working system. If necessary, design changes and test them experimentally.

Calculate the **staff requirements and investment costs**.

Develop a **suitable pay program**.

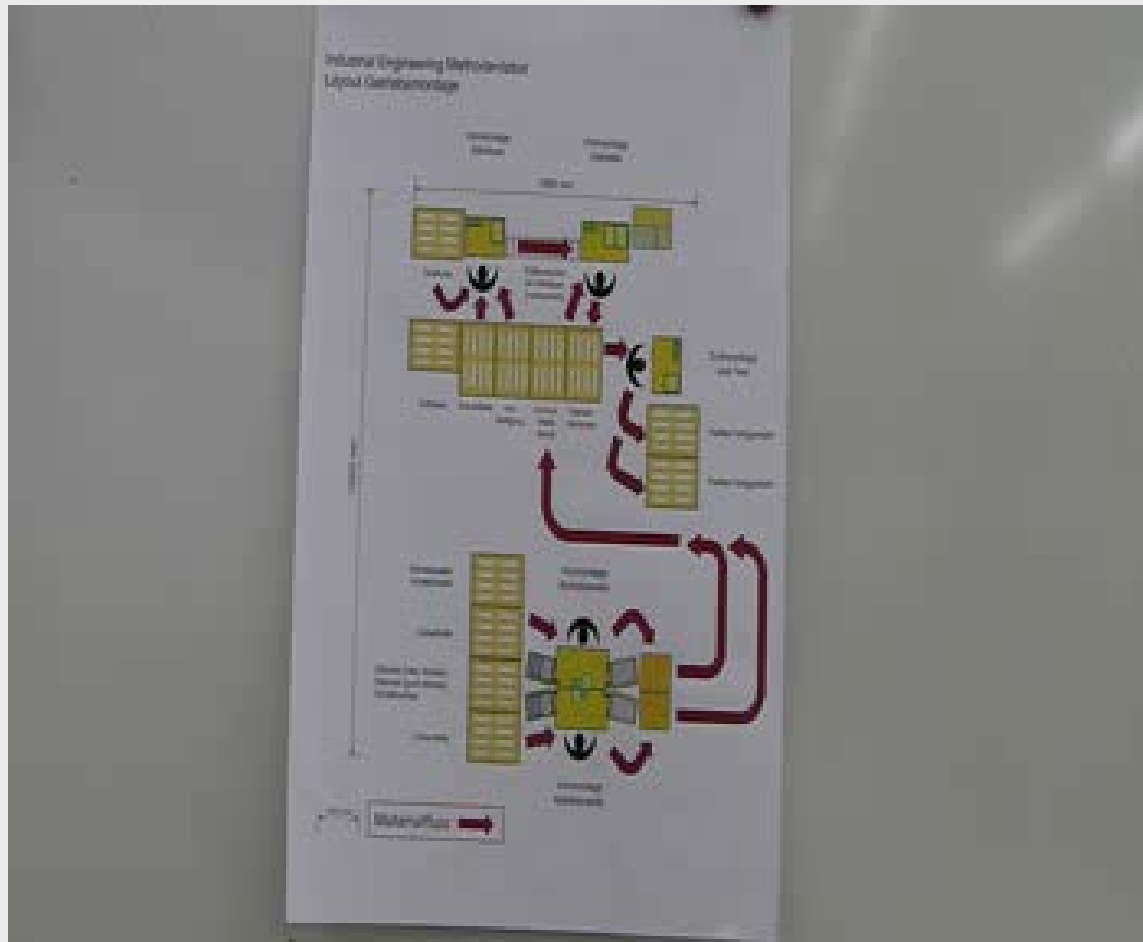
Introduce the running work system by **presenting your results** to the group (1 hr). An oral examination will follow.

### Project description

- Working time per employee: 40 hrs./week (8 hrs./shift)
- Break: 30 mins/shift
- Currently produced volume of gearboxes: 145 pieces/shift (2 shifts/day)
- Vacation per employee and year: 24 days
- Defective goods: about 2% (no rework)
- Personal and factual allowance about 12% (no recovery time allowance)
- Basic load: about 250 to 300 gearboxes/day
- Orders for the upcoming 6 months: 440 gearboxes/day
- In the following two years, 500 gearboxes per day are requested.
- Orders haven't been signed yet
- Meanwhile, a new product variant was developed. The ration between the option „standard“ and the option „thread“ is 3:1. The customer wants daily delivery in small batches.

# Experimental Learning in Industrial Engineering

## Current condition at the very beginning





# Experimental Learning in Industrial Engineering

## Realized solutions at SOP

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**Let's go and see!**