Process Improvement With eVSM



Transactional Mapping Workshop

Known Issues Using Quick Transactional Pro

1. Approximate Demand Values

Quick Transactional Pro uses a small sample size to understand how demand flows through the system. This means that demand estimates associated with loops are very approximate. It is recommended that the sample size is increased for a "final run" to improve the accuracy. See Appendix A on how to do this.

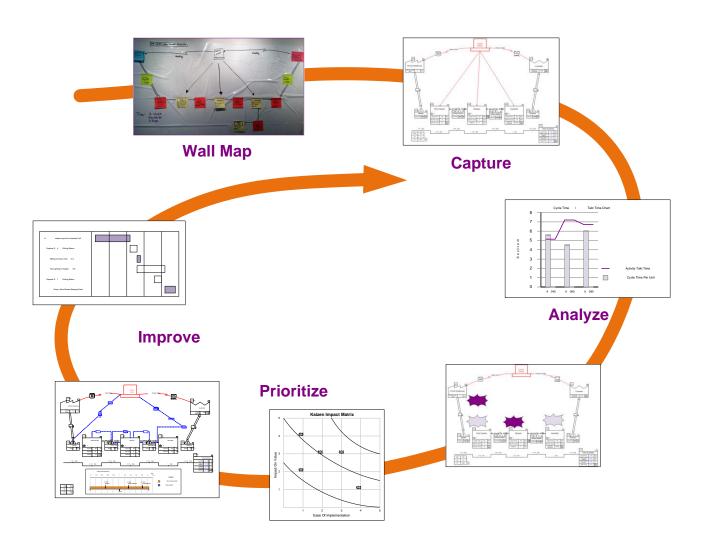
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eVSM Overview



eVSM / Supporting Process Improvement



What is eVSM?

Best Practice Maps

Applying the standard

Company specific Best Practice Maps

eVSM

Standardized mapping & analysis

Application Specific Stencils

Use maps for calculations

Excel Integration

Capture wall maps

VSM Icons for Visio

Collaborative Tools

Group
Interaction

Brown
Paper &
Post-Its

Diagramming

Data

Visio

Excel

eVSM Architecture

Enterprise Processing Transactional Healthcare EPEI Multi-station Facility time Kanban Kanban

Quick Stencils Wizards

Sketcher	Standard	Built-in	Kaizen
wall maps)	Variables	Equations	Impact
Multi-path	Production	Built-in	Kaizen
Maps	Units	Charts	Risk
Multi-level	Data	What-If	Kaizen
Maps	Variation	Studies	Report

Visio + Excel Integration (32 bit + 64 bit)

Windows 7 + 8 Support (32 bit + 64 bit)

Transactional Concepts

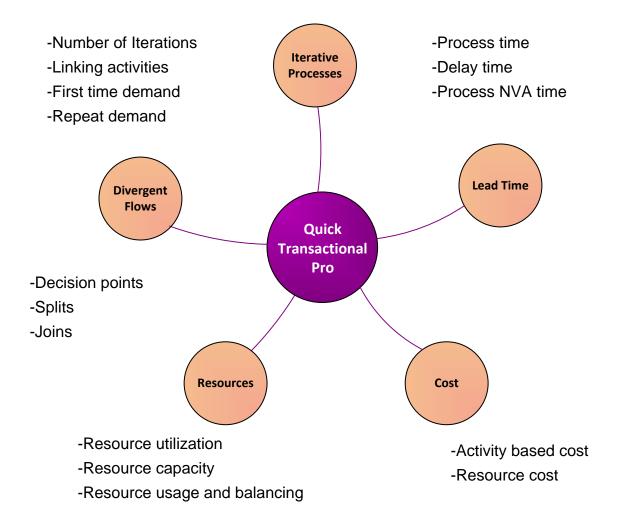








The technical concepts addressed by the Quick Transactional Pro stencil are shown below.



eVSM is a great drawing tool..







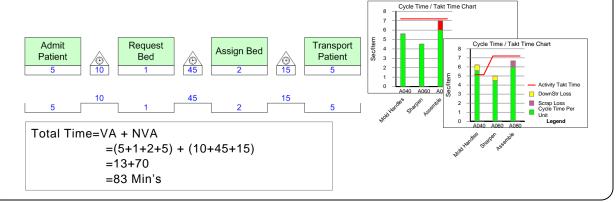
Large Wall-Mounted Touchscreen

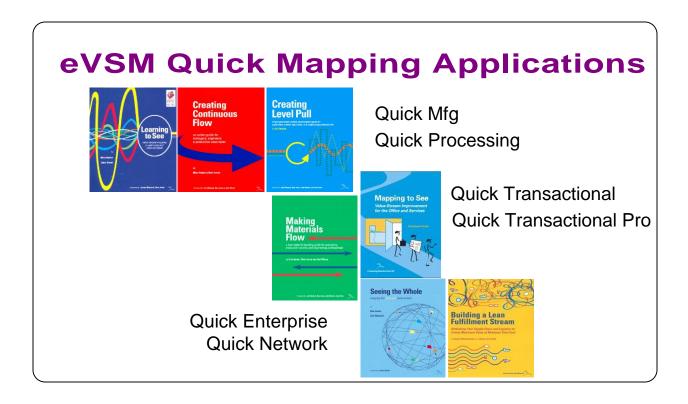
What is a LEAN Value Stream?

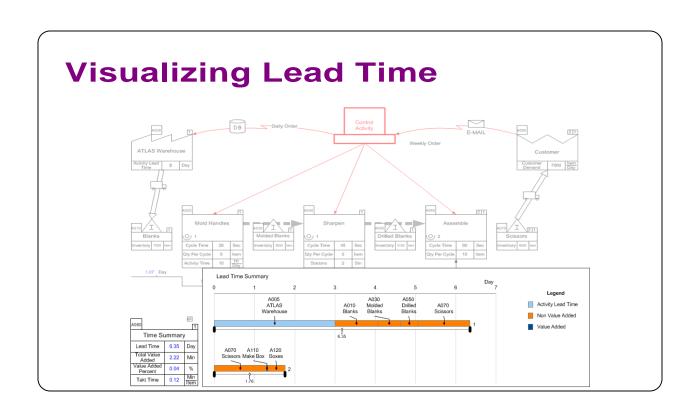
- Define value from the customer's perspective
- Map the value stream
- Create flow and eliminate waste
- Create pull where flow is difficult
- Seek perfection
- Minimize the LEAD TIME
- Adequate & Efficient CAPACITY
- Minimum COST

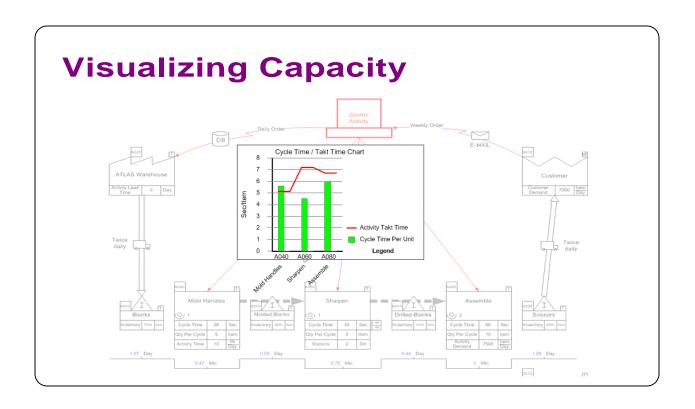
eVSM Quick Mapping Applications

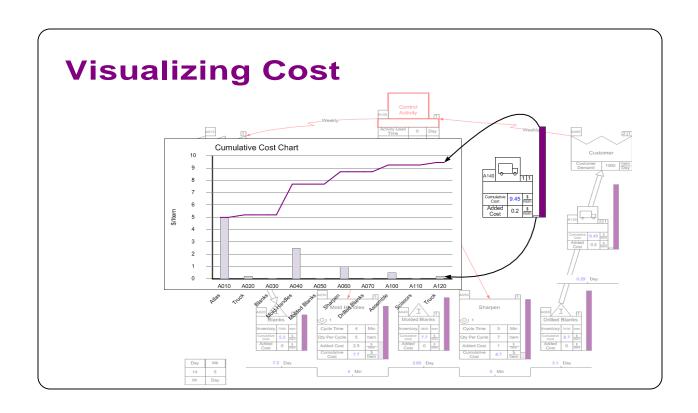
- Very fast way to map
- Drag, drop & enter values
- Automated calculation & charts

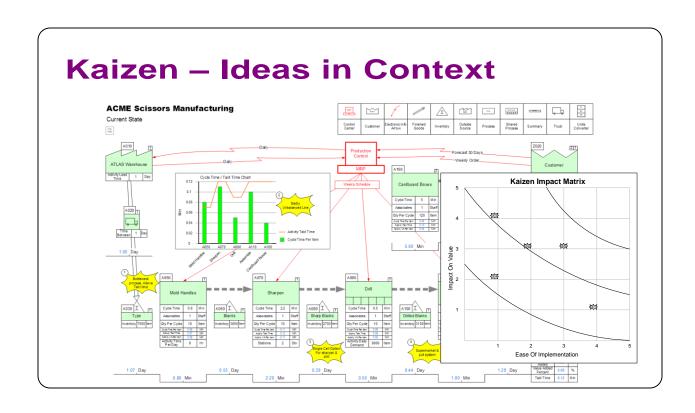






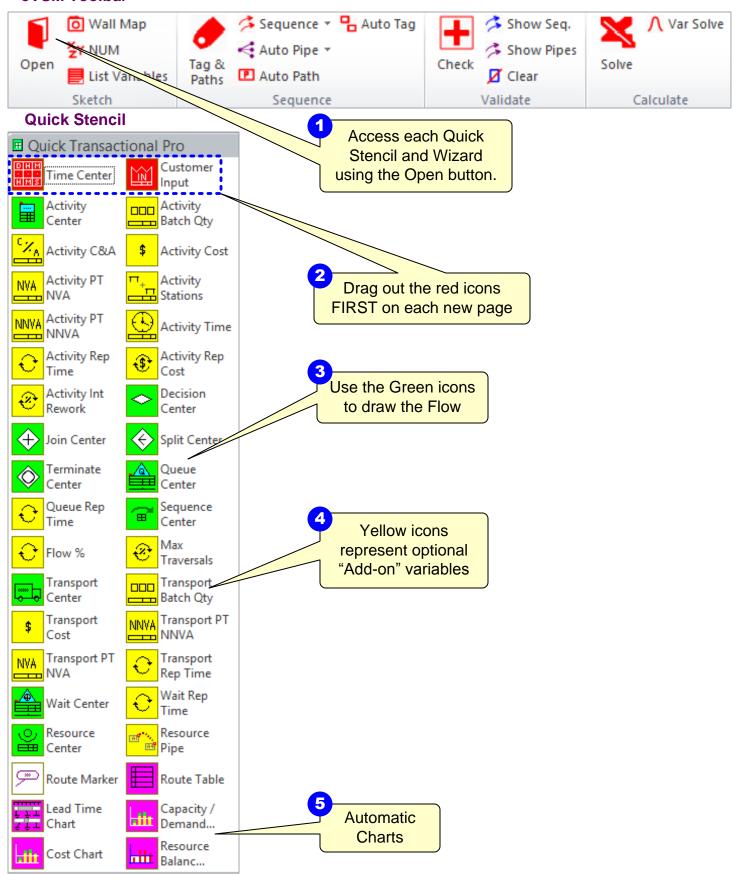


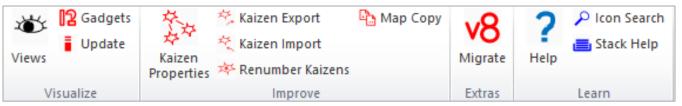




Working with Quick Stencils

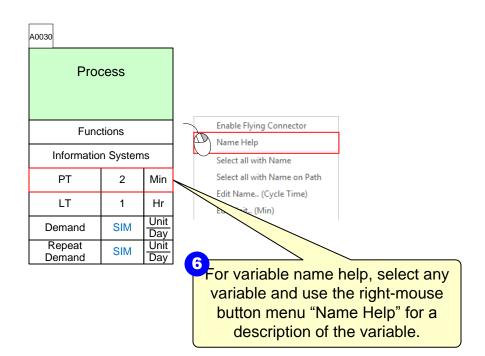
eVSM Toolbar





Main Stencil

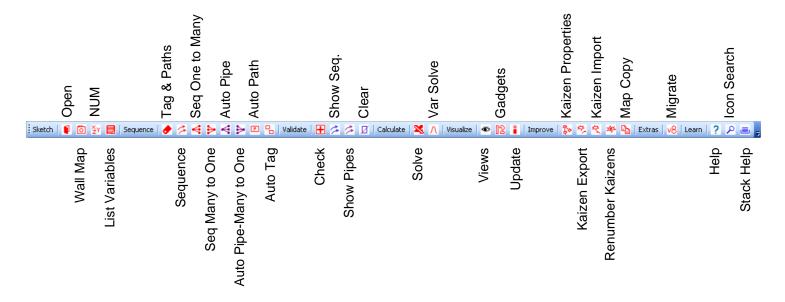




eVSM Toolbars for Visio Versions

The documentation for eVSM is focused around Visio 2010. This is a reference page comparing the eVSM and Visio toolbars in both 2003/2007 and 2010/2013.

eVSM Toolbar in Visio 2003/2007



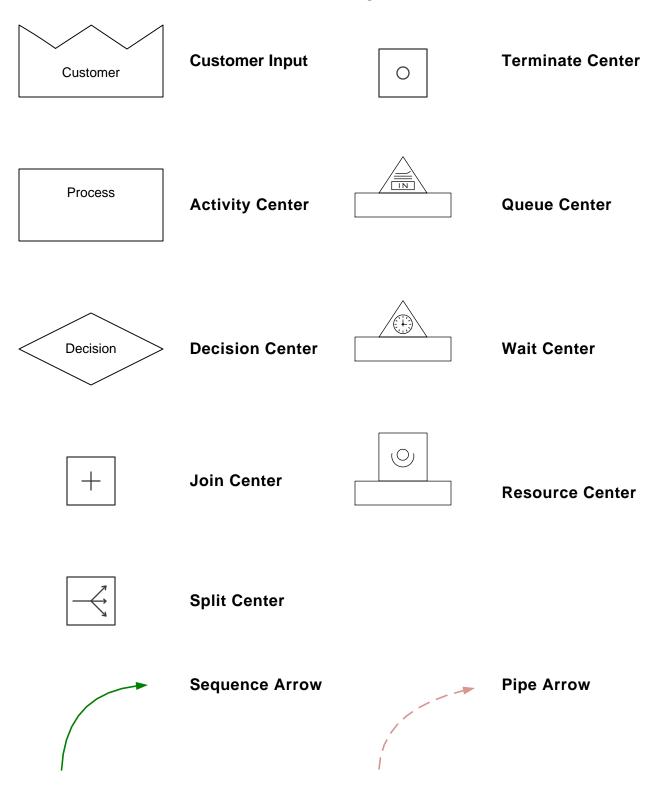
eVSM Toolbar in Visio 2010/2013



Building Blocks of a Transactional Map



Quick Transactional Pro Shapes



Glossary of Terms

Activity Time: Available Time per period after subtracting planned breaks.

Added Cost: Cost added at this activity to process first time entities that is not explicitly modeled by resources connected to this activity

Flow %: The % of upstream output directed to this leg of the route

Functions: Roles or functions contributing to this activity

LT: Time that the first time entity is within the activity

Max Traversals: The number of times the same entity can repeat this path(sequence arrow)

Period Cost: The total cost of this value stream per period

PT: "hands-on" Time to process a first time entity

Repeat Demand: The demand for repeat entities to be processed at this point

Repeat LT: Time that the repeat entity is within the activity

Repeat PT: Time to process a repeat entity

Repeat Resource PT: Resource Usage Time Per repeat entity

Resource PT: Resource time to process a first time entity

Resource Time: Resource available time after subtracting planned breaks.

Route Activity Ratio: Ratio between process time/lead time for this route

Route Cost: Total cost for a route, including first-time and rework activities

Route Cost Per Period : Cost per period for this route

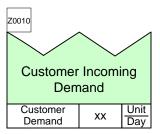
Route Demand: Demand per period for this route

Route Lead Times Total: Total Lead time for a route including time for first and repeat entities and with duplication in the presence of parallel route activities

Route Percent: Percent of demand using this route

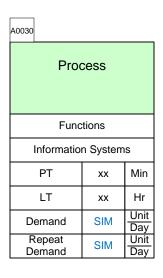
Route Process Times Total: Total process time for a route including time for first and repeat entities and with duplication in the presence of parallel route activities

Customer Input



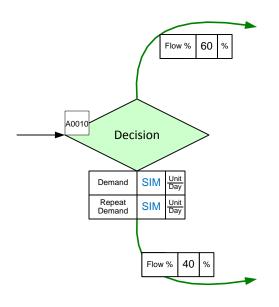
- The incoming documents that "trigger" the value stream
- Only one such shape allowed per value stream map
- Arrows can only come OUT from this shape

Activity Center



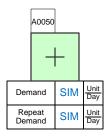
- Functions: Departments or Roles (Sales, Controller, ..)
- Information Systems : (SAP, Excel_HR..)
- PT : Process Time (Touch Time)
- LT : Lead Time (Work In to Work Out)
- Demand: First time demand
- Repeat Demand : Loop demand

Decision Center



- The percentages coming out of the decision center must equal 100%.
- Any work item will go down ONE of the arrows and based on the percentages and probability

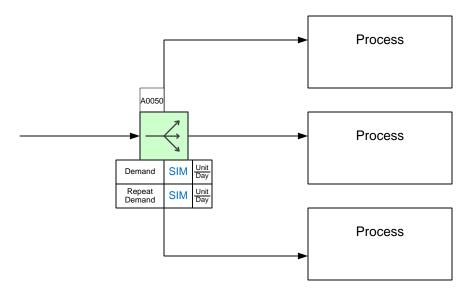
Join Center



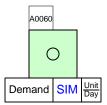
- Multiple inputs
- Only ONE output
- Multiple work items coming in create one work item going out

Split Center

• A Split center can only have one input, with multiple outputs.

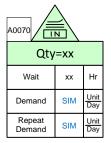


Terminate Center



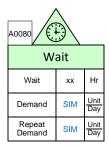
 Processes can only terminate at Terminate Centers

Queue Center



- Specify the quantity in the text field.
- Specify "wait" as the time for the queue to clear.

Wait Center

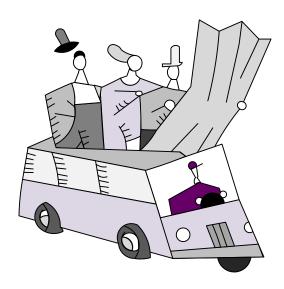


 Useful where activities only happen periodically (Ex: Bills get sent out at the end of each day)



Transactional Exercises

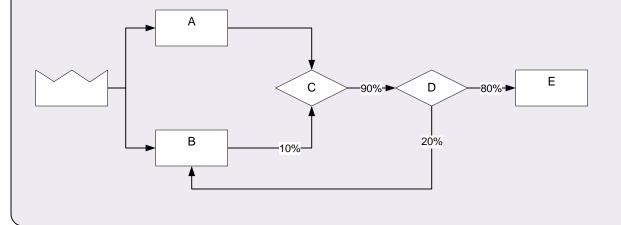
The following exercises will make you familiar with the terms and calculations in Quick Transactional Pro.



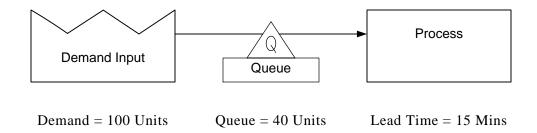
Demand

Importance of Demand on a Value Stream Map

- In a transactional map, work units are transformed along the process, sometimes loop back, split into multiple parallel processes and have processes join together before proceeding.
- This makes the understanding of "demand" at any step particularly challenging. Once demand is understood at a step, it can be "extracted" in considering its capacity, and then its contribution to overall cost and lead times.



Exercise 1

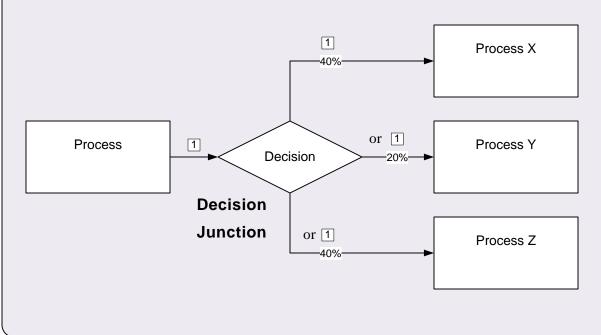


Q1: If there is an Input Demand of 100 Units, what will the demand at the Process be?

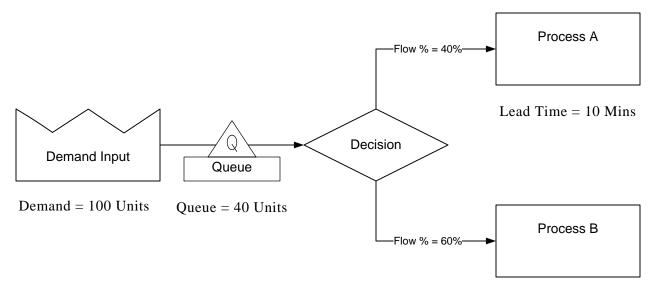
Q2: What will the demand be at the Process if the number of Units in the Queue is increased from 40 to 50?

Decision Construct

• A junction where incoming work units are routed to ONE of the outgoing paths based on the Flow % values and probability.



Exercise 2

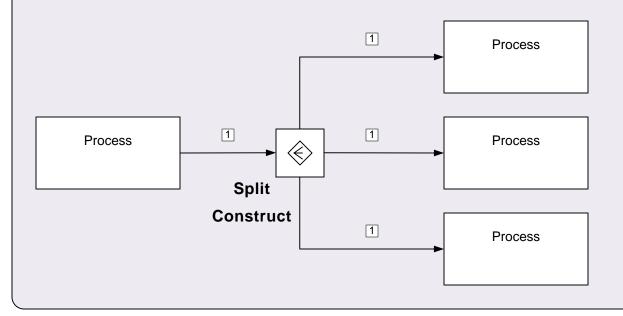


Lead Time = 12 Mins

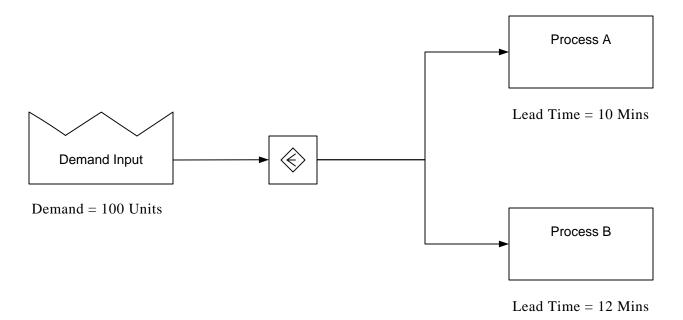
Q1: What is the demand at Process B?

Split Construct

• A junction with exactly one incoming path and two or more outgoing paths. The work unit from the incoming path results in a work unit on EACH of the outgoing paths.



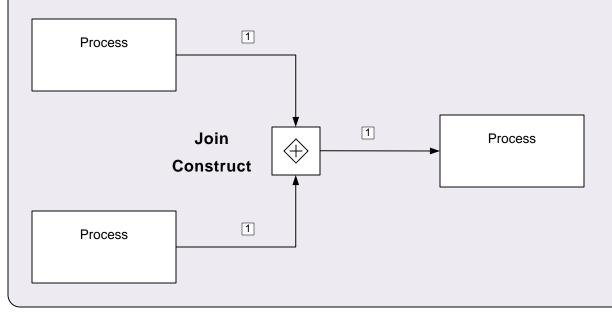
Exercise 3



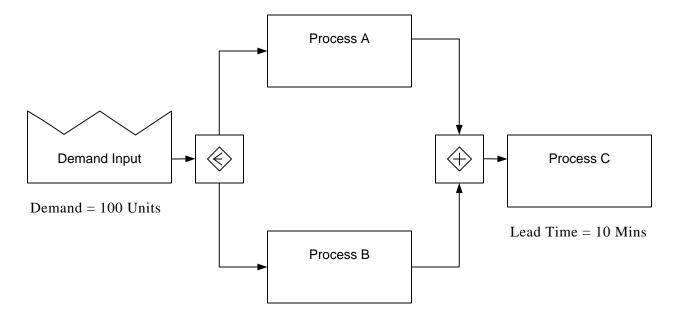
Q1: What is the demand at Process A?

Join Construct

 A junction with 2 or more incoming paths. Work Units on all incoming paths are needed for the work to move forward. There is only ever 1 outgoing path.



Exercise 4



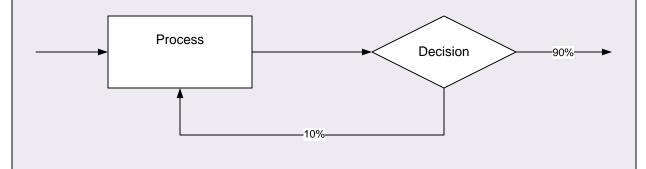
Q1: What is the demand at Process C?

First Time and Repeat Work

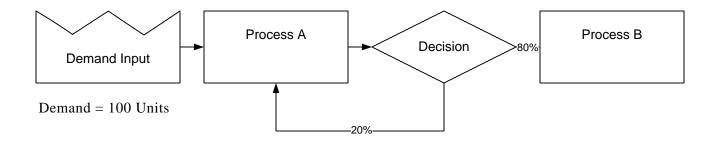
• When work units go through an activity first time they may take a different time to process compared to when the same unit comes through again (because of iteration or rework).

Process Time = 30 mins

Repeat Process Time = 10 mins



Exercise 5

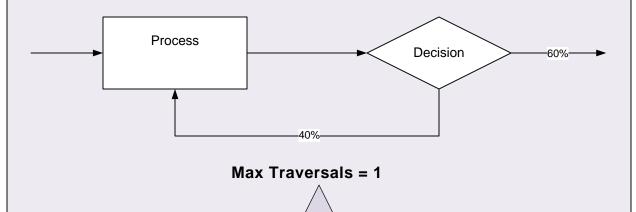


Q1: What is the demand at Process B?

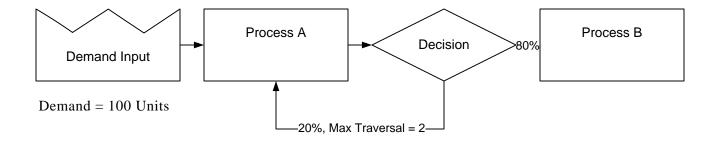
Q2: What is the demand at Process A if entities only ever loop back a maximum one time?

Max Traversals

• Maximum number of times a work unit can traverse a leg



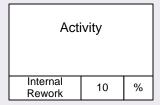
So 40% of the units when they come the decision box loop back. Those same units when they come back to the decision box again never loop again because max traversals for the loop back is set to 1.



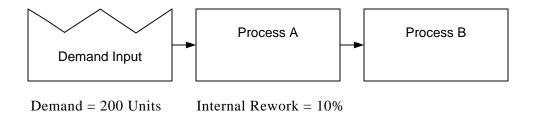
Q1: What is the repeat demand at Process A?

Internal Rework

• Internal Rework represents the % of units undergoing rework internally within the activity.



So if 100 work units come into this activity, then 10 of them have an internal rework step before the work unit exits the activity. So the first time demand is 100 and the effective repeat demand is 10. It assumes that the rework time to correct is the repeat process time, and also that rework is done only once per defective item.

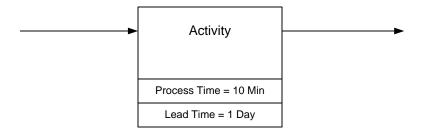


Q1: What is the demand at Process B?

Q2: What is the First Time and effective Repeat Demand at Process A?

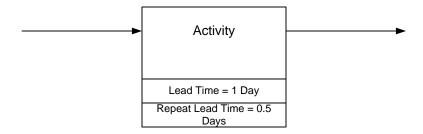
Lead Time

Exercise 8



 $Q1: What's \ the \ lead \ time \ contribution \ to \ any \ work \ unit \ passing \ through \ this \ activity?$

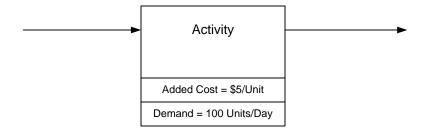
Day	Wk	Year
8	5	52
Hr	Day	Wk



Q1: What's the lead time contribution to a work unit that passes through the same activity a total of 4 times?

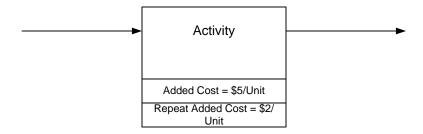
Cost

Exercise 10



Q1: What's the added cost to any work unit that passes through this activity?

Q2: What's the daily cost of this activity?



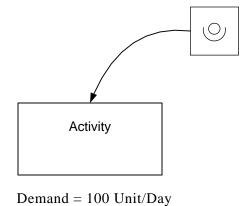
Q1: What's the added cost contributed to a work unit that passes through this same activity a total of 4 times?

Q2: What's the percent reduction in added cost if it only passes through 3 times?

Q3 : If Demand = 300/Day and Repeat Demand = 150/Day, what's the total cost of the activity per day?

Resource

Exercise 12



Auditor

Available Time = 4 Hrs/Day

Process Time = 8 Min/Unit

Cost = \$40/Hr

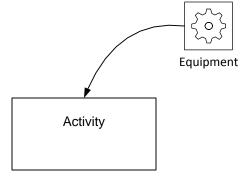
Efficiency = 80%

of Auditors = 4

Q1: How much of the auditing time is used each day?

Q2: What are the costs of the used time and the available time?

Q3 : What is the auditor's utilization percent?



Process Time = 2 Hrs

Demand = 1000 Units/Year

Available Time = 250 Day/Year

Cost = \$500k/Year/Station

Efficiency = 95%

Quantity = 5

Process Time = 2 Hrs/Unit

Hrs per day = 15 Hrs

Q1: What is the utilization % of the equipment?

Q2: What is the used cost of the equipment for this activity?



ACME Case Study



ACME Industries

ACME Proposals Fulfillment Process - Overview

The leadership at ACME Industries has become increasingly concerned about the time taken to respond to customers' RFQ's (Request for quotation) with proposals. They have received customer complaints about the long length of time quoted for response and additionally about proposals that are not then received by the quoted times. They have tasked a team to investigate and make recommendations towards improving the process, increasing customer satisfaction, and closing more sales.

Value Stream Walk 1 / Understand the Process

You start at the back end of the process to understand the value stream. Ultimately proposals go to a weekly management meeting where there are three possible outcomes. 10 percent of the proposals are rejected, 60 percent are approved, and 30 percent get marked up with a change request and are sent back to the sales team that created the initial RFQ package and goes into their queue. Typically the same proposal will only go through one such change request.

You see that there are two submissions sent to the management meeting for each proposal, the technical specification and the contract. Only proposals with both components available are discussed in the meeting. The components originate from engineering and legal departments respectively.

You first go and visit the engineering group to understand the process behind the technical specification. Their work is triggered by RFQ packages from the sales group and sits in a queue until ready to be worked upon

The legal department receives the same RFQ package from the sales group and works in parallel to engineering to create the contract piece of the proposal. They also have an incoming queue for RFQ's.

You next visit the sales group who create and send the RFQ package to both the engineering and legal departments. They deal both with new RFQ's from the customer and with the change requests from the management meeting. Their job is to create a new or revised RFQ package as necessary. The RFQ packages then go to both engineering and legal.

Team Exercise 1 / Draw the Basic Wall Map

With your group, read the information below and then:

- 1. Draw a wall value stream map showing the customer, queues, activities and decisions and end points using the template cutouts provided.
- 2. Draw and annotate arrows to show the percentage flows from the management meeting decisions.

Value Stream Walk 2 / Collect Timing & Queue Data

On your second walk through you collect more data about each of the activities in the value stream and try to gain insight into any waste and opportunities.

Time

The office and most operations run 8 hours a day and 5 days a week.

Management Meeting

Occurs only once a week, lasts all day and can handle up to 150 proposals. You sit in on part of a session and note that while each contract is unique there are often just slight variations.

Engineering

There is a 1 week queue of RFP packages (approx 50) in Engineering and it takes about a week for a technical specification to be completed after it starts getting worked upon. It takes 45 minutes of actual work per RFQ package. Change Requests to packages normally take 30 minutes or so of work time with a 2 day completion time.

Legal

The legal department has 200 RFQ in their incoming queue and estimates a 2 week time to clear these. Their process time for creating a contract for a new RFQ is 60 minutes, and it typically gets delivered a week after work starts on it. RFQ Change Requests typically take about 45 minutes with a 3 day clearing time.

Sales

Sales deals with both new RFQ's from the customer and with the change requests from the management meeting. The process time for creating a new RFQ package is about 10 min's while that for a revised package is 5 minutes. It typically takes them a week to deliver the package to both engineering and legal once they start work on it, but only takes 1 day if it is a Change Request. They currently have 80 RFQ's in their queue which is estimated as a 2 week backlog. The group receives 100 new RFQ's from the customer each week.

Team Exercise 2 / Estimate Lead Time

- 1. Add the data collected to the value stream map.
- 2. Estimate lead times for the value stream.
- 3. Note any lead time info you would like to know but is proving difficult to calculate

Value Stream Walk 3 / Collect Capacity & Cost Data

The team has noted some significant incoming queues into sales, engineering and legal and wants to understand staffing availability, usage and constraints in each of these areas. You go to each of the three areas and collect data on resource availability and cost.

Engineering

6 Engineers, 4Hrs per day for this activity, \$30/Hr, 80% efficiency (to account for walking, interrupts etc..)

Legal

5 Paralegals, 4Hrs per day for this activity, \$30/Hr, 80% efficiency

Sales

1 RFQ specialist, 6Hrs per day for this activity, \$30/Hr, 80% efficiency

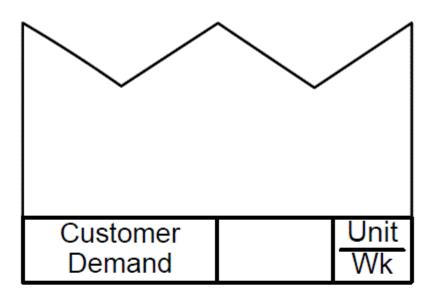
Team Exercise 3 / Estimate Utilizations

- 1. Add the data collected to the value stream map.
- 2. Estimate staff utilizations
- 3. Estimate staffing costs

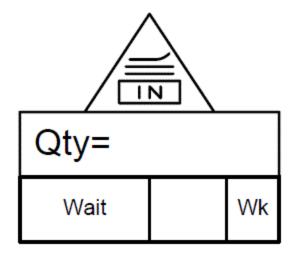
Team Exercise 4 / Identify Opportunities

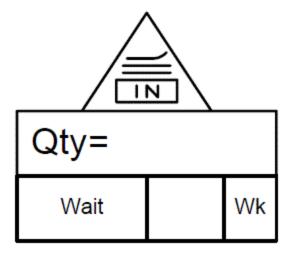
- 1. Identify problems in the value stream leading to the large lead times and lead time variability
- 2. Add kaizen bursts to the map in each problem area
- 3. Use color coding to designate a set you will recommend that need to be solved
- 4. Create a revised map (Future State) with a lead time at less than 50% of the current value and with reduced variance

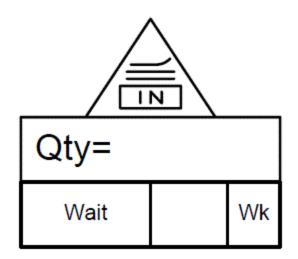


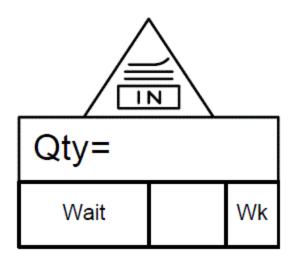








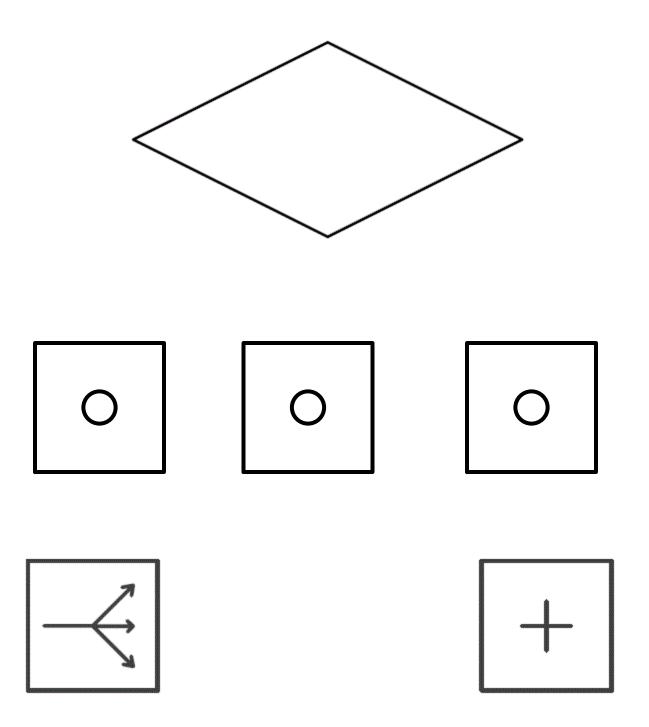




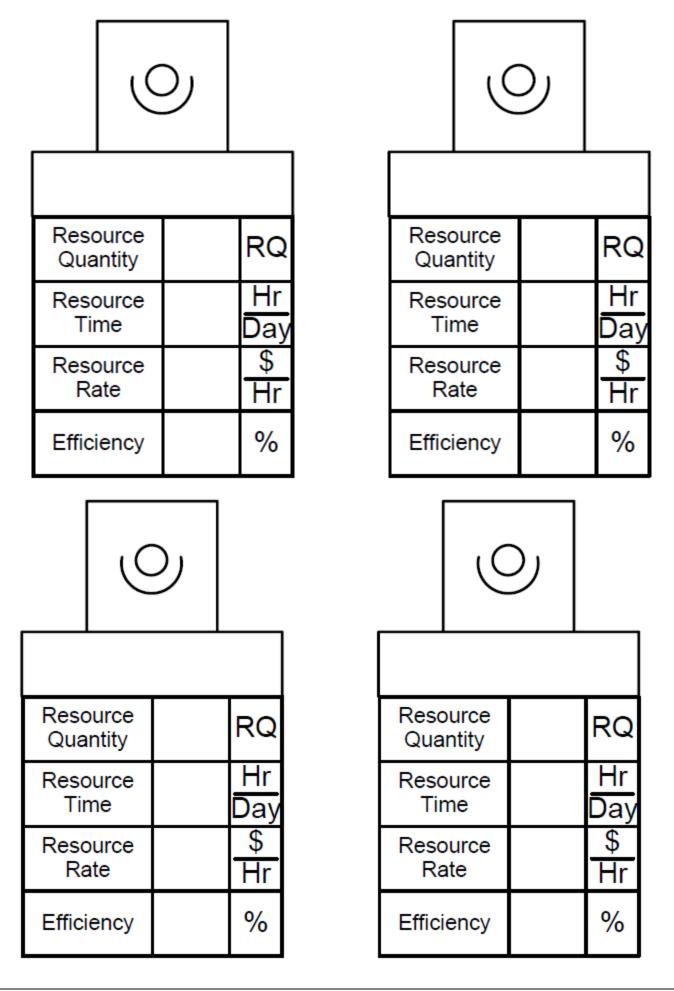


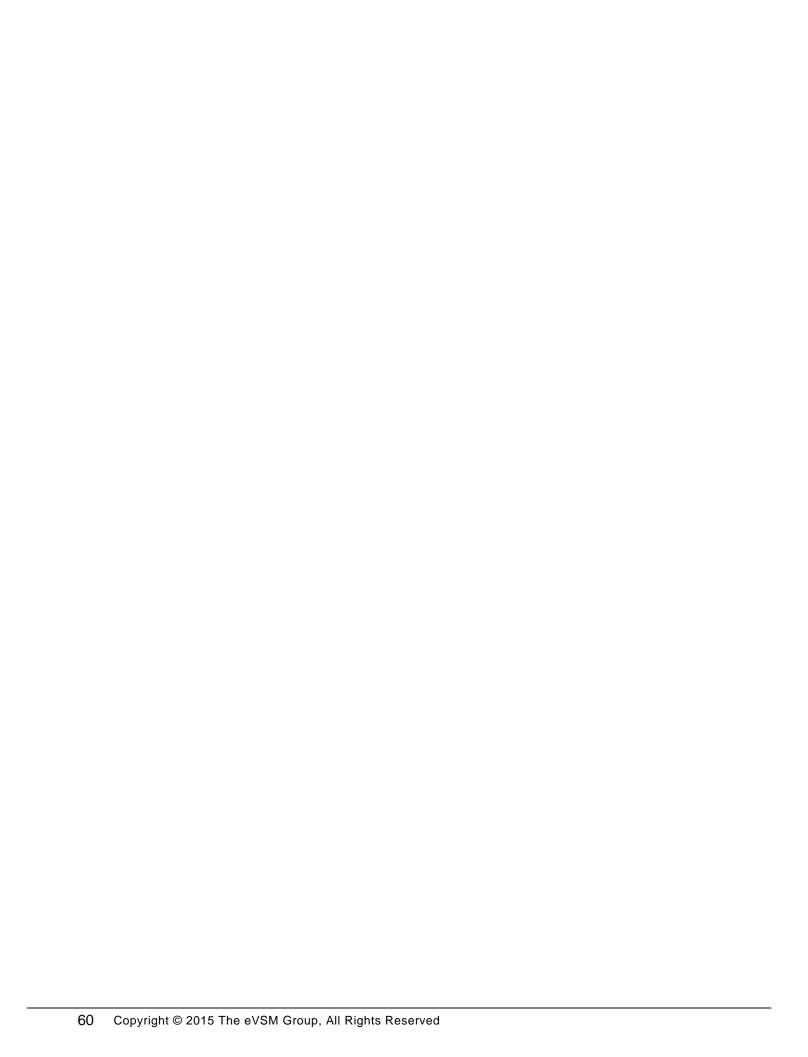
Activity Center		Activity Center			
Functions Information Systems		Functions Information Systems			
PT			PT		
LT		Wk	LT		Wk
Repeat PT		Min	Repeat PT		Min
Repeat LT		Day	Repeat LT		Day
Batch Qty		Unit	Batch Qty		Unit
Activity Time		Day Wk	Activity Time		Day Wk





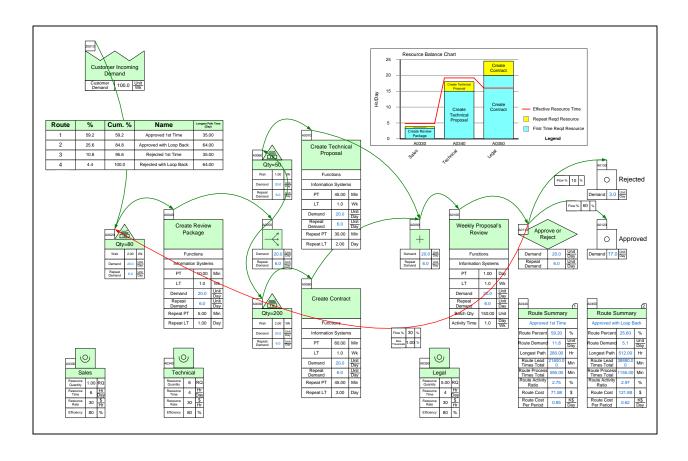




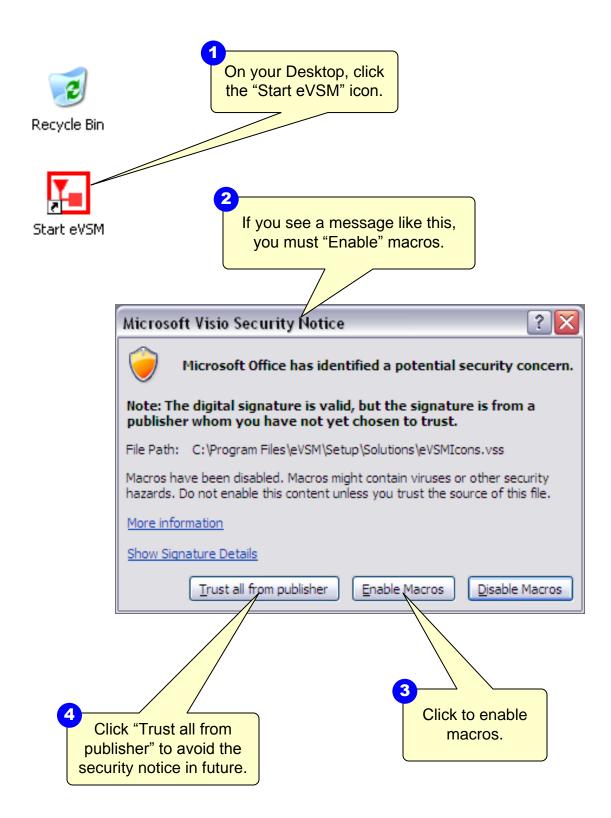


Quick Transactional Pro Tutorial

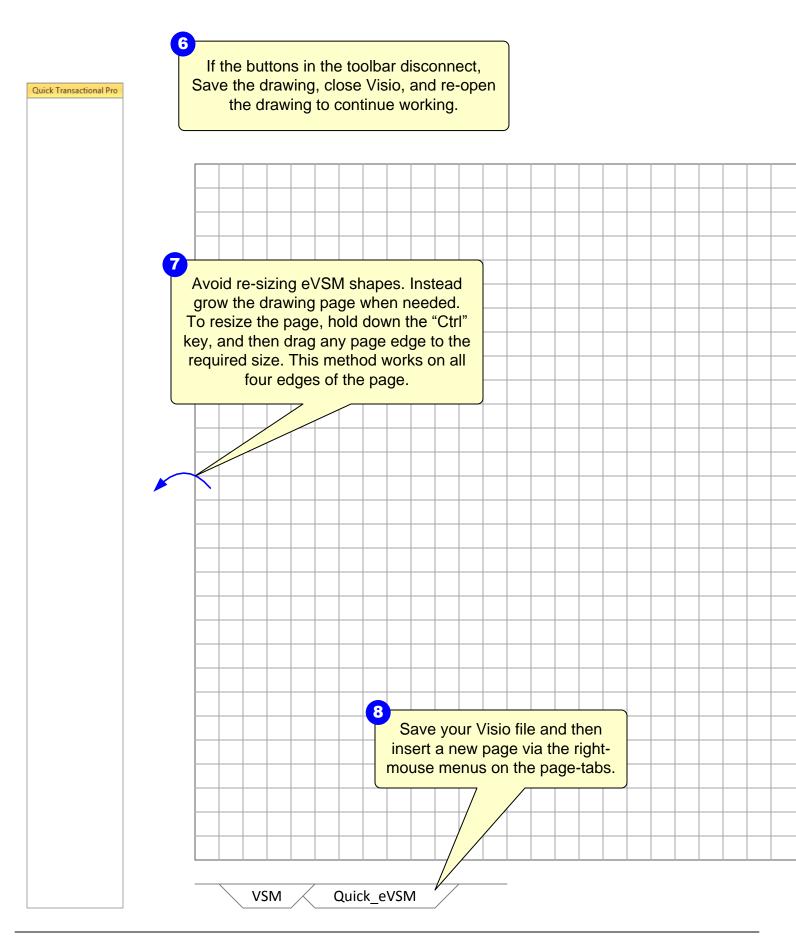
This tutorial will guide you through the steps to draw the map below in eVSM using the Quick Transactional Pro stencil.



Step 1: Start eVSM



Step 2: Learn eVSM Basics

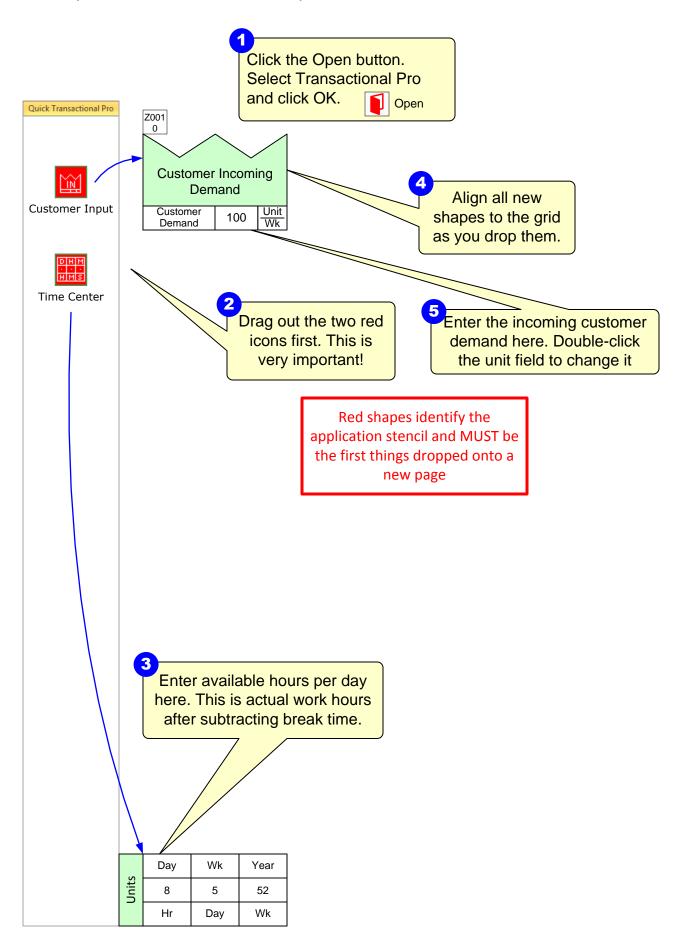


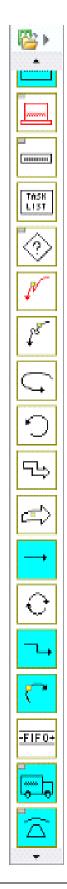
each help button and learn what it does. TASK LIST 3 2 To edit any text, just double-Blue icons in the main stencil click it. To move text relative represent families of shapes. Drag to the shape location, use the out the Transport icon. Visio Text Block Tool located by the Text Tool in the Visio Standard toolbar. Daily Use the shape's right-mouse menus to turn it into a car Zooming: -Ctrl + Shift = Drag Zoom Options -Whole page view in Visio 2003/2007: Ctrl + W -Whole page view in Visio 2010/2013: Ctrl + Shift + W -FIF0+

eVSM Help resources are available in the Learn module of the toolbar. Hover over

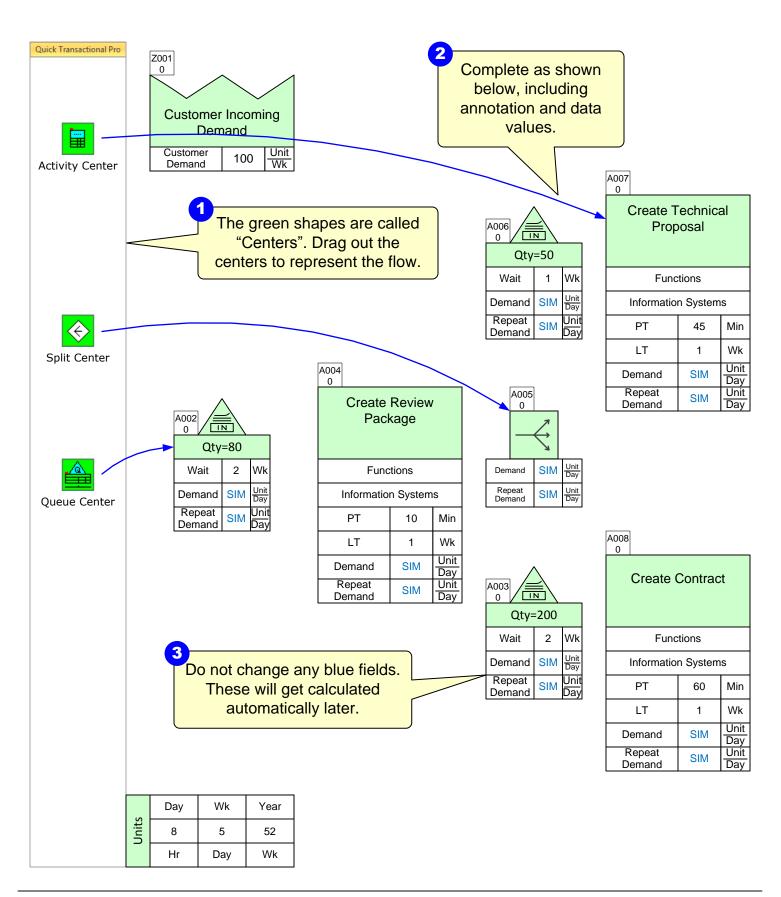


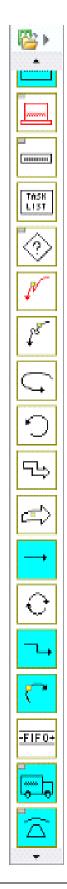
Step 3: Initiate the map for Quick Transactional Pro



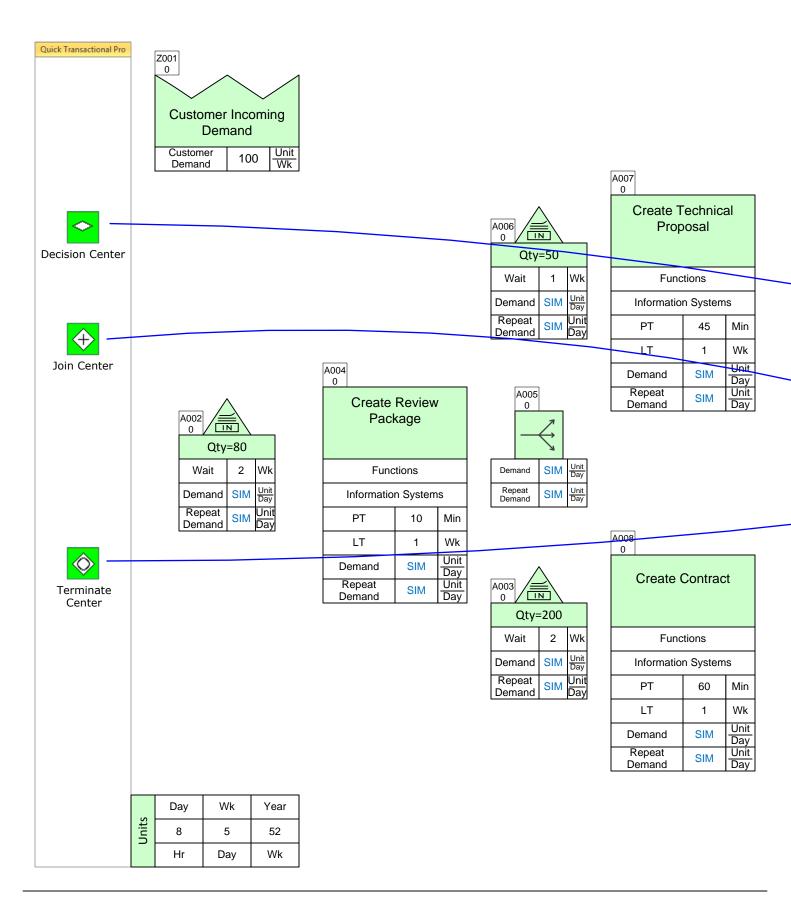


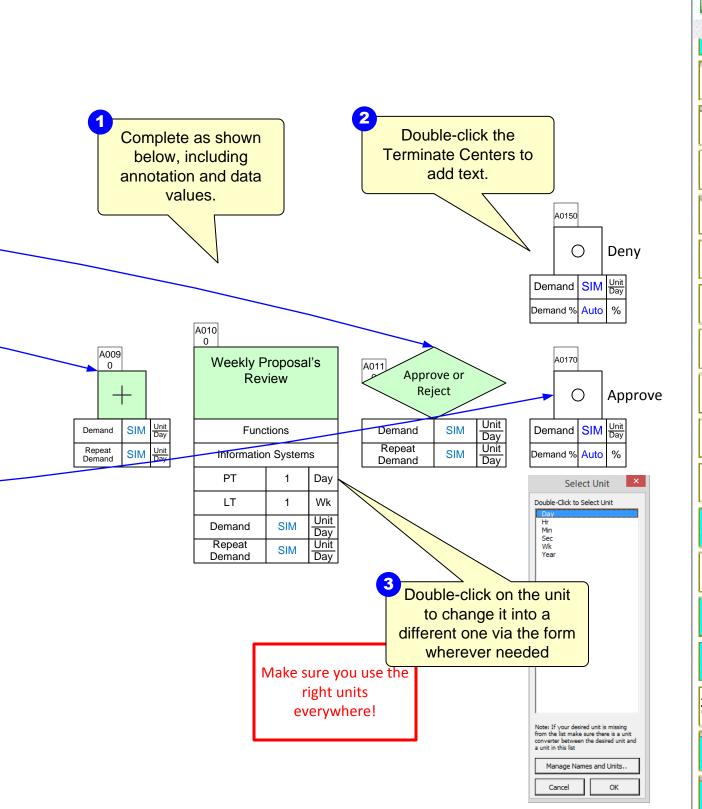
Step 4: Draw the flow





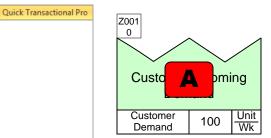
Step 5: Draw the flow

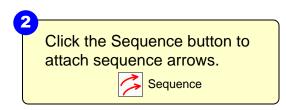






Step 6: Sequence Arrows





A006 0

Wait

Demand

Repeat

Demand

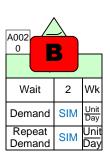
1 Wk Unit Day

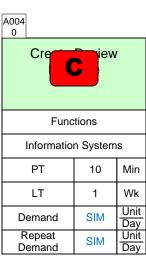
SIM

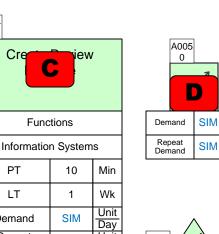
SIM

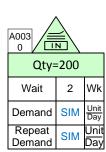
Unit

Day









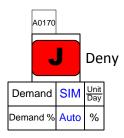
A007 0		
Crea	nica	al
Fund	tions	
Information	n System	s
PT	45	Min
LT	1	Wk
Demand	SIM	Unit Day
Repeat Demand	SIM	Unit Day

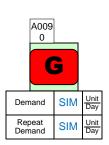
A008 0					
Create Contract					
Fund	tions				
Information	n System	ıs			
PT	60	Min			
LT	1	Wk			
Demand	SIM	Unit Day			
Repeat Demand	SIM	Unit Day			

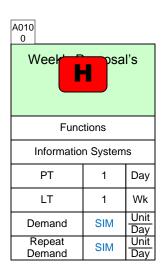
	Day	Wk	Year
Units	8	5	52
	Hr	Day	Wk

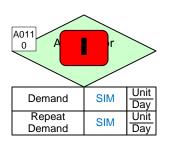
Sequence arrows are needed for upstream and downstream calculations. To add them, hold down the Ctrl key and select the green shapes in the order shown here.

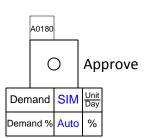








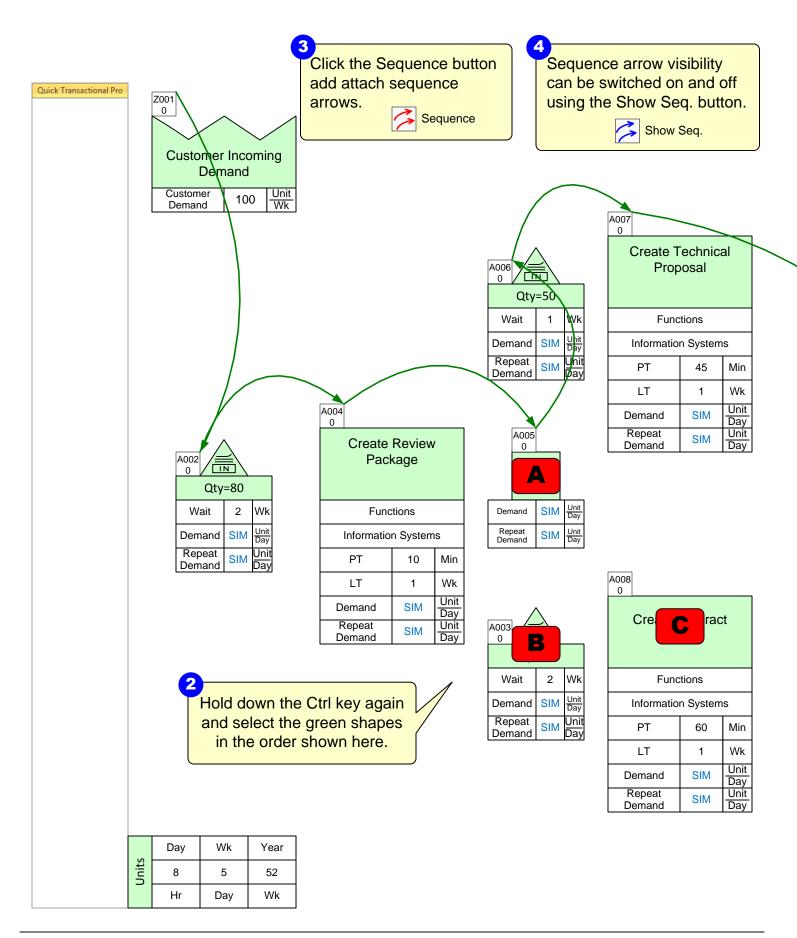


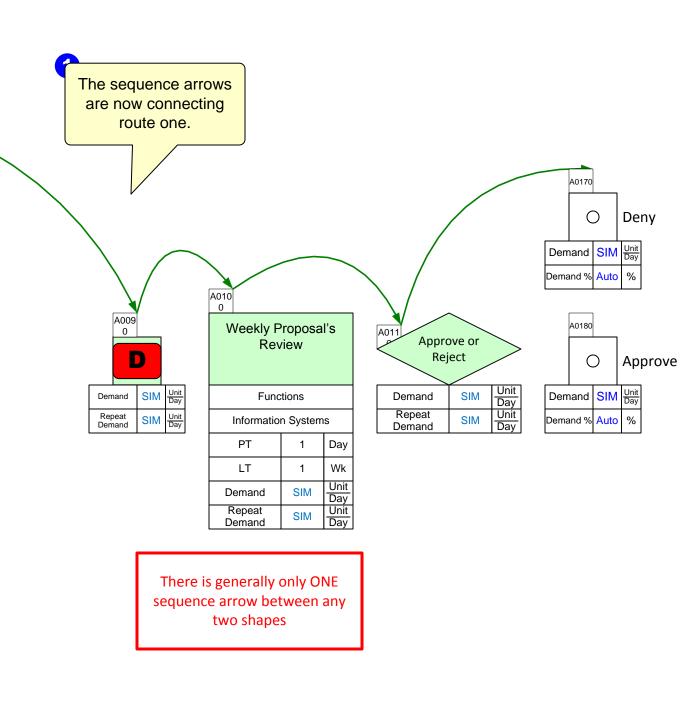


You can draw sequence arrows between small groups of shapes. You do not have to do the whole set in one go.

TASK LIST

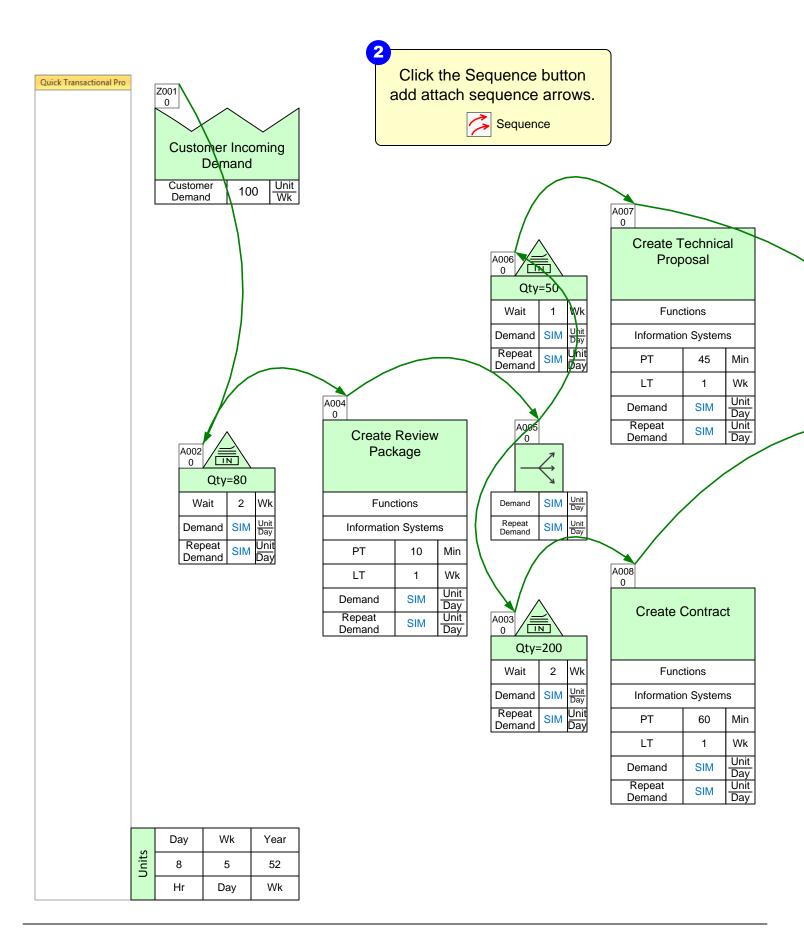
Step 7: Sequence Arrows part 2

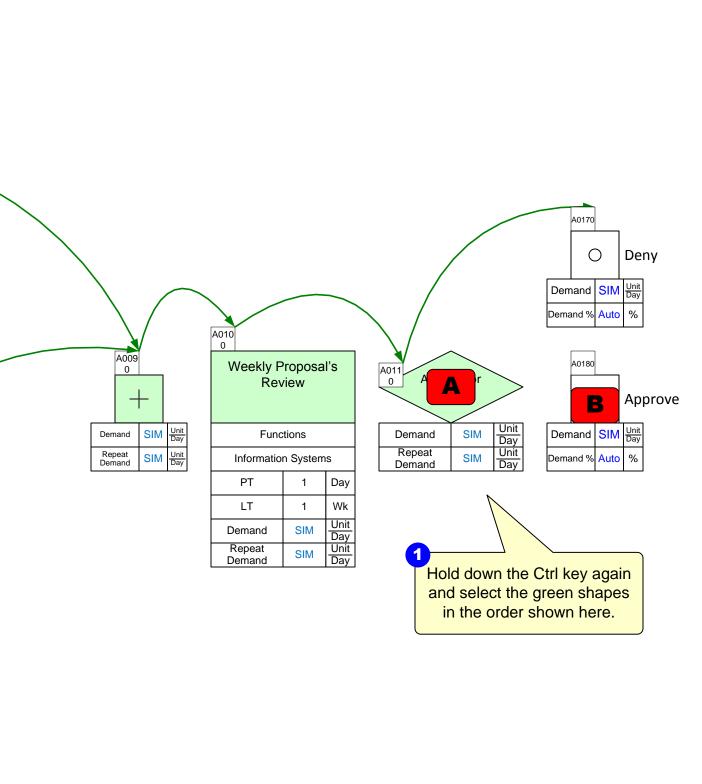




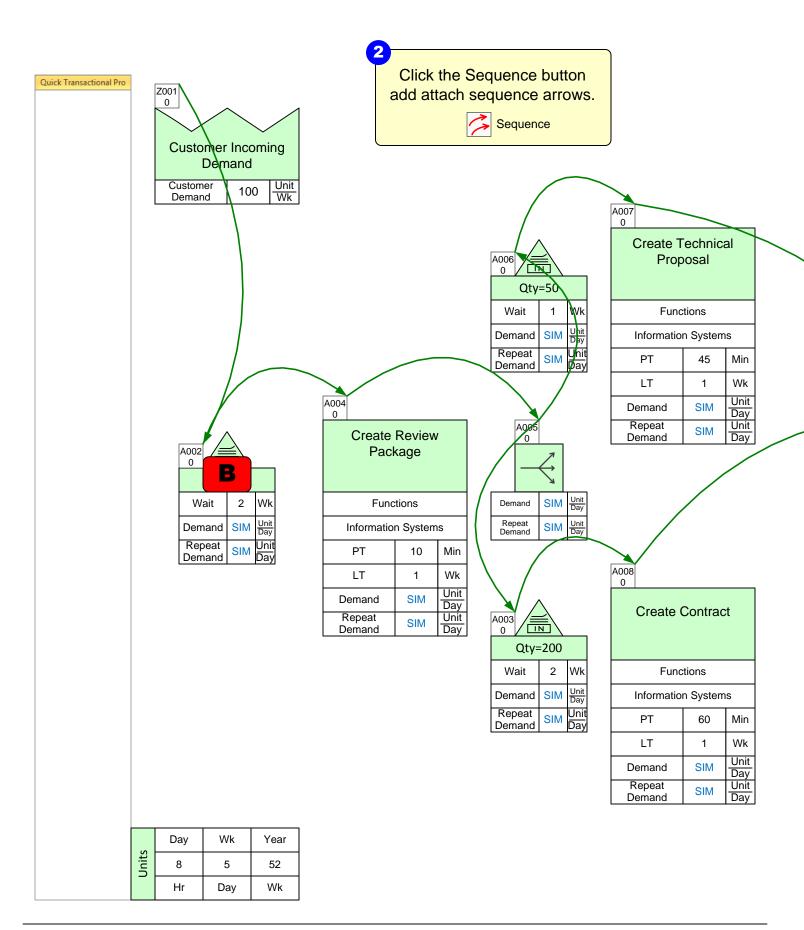


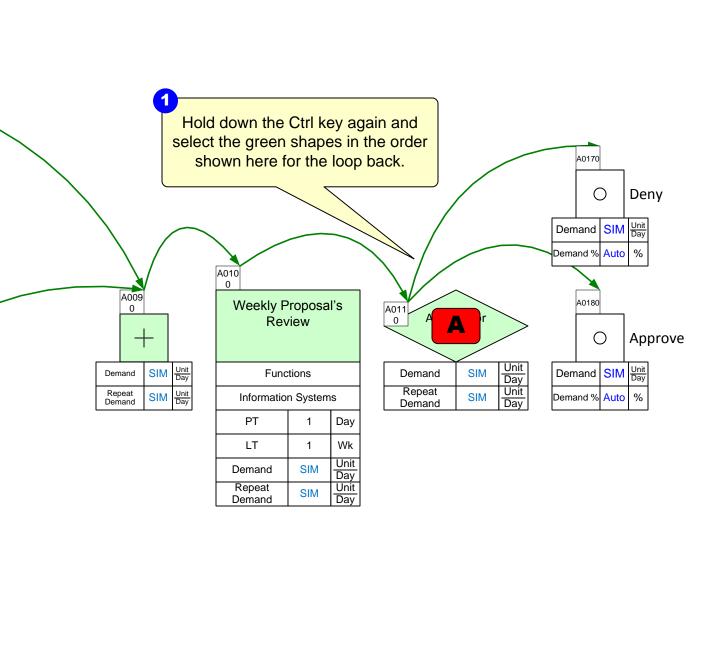
Step 8: Sequence Arrows part 3



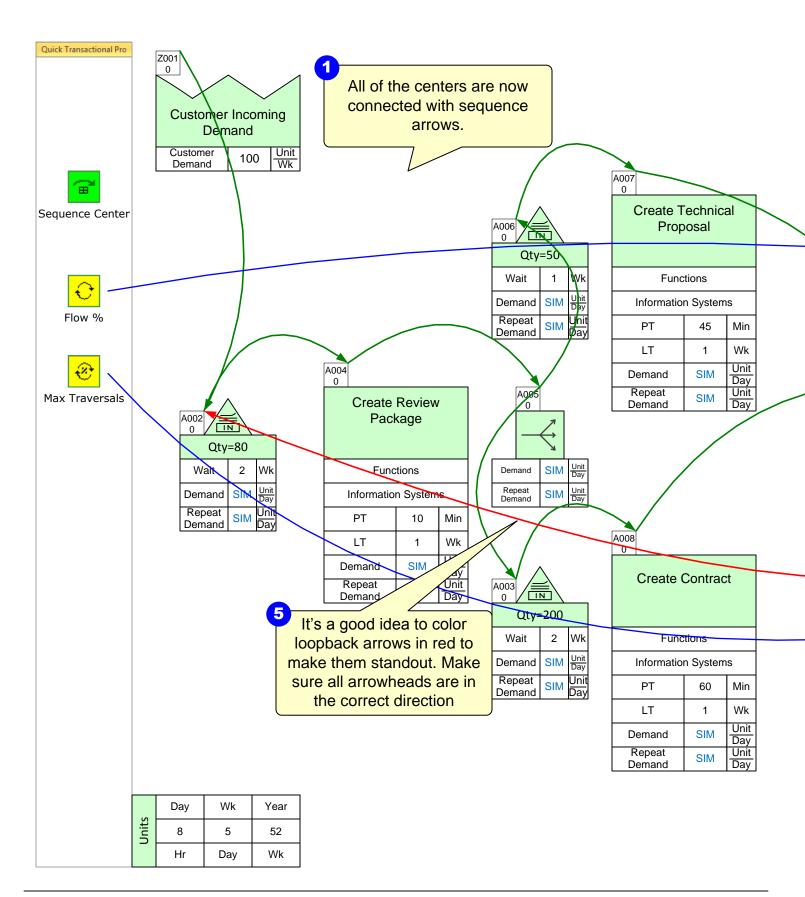


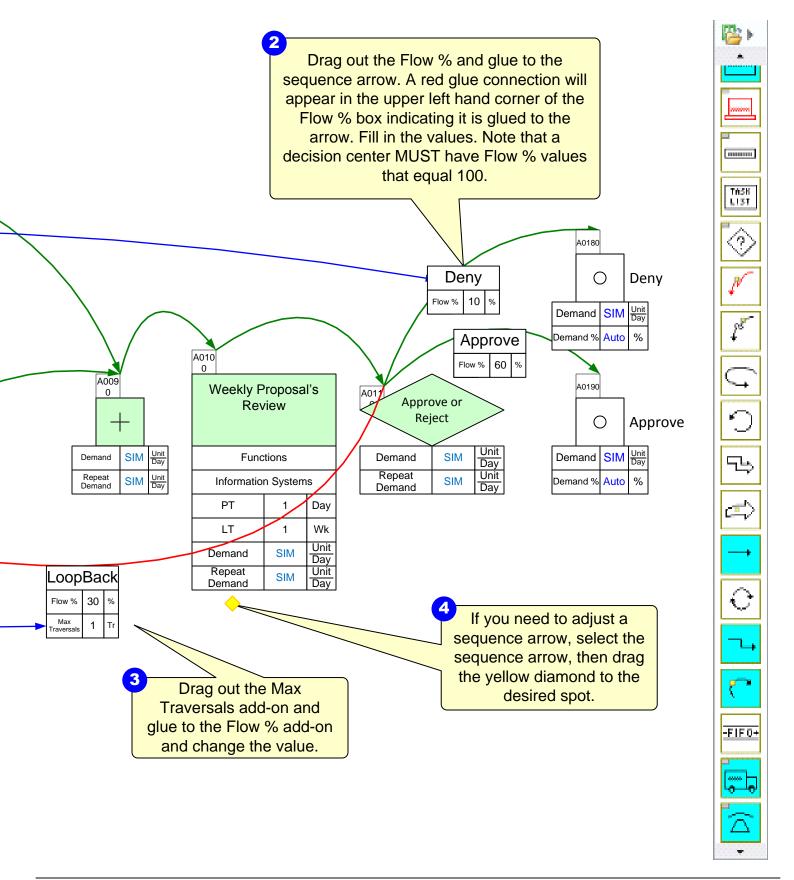
Step 9: Sequence Arrows part 4



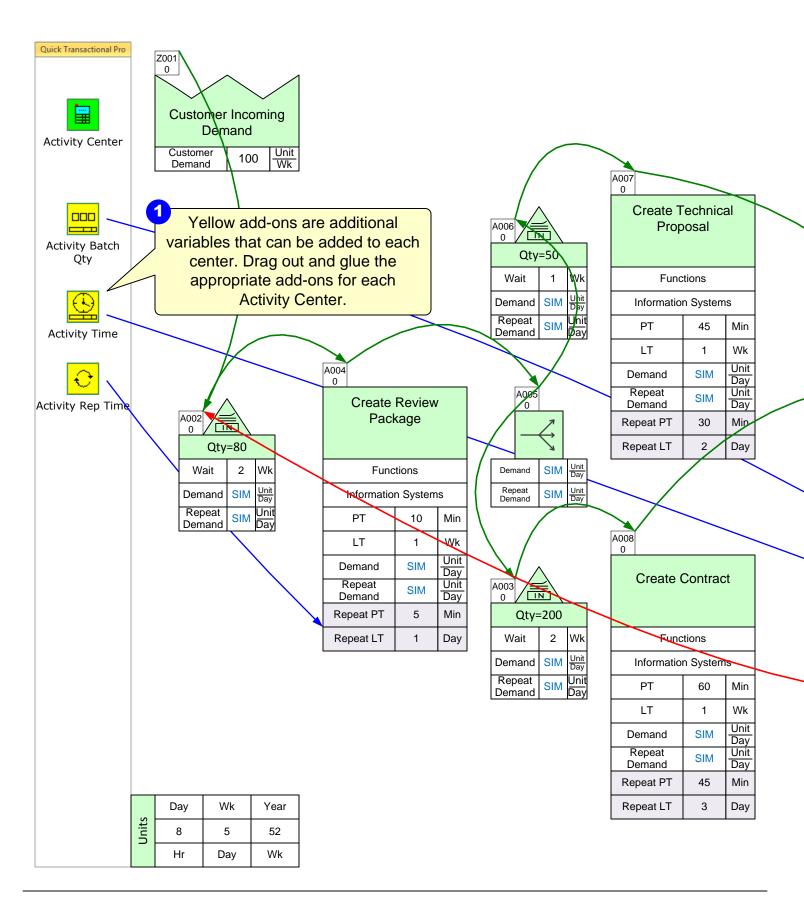


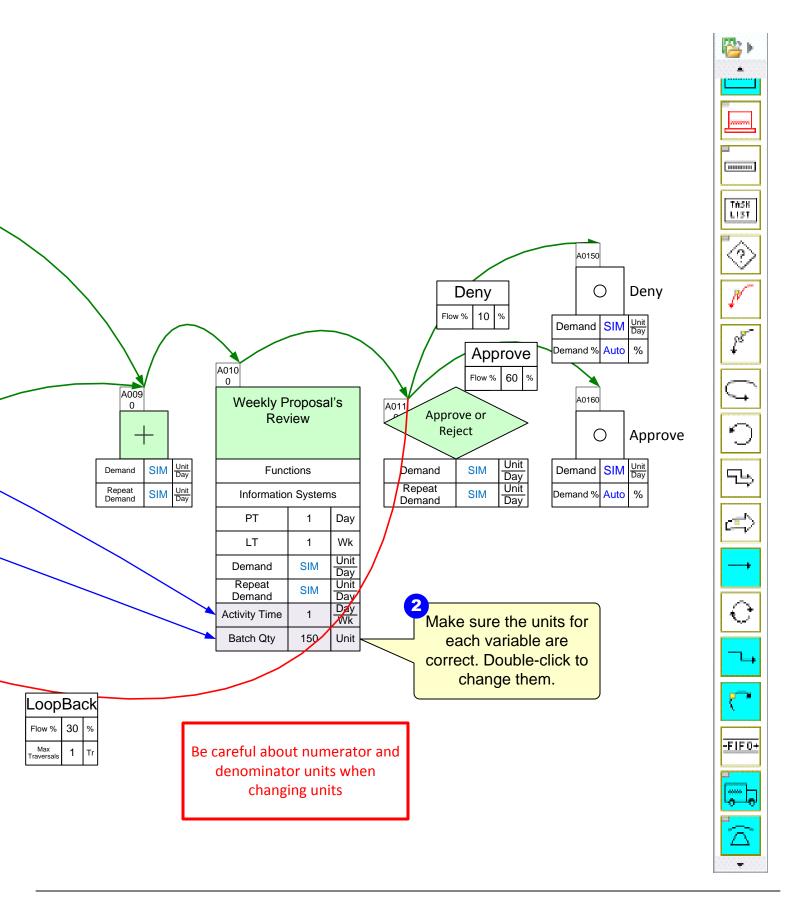
Step 10: Sequence Arrow add-ons



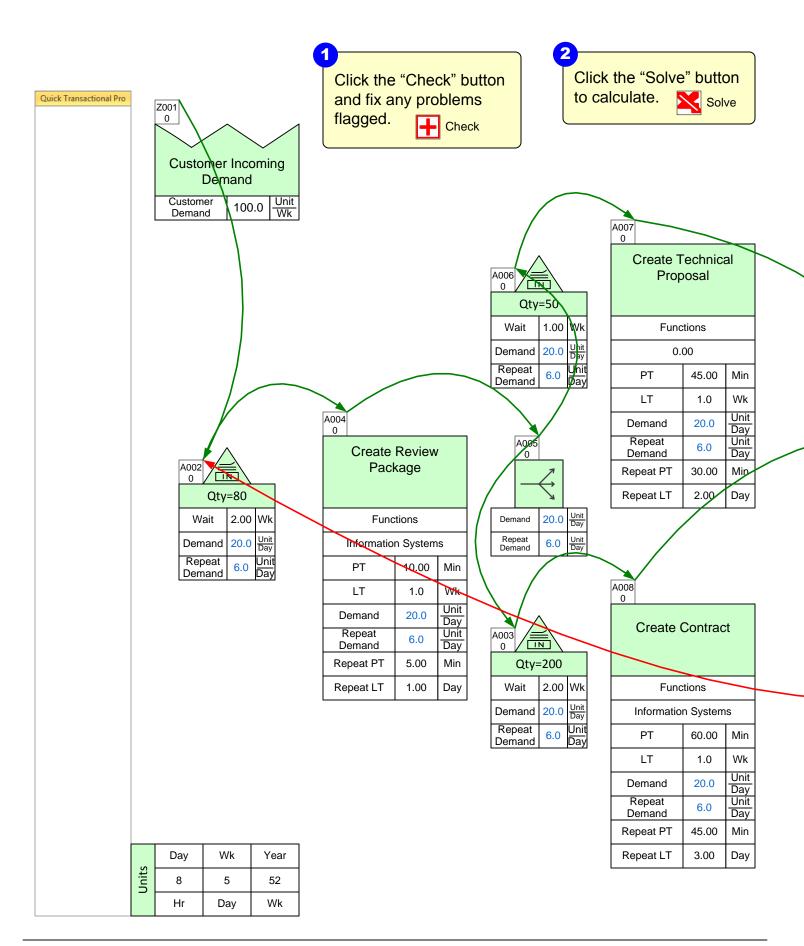


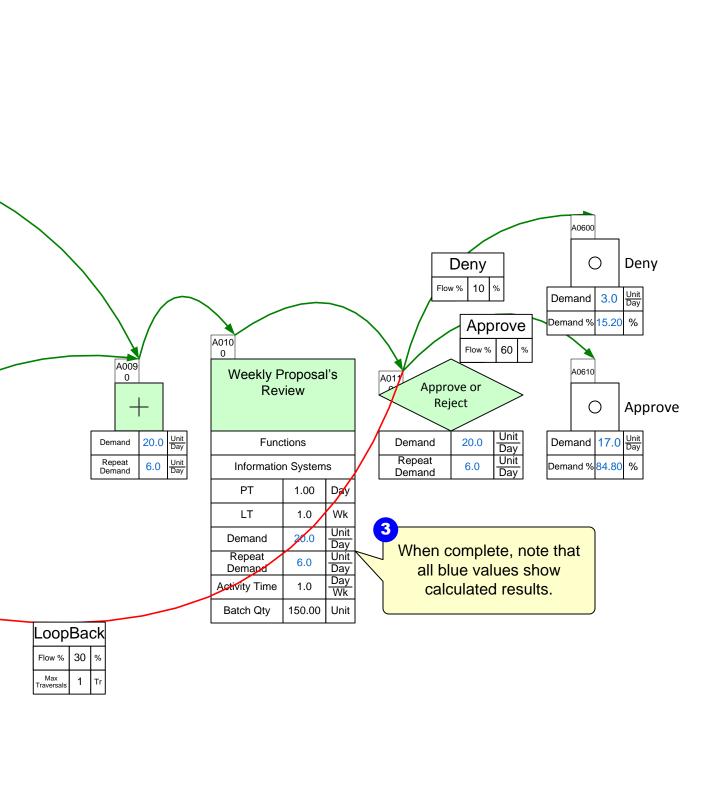
Step 11: Add-on variables



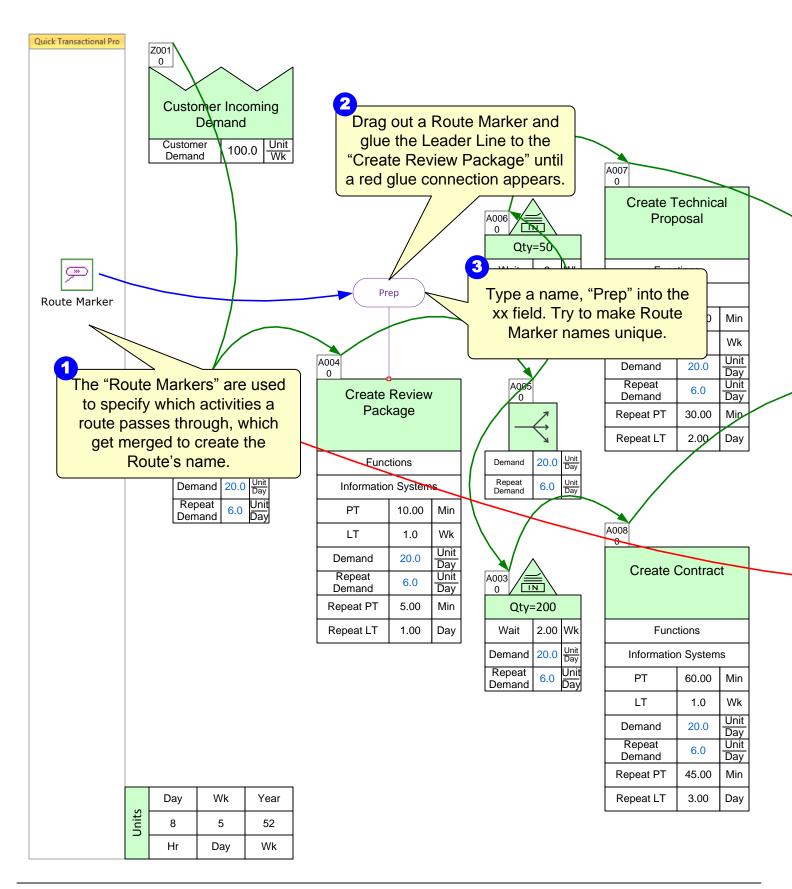


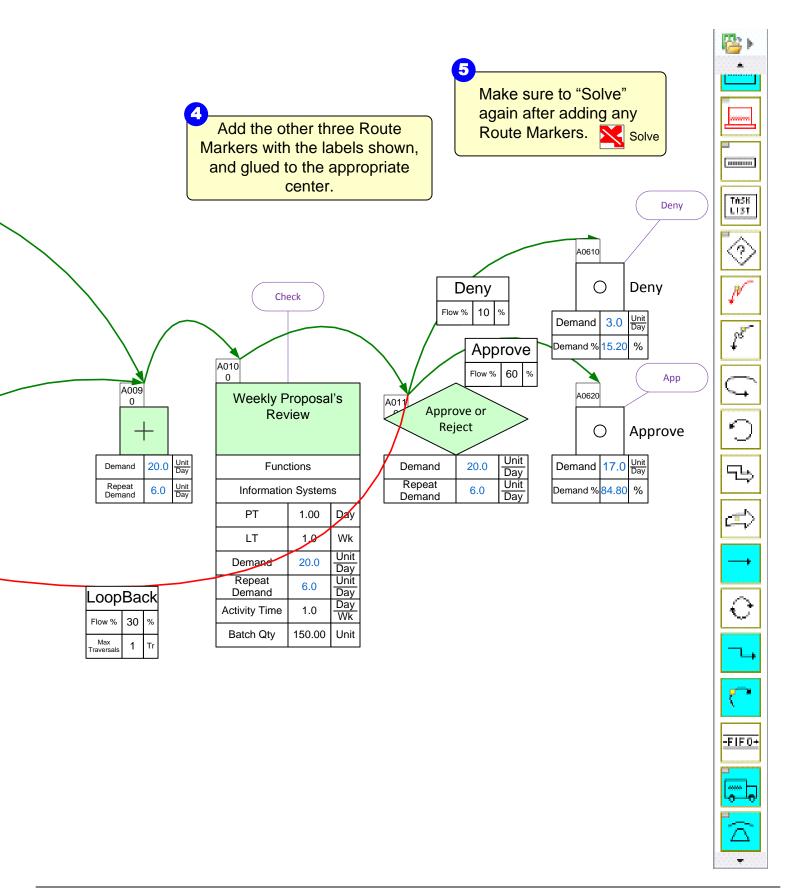
Step 12: Perform calculations



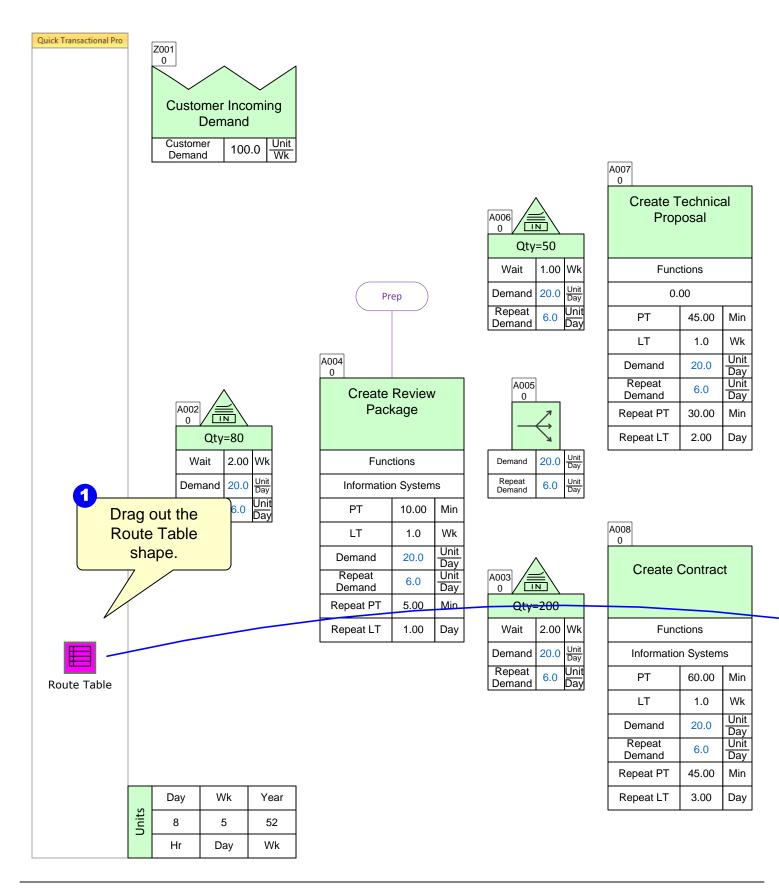


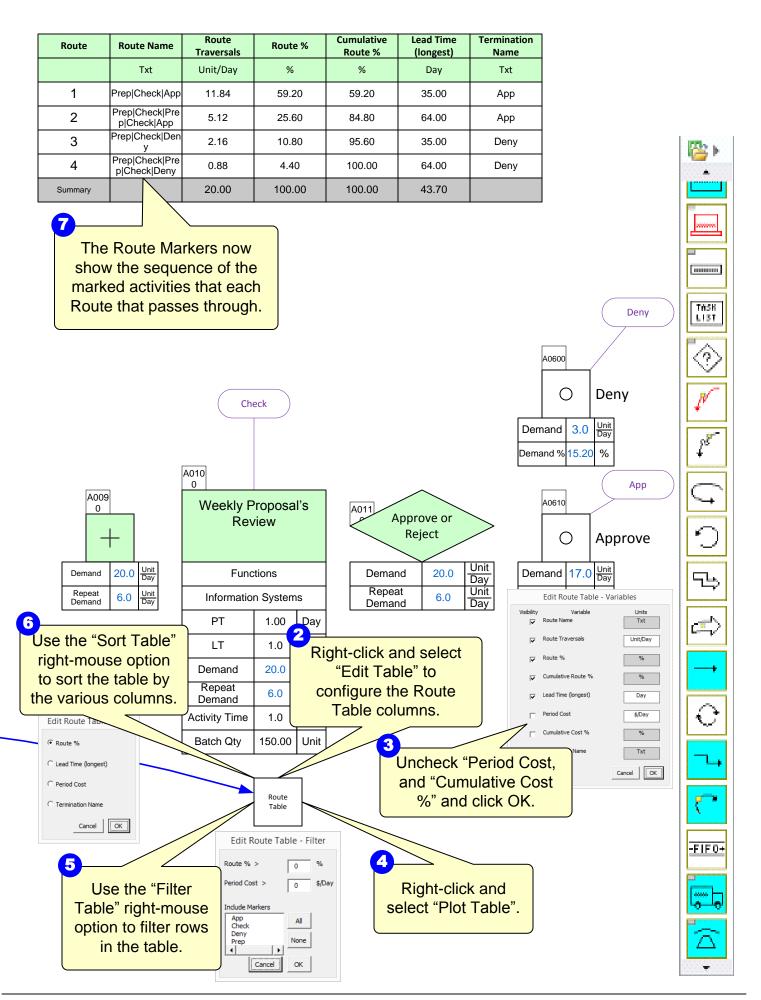
Step 13: Route Markers



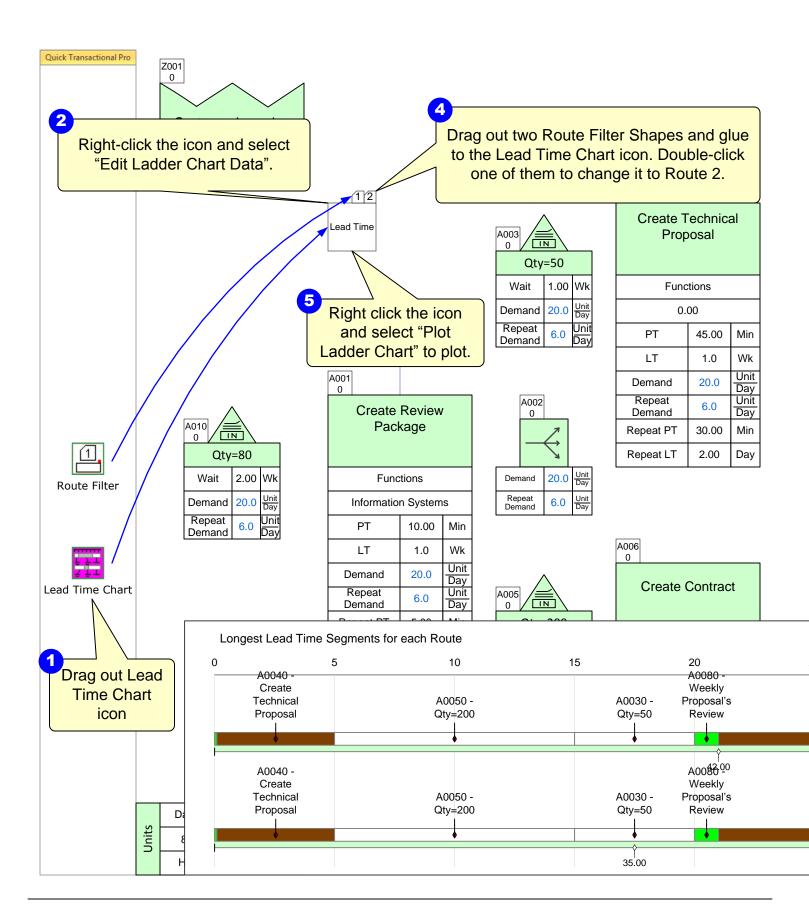


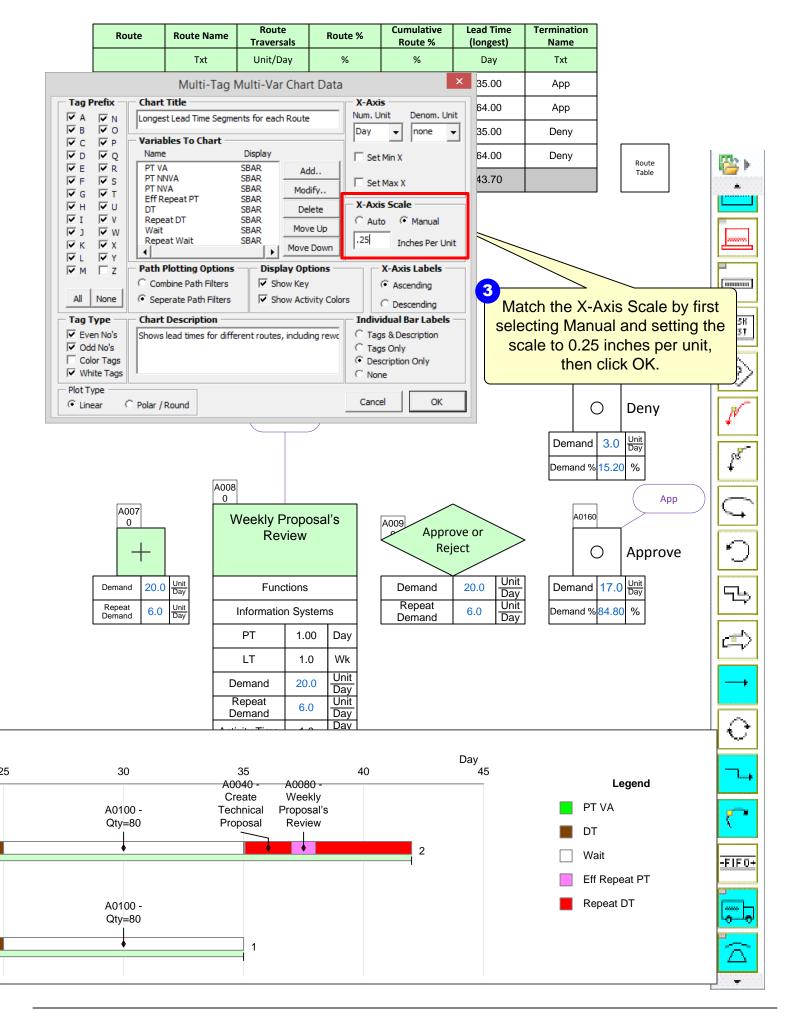
Step 14: Route Table



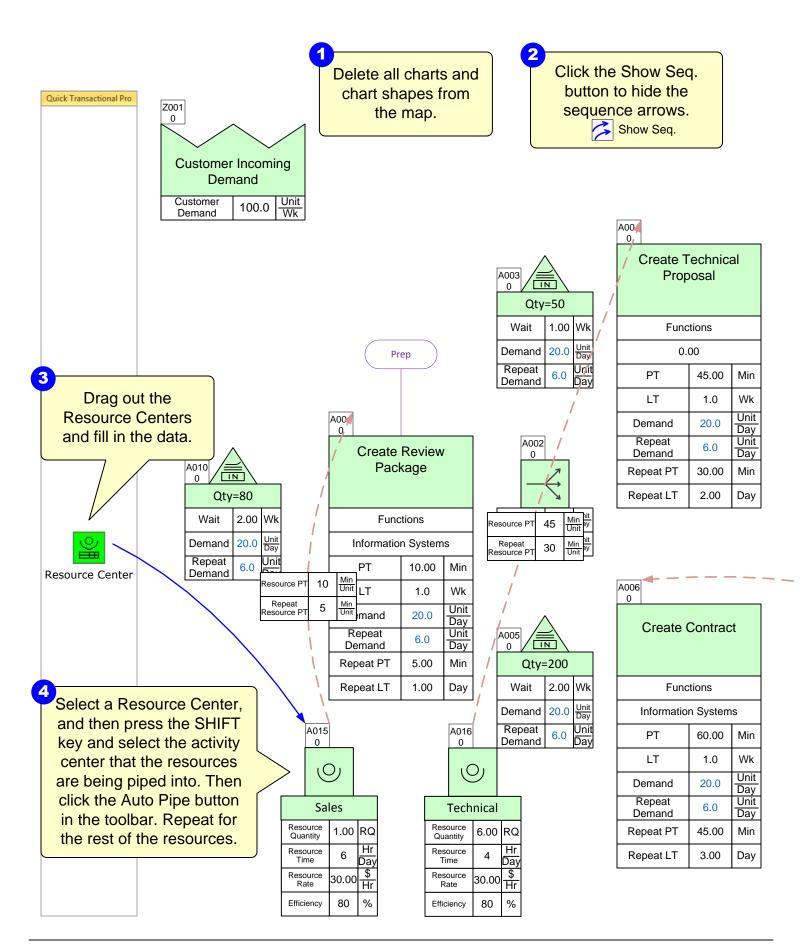


Step 15: Plot Lead Time chart



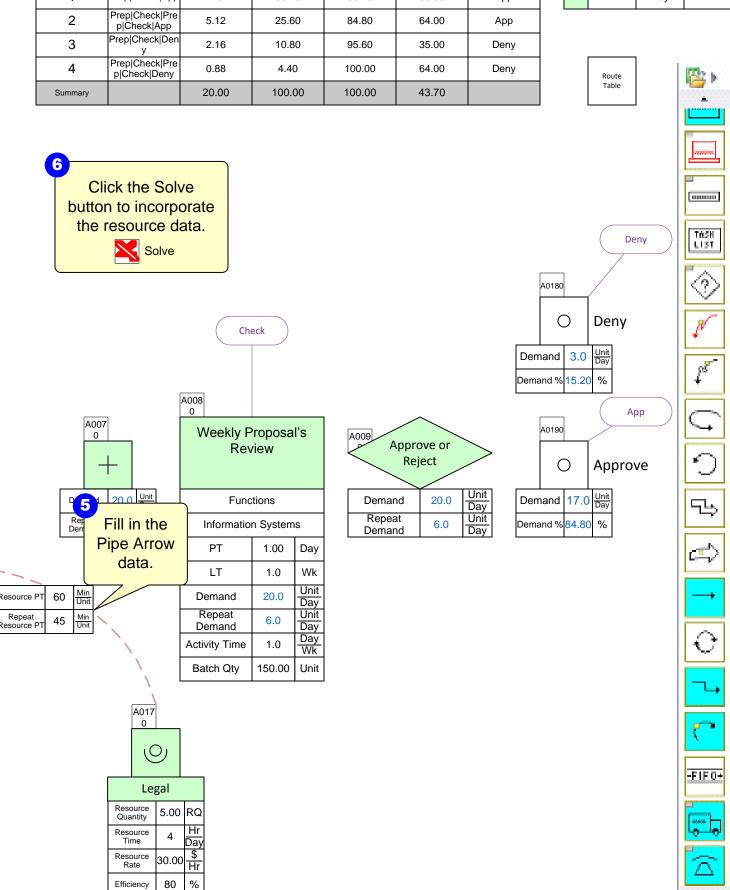


Step 16: Adding resources

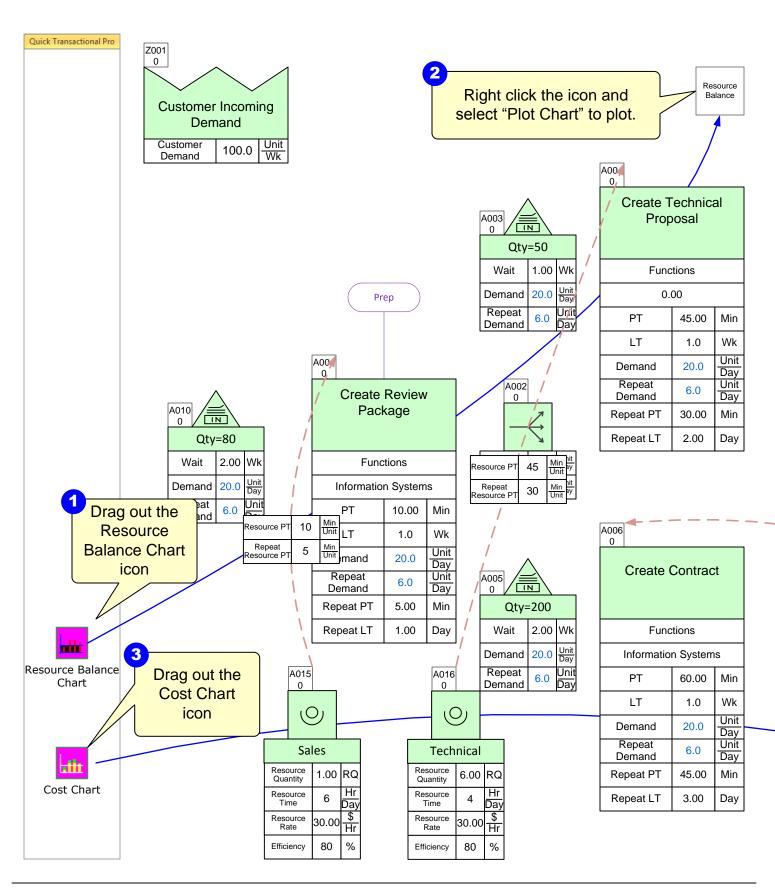


Route	Route Name	Route Traversals	Route %	Cumulative Route %	Lead Time (longest)	Termination Name
	Txt	Unit/Day	%	%	Day	Txt
1	Prep Check App	11.84	59.20	59.20	35.00	Арр
2	Prep Check Pre p Check App	5.12	25.60	84.80	64.00	Арр
3	Prep Check Den y	2.16	10.80	95.60	35.00	Deny
4	Prep Check Pre p Check Deny	0.88	4.40	100.00	64.00	Deny
Summary		20.00	100.00	100.00	43.70	

,	Day	Wk	Year
Units	8	5	52
	Hr	Day	Wk



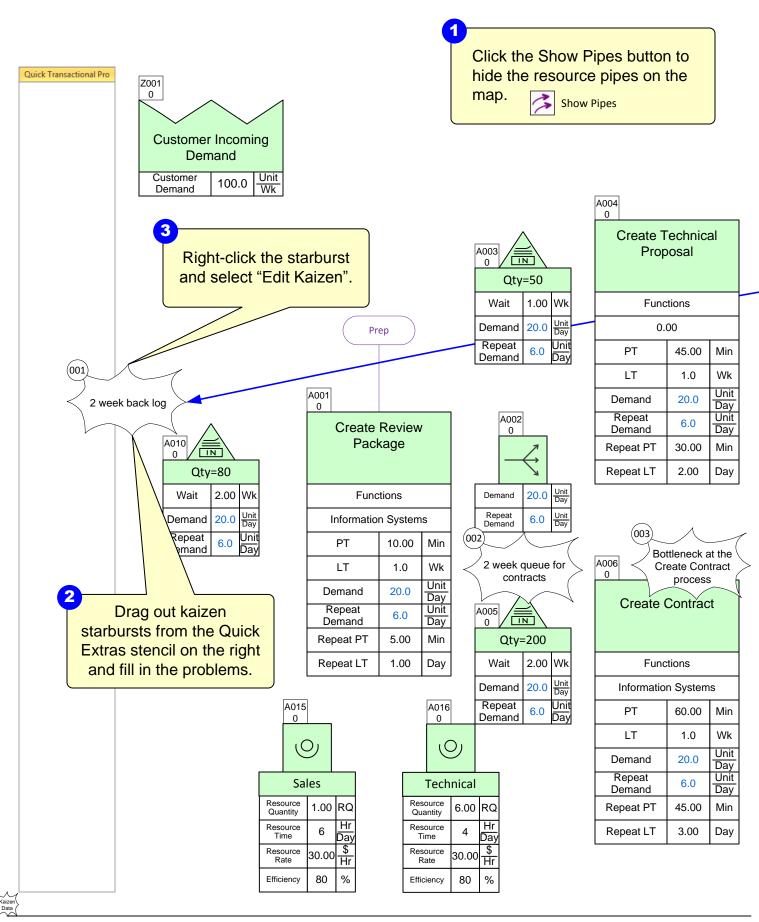
Step 17: Resource Balance Chart and Activity Cost Chart



	Route	Route Name	Route Traversals	Route %	Cumulative Route %	Lead Time (longest)	Termination Name		Day	Wk	Year
		Txt	Unit/Day	%	%	Day	Txt	Units	8	5	52
	1	Prep Check App	11.84	59.20	59.20	35.00	Арр		Hr	Day	Wk
	2	Prep Check Pre p Check App	5.12	25.60	84.80	64.00	Арр				
	3	Prep Check Den y	2.16	10.80	95.60	35.00	Deny				
	4	Prep Check Pre p Check Deny	0.88	4.40	100.00	64.00	Deny		Route		Mo k
	Summary		20.00	100.00	100.00	43.70			Table		· · · · ·
Hr/Day	25 20 15 10	create Review Package	Create Technical Proposal Create Technical Proposal	Cre	ate	Effective ResRepeat ReqoFirst Time ReLegen	I Resource	180	Deny	eny	TASK LIST
		A0150	A0160	A01			Domo	nd 3.0	- July -		28
Resource Resource	Demand Repeat Demand	20.0 Unit Day 6.0 Unit Day	Func Information PT LT Demand Repeat Demand Activity Time	roposal's iew tions n Systems	Demai Repea	at 0.0	Unit Day	A0190 and 17.(and % 84.8	Juj		(t)
	4	Right click and sele Chart" to Legal Resource Quantity 5.00 Resource Time 4 Resource Rate 30.00	ct "Plot o plot.	\\$	500 400 300 200 100 A0010 Cleate Technical	A0040 A0060 Pr Real Proposition of the contract of the co	A0080	First Time Repeat C Leç			

Efficiency

Step 18: Add Kaizen Starbursts

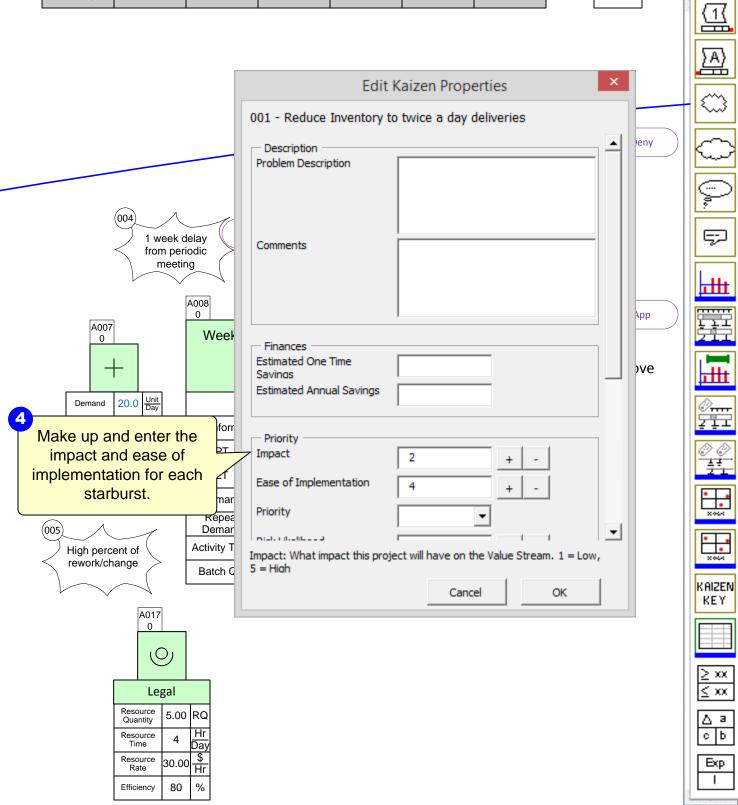


Route	Route Name	Route Traversals	Route %	Cumulative Route %	Lead Time (longest)	Termination Name
	Txt	Unit/Day	%	%	Day	Txt
1	Prep Check App	11.84	59.20	59.20	35.00	Арр
2	Prep Check Pre p Check App	5.12	25.60	84.80	64.00	Арр
3	Prep Check Den y	2.16	10.80	95.60	35.00	Deny
4	Prep Check Pre p Check Deny	0.88	4.40	100.00	64.00	Deny
Summary		20.00	100.00	100.00	43.70	

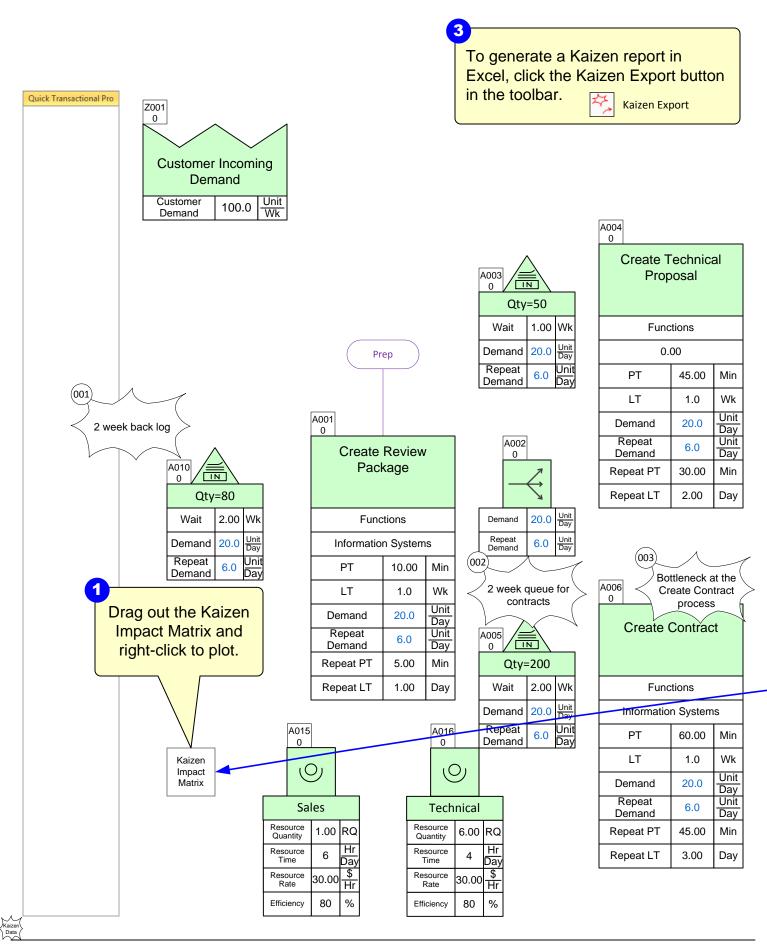
	Day	Wk	Year
Units	8	5	52
	Hr	Day	Wk

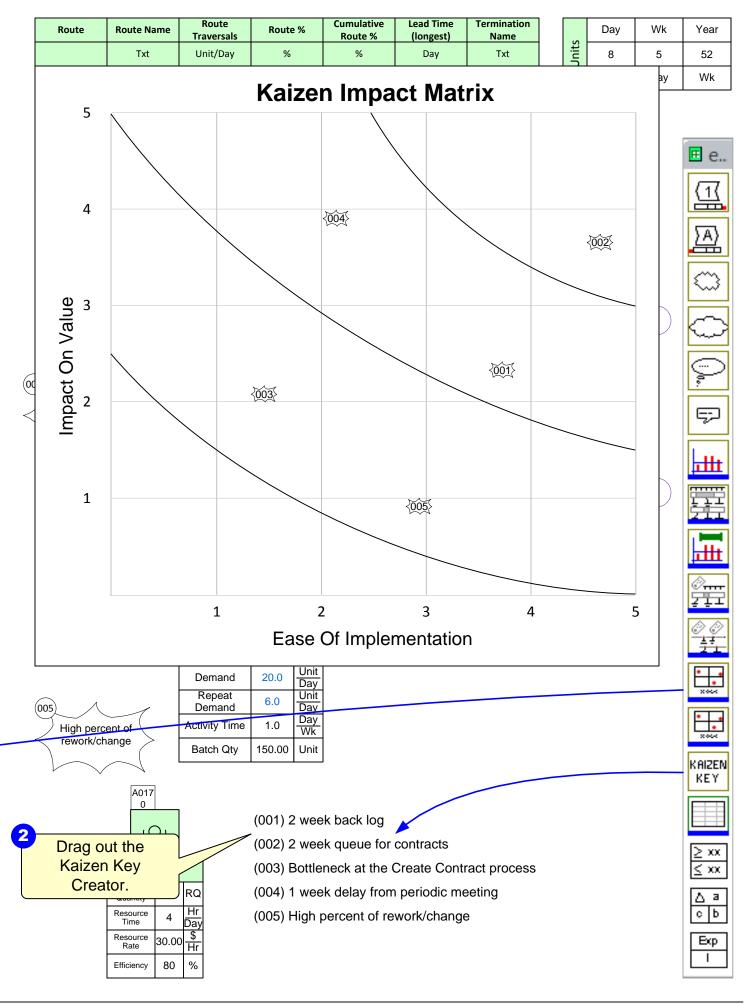
Route

⊞ e.

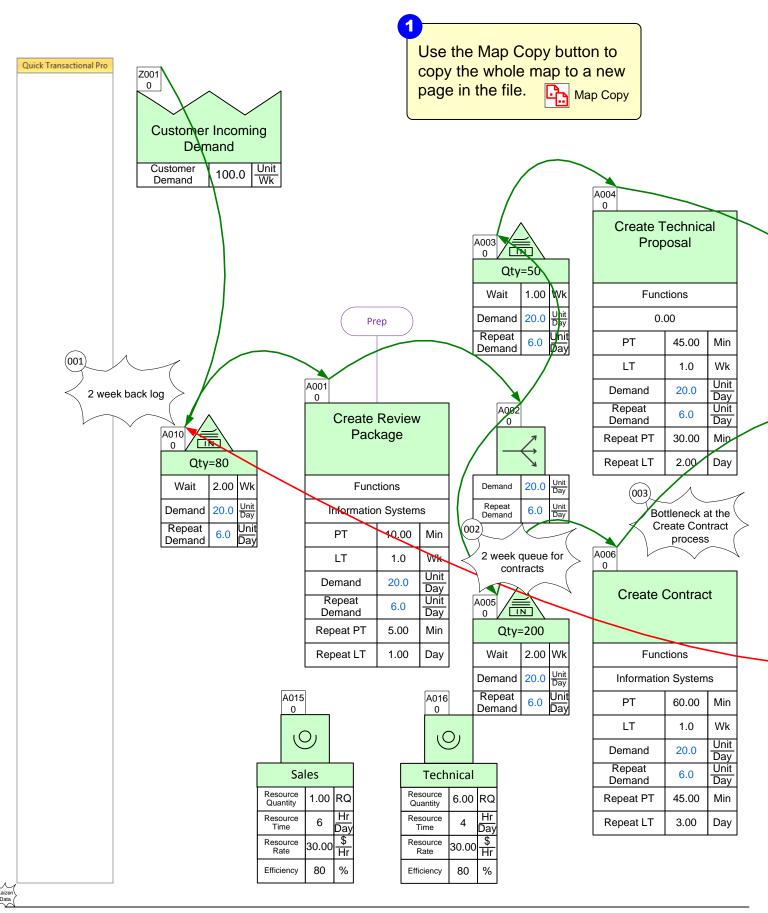


Step 29: Plot the Kaizen Impact Matrix



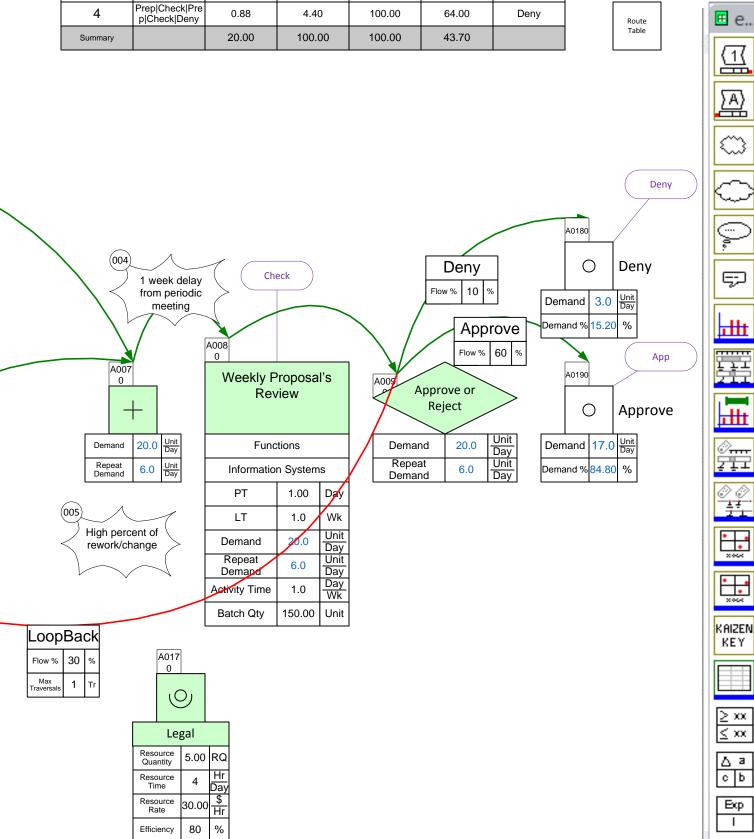


Step 20: Creating a future state map

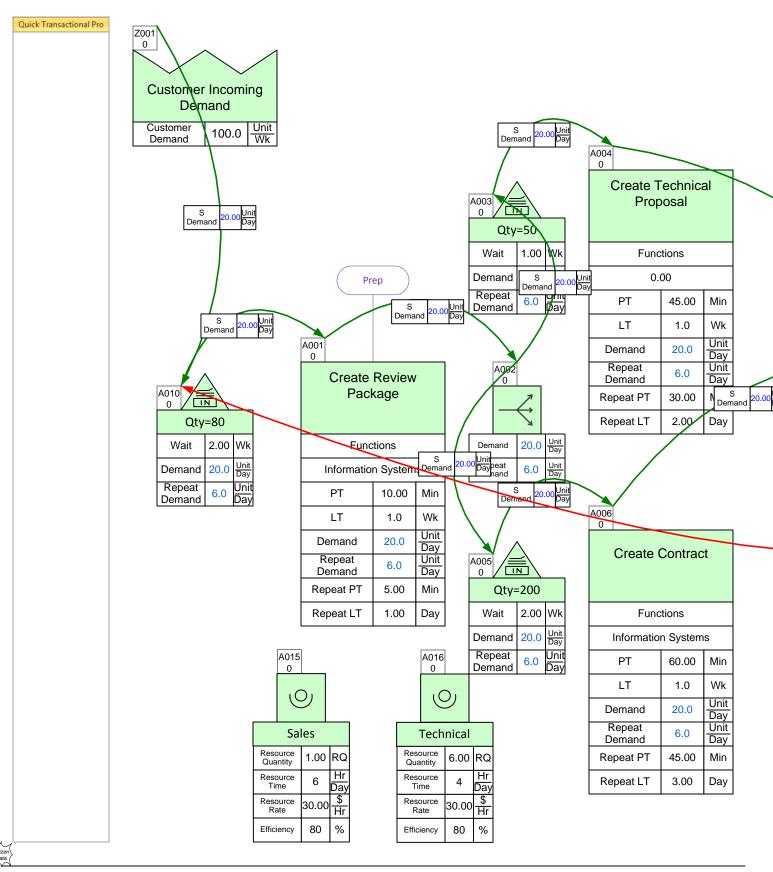


Route	Route Name	Route Traversals	Route %	Cumulative Route %	Lead Time (longest)	Termination Name
	Txt	Unit/Day	%	%	Day	Txt
1	Prep Check App	11.84	59.20	59.20	35.00	Арр
2	Prep Check Pre p Check App	5.12	25.60	84.80	64.00	Арр
3	Prep Check Den y	2.16	10.80	95.60	35.00	Deny
4	Prep Check Pre p Check Deny	0.88	4.40	100.00	64.00	Deny
Summary		20.00	100.00	100.00	43.70	

	Day	Wk	Year
Units	8	5	52
	Hr	Day	Wk

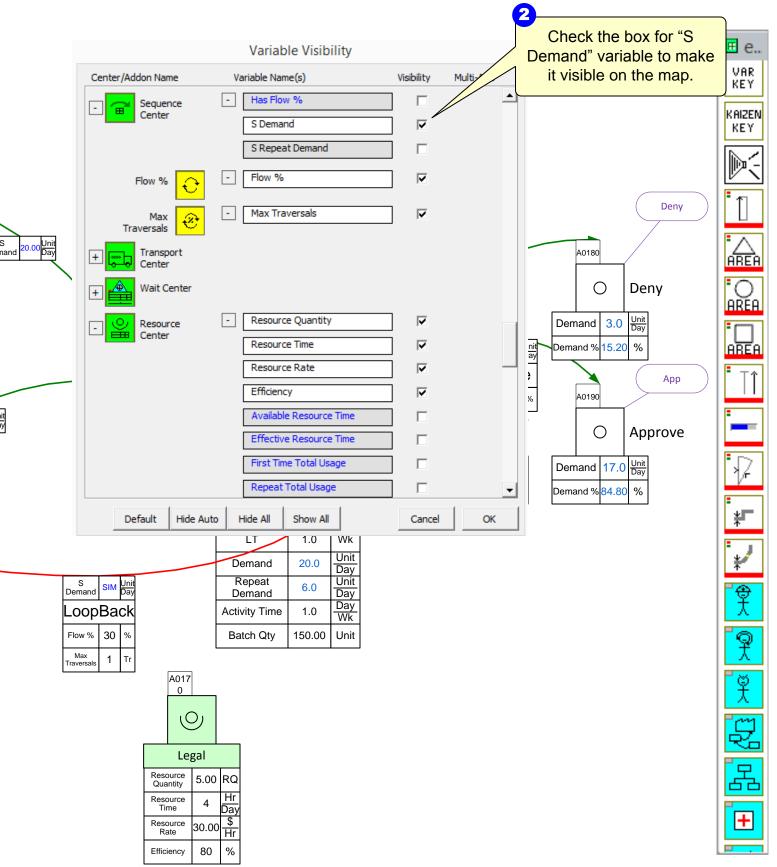


Step 21: Hide/Show - Demand Visualization

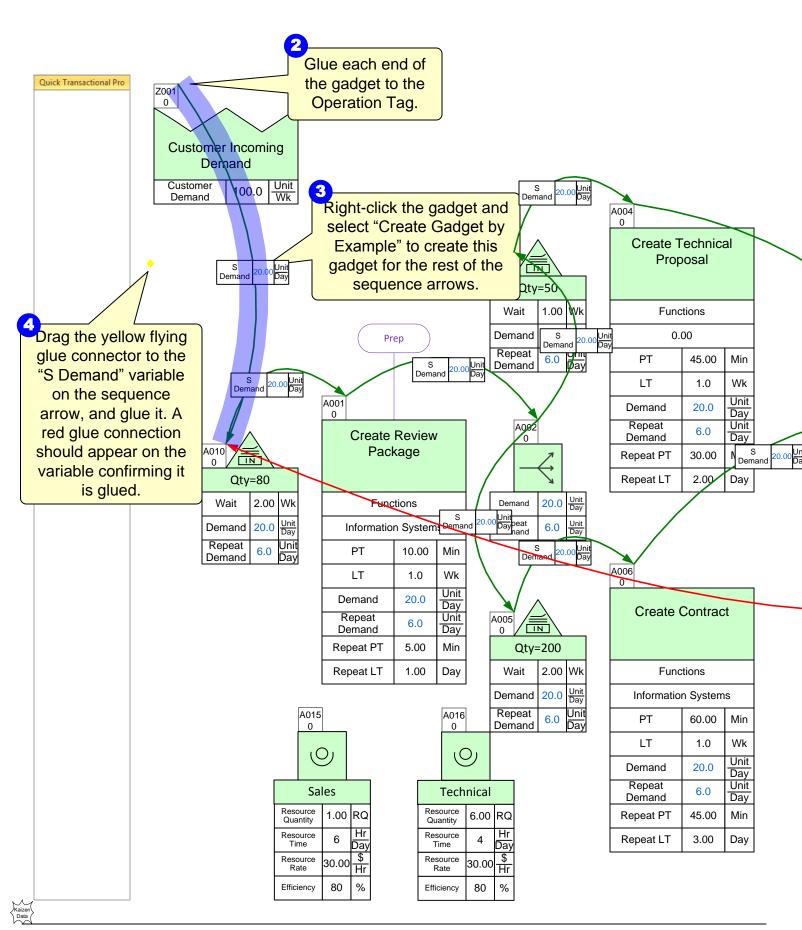




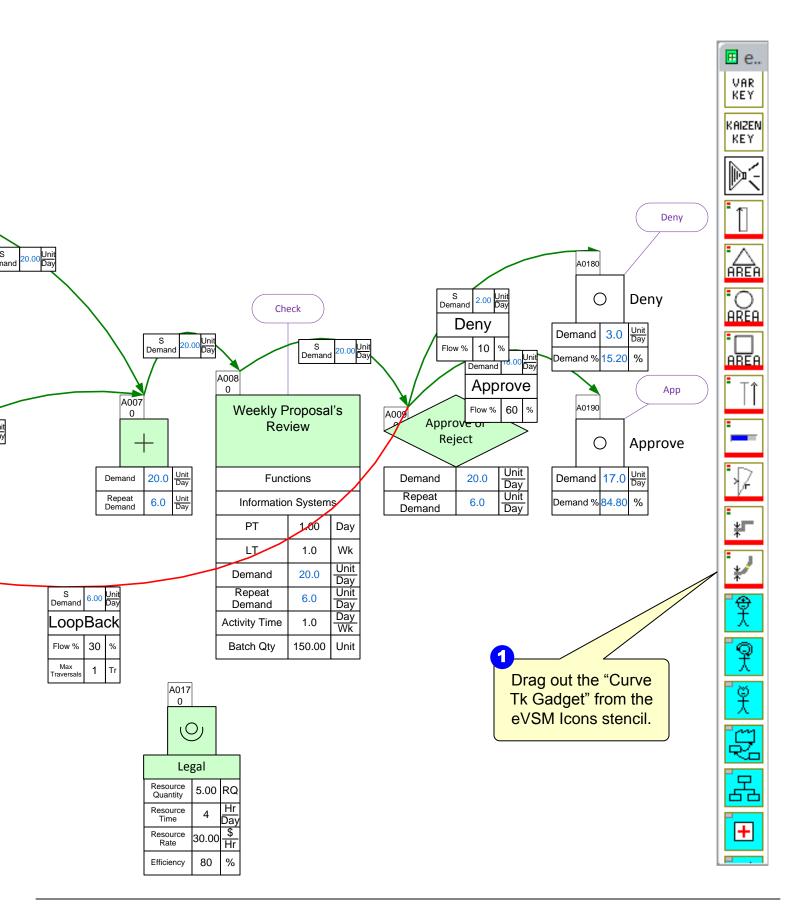




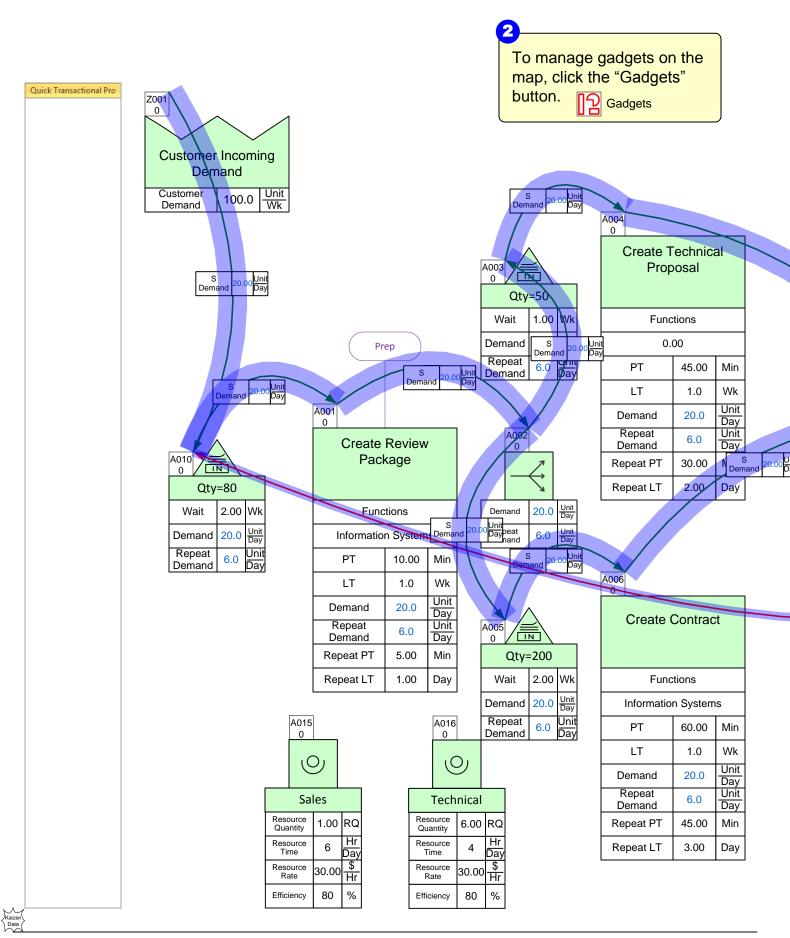
Step 22: Demand Visualization - Line Thickness Gadget

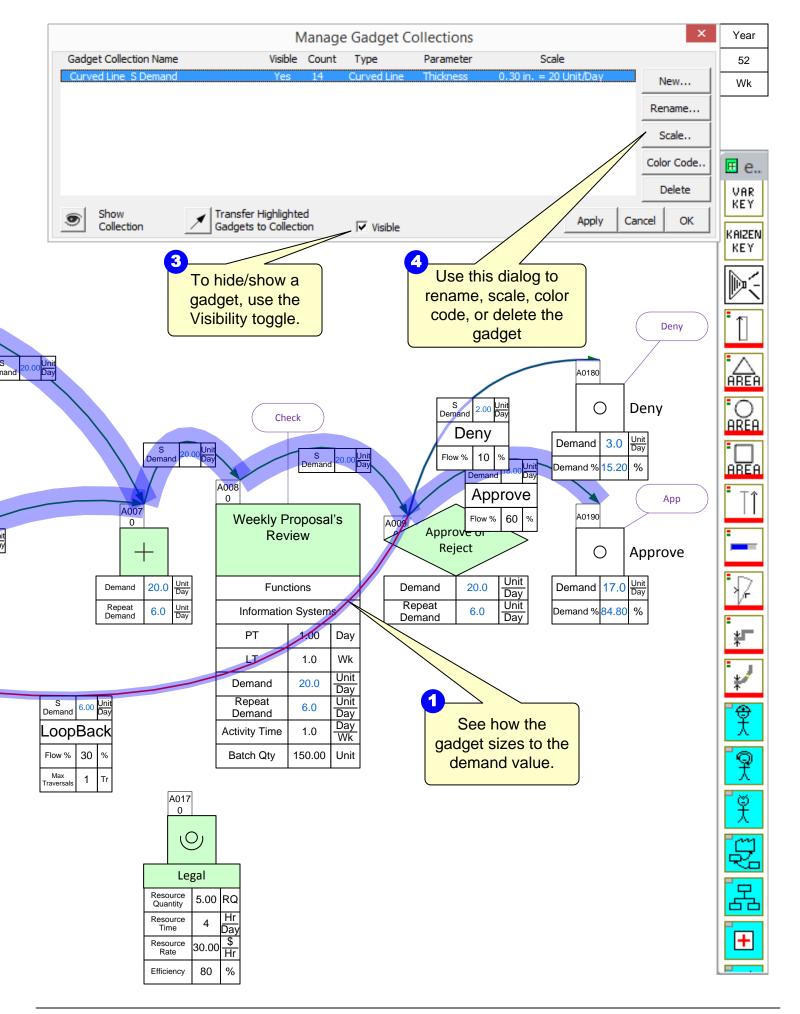


	Day	Wk	Year
Units	8	5	52
	Hr	Day	Wk



Step 23: Managing Gadgets









TOC ChapHead

Chapter Sections

Text Block



X Toolbar buttons

00

Index Entry

Page Number

Icon Name

Process

Page Pag

TOC Heading

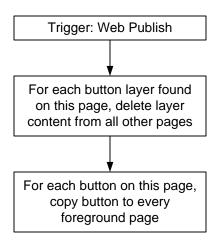
Questions

Content

Entry for Button Index ge Entry for Icon Index

- This page contains the masters for the navigation buttons.
- Every shape on this page which is associated with a layer with the letters "MJ" in it should be copied to every foreground page and be put in exactly the same position it is on this page. It can only be located in the designated left margin.
- Each button is on a different layer. User can create new buttons on new layers. Each layer must have the letters "MJ" in it
- User can replace buttons as layer name is maintained.
- On every web publish all shapes with a pinx of < 0.325 will first be deleted
- Hyperlinks on buttons can be edited on this page only.
- The 3 Index chapters will only be created if their respective button exists on this page (layer names of these buttons are fixed and cannot be changed)

Program Logic



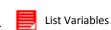
Appendix A

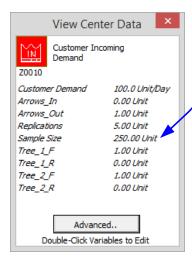
Increasing Sample Size to Improve Accuracy

A sample set of units originating at the customer shape is sent through the value stream, one at a time, and forks at decision points based on the Flow % variables. This method is used to approximate demand and repeat demand values at each point. The accuracy of these values increases if the sample size is increased, but at the expense of higher compute times.

The default sample size is set to 250 units. In the example on the right, the demands at Process A and B are approximately their 40 and 60 theoretical values. We recommend after creating a map, make a "final run" and increase the sample size to improve the accuracy. To do that, follow the steps below.

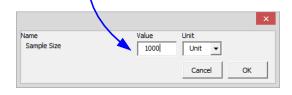
1. Select the Customer Center, then click the List Variables button in the toolbar.



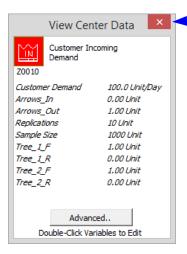


2. Double click the "250.00 Unit" to change the number.

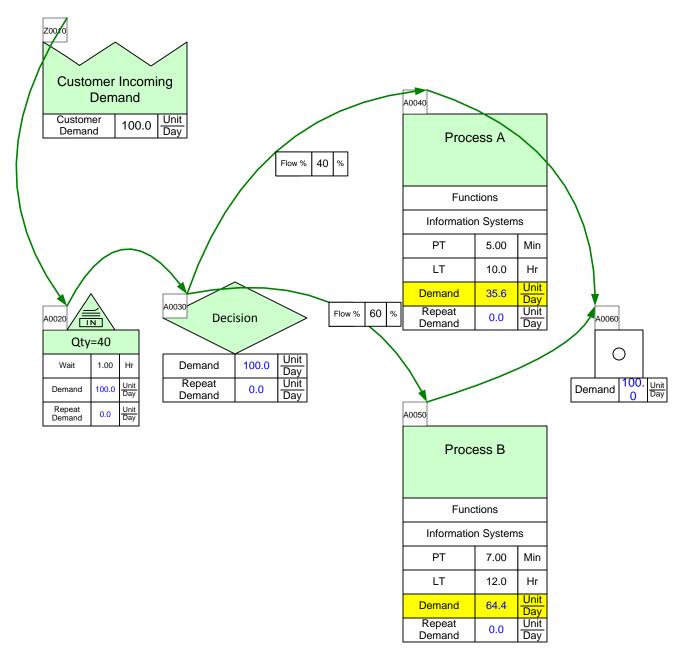
3. Change the Value to 1000 and click OK.



4. Change the number of Replications from the default of 5.00 Units to 10.



- 5. Click the X in the top right corner to get out of the List Variables form.
- 6. Click the Solve button in the toolbar to run the simulation again with the new sample size and number of replications.
- 7. The demand numbers will now be closer to their theoretical values.

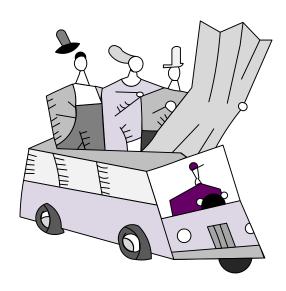


Route	%	Cum. %	Name	Longest Path Time (Day)
1	64.4	64.4	Route 1	1.63
2	35.6	100.0	Route 2	1.38

Day	Wk	Year	
8	5	52	
Hr	Day	Wk	eVSM Data QuickTrans Pro 8.21.0096.0



Training Evaluation & Reflection





eVSM Training Evaluation Form

Name:			Title/Role:			
Email:			-			
Please indica	te your impres	sions of the	items lis	sted below.		
		Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
1. The training m	net my expectations					
2. I will be able to apply the knowledge learned.						
3. The training o topic were identi						
4. The content was organized and easy to follow.		asy 🗖				
5. The materials distributed were pertinent and useful.						
6. The trainer wa						
7. The quality of	od.					
8. The trainer me objectives.			٥			
9. Class participa were encouraged	n 🗖					
10. Adequate tim questions and dis						
11. How do you	rate the training ov	erall?				
Excellent	Good A	Average	Poor	Very Poor		
12. What aspects	of the training cou	ld be improved	1?			

eVSM Training Evaluation Form

1. Describe the next mapping activity you are involved in.
2. Do you plan to use the tools you have learned about in the workshop? If so, how?
3. What challenges do you envisage in applying these tools?
4. What advantages will you realize in applying these tools?
5. Other Comments?