



Group game | KANBAN game

Reference : 131

Description :

The game shows the fundamental principle of KANBAN. The relationship between the customer and the supplier is clear and makes it possible to reconcile needs and obligations. Reduced stocks are no longer a constraint, but an advantage. Production flexibility and the reliability of the means are two key parameters to meet demand. Principle of the training. Average duration: 2.5 hours. Simulation of a relationship between a supplier and his customer to demystify the simple KANBAN principle, respecting First In / First Out (FIFO). - 6 operating modes are already included in the game box (code 810051) and digital animation on USB key

Benefits :

- This method allows the training of all staff.
- Intuitive training game to be played in a group.
- Training package easy to set up on site at the desired time.
- Approach for a better control of stocks.

Technical specifications :

Product Name	Group game KANBAN game
SKU	131
Weight (kg)	1.000000
Application	Formation, Kanban