

WHAT IS SigmaBrew InBox?

SigmaBrew InBox is a virtual workflow Lean office simulation game for classroom training.

TOP FEATURES

- Easy online access
- Project employs an email-based work process relevant to the office
- Hands-on simulation illustrates Lean Office principles
- Can be played by 15-20 individuals at one time

BENEFITS

- Low-cost training solution for initiatives of all sizes
- Designed to realistically replicate back-office processes
- Participants experience the process and then apply Lean Six Sigma concepts
- Students can complete an entire project in less than a day
- Online simulation means no new hardware or software



The SigmaSim Suite

MoreSteam's SigmaSims are individual DMAIC and Lean online simulation games that provide the practice necessary to move students from competence to confidence.



SIGMABREW®



SigmaBrew InBox™ by MoreSteam is a virtual workflow Lean office simulation for classroom training. SigmaBrew InBox provides process improvement deployments with an affordable, participant-driven simulation of a transactional process with a virtual (electronic) work flow.

With InBox, participants can practice the application of a full set of Lean Six Sigma tools in a risk-free, constructive setting that closely mirrors the current state of the "knowledge workplace." InBox is unique in that it employs an email-based work process, providing first-hand experience with Lean Office concepts where the work flow is essentially invisible.

A Relevant Simulation for the Office Environment

Until now, Lean Six Sigma simulations have focused on manufacturing-type processes, such as assembling parts or shuffling papers. These games fail to deliver a relevant solution to companies who rely on communication technologies. InBox is the first Lean Six Sigma simulation built around an electronic workflow – the type of work environment that *actually* exists in service businesses or in the support functions of a manufacturing enterprise.

A Focus on Lean Office Tools

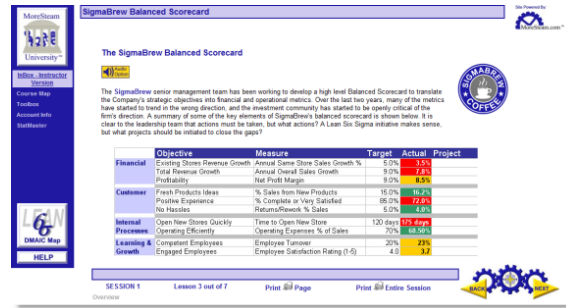
Lean Office principles are illustrated by this hands-on simulation of a transactional purchasing process. By using an email-based platform, participants assume work roles and learn firsthand about Value Stream Mapping, Non-Value-Added Activities (Waste), Takt Time, WIP, and Bottlenecks in a service process where there is no tangible work product.

A High-quality, Low-cost Exercise Students Will Enjoy

SigmaBrew InBox is a cost-effective way to provide your process improvement trainees with a complete, in-depth project within a few hours. The flexible format of the simulation accommodates a class size of 15-20 players. InBox is entirely online, so there are no additional simulation parts or pieces to buy and track.

Teach Tools and Methods in a Risk-free Environment

Project experience is invaluable to Belt success. Start your trainees with SigmaBrew InBox, a risk-free virtual workflow Lean office simulation project that can be completed in a few hours. Students must apply their Lean Six Sigma knowledge to make critical, data driven decisions.



Objective	Measure	Target	Actual	Project
Financial	Existing Stores Revenue Growth	Annual Same Store Sales Growth %	5.0%	7.5%
	Total Financial Growth	Annual Overall Sales Growth	9.0%	7.0%
	Profitability	Net Profit Margin	9.0%	8.5%
Customer	Fresh Product Ideas	% Sales from New Products	95.0%	92.0%
	Positive Experiences	% Complete or Very Satisfied	88.0%	77.0%
	No Hassles	Returns/Returns % Sales	5.0%	6.0%
Internal	Open New Stores Quickly	Time to Open New Store	120 days	105 days
Process	Operating Efficiency	Operating Expenses % of Sales	7.0%	6.5%
Learning & Growth	Competent Employees	Employee Turnover	20%	25%
	Engaged Employees	Employee Satisfaction Rating (0-5)	4.0	3.8

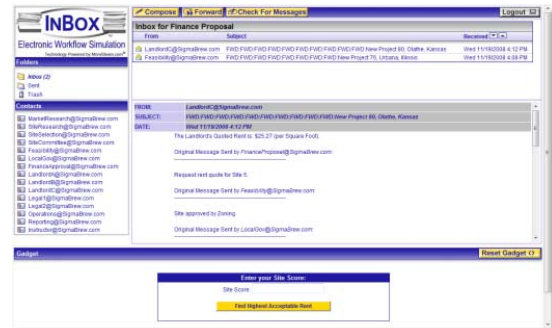


Engage Your Students with a Realistic Example

In SigmaBrew InBox, students are exposed to the compelling case study of SigmaBrew™, a large coffee retailer struggling with quality and customer service issues in an increasingly competitive commercial market. The story begins after senior management identifies a good candidate for a Kaizen Event: the unacceptably long cycle time required to open new stores.

Participants Work Alone But Then Decide as a Team

SigmaBrew InBox is a role-based simulation that begins when participants perform a defined real-world "job" within a transactional e-mail-based work process. After a run of the process, students discuss and apply concepts such as error-proofing, line balancing, and standardized work to improve the process.



Materials and System Requirements

SigmaBrew DMAIC includes an instructor version with answers and teaching tips. Computers running SigmaBrew DMAIC should have these *minimum* requirements: Microsoft Windows® with Microsoft Office® 2002, high color (16-bit) monitor, Pentium or equivalent processor (500 Mhz), 256k RAM, 10MB free disk space, sound card and speakers or headphone, 56K modem, and Internet Explorer 5.0 or higher (or Firefox).

About MoreSteam LLC

MoreSteam.com, the leader in on-line Lean Six Sigma training and deployment support resources, enables organizations of all sizes to advance their performance by delivering powerful, scalable tools for process improvement. MoreSteam.com's eLearning integrates with TRACtion project tracking and EngineRoom® data analysis software to seamlessly support Lean Six Sigma deployments.

Contact MoreSteam LLC Today!

For more information on this product, including demos and pricing, visit www.sigmabrew.com or directly contact MoreSteam at +1.614.310.1080 or sales@moresteam.com.