

Introduction to Visual Management Workshop Overview

What is Visual Management?



• A method of communication that enables organizations to share vital information using visual devices. *Visual management* provides clear, easily accessible work status updates to everyone within an area in real-time, guiding behavior by surfacing problems, triggering corrective action, and driving continuous improvement. Effective visual management systems support a *visual workplace*—an environment where what is supposed to happen, does happen, on-time, every time.

Workshop Objectives

After participating in this 3-hour workshop, attendees will be able to:

- Communicate the purpose, objectives, and benefits of visual management to organizational leadership and their peers.
- Distinguish between and identify examples of the 3 elements of a visual workplace and 4 levels of visual management.
- Leverage Lean visual management systems and methods to eliminate waste; solve problems; improve communication, decision making, productivity, and accountability;



ensure reliable outcomes; maintain the gains; and continuously improve how work is done.

4. Follow a proven, step-by-step approach for effectively implementing visual management within their organization.

Workshop Outline

1. Visual Management Learning Exercise

• Lean Legos

2. Visual Management Overview

- Definition
- o Purpose
- o Objectives
- o Benefits

3. 3 Elements of a Visual Workplace

- \circ Self-Ordering
- \circ Self-Explaining
- Self-Regulating

4. 4 Levels of Visual Management

- o Visual Indicators
- o Visual Signals
- Visual Controls
- o Visual Guarantees

5. Lean Visual Management Systems and Methods

- Daily Accountability
- o Standard Work
- o 6S Workplace Organization
- Mistake Proofing
- o Andon
- o Kanban
- Production Tracking
- A3 Problem Solving

6. Applying Visual Management to Various Work Environments

- Manufacturing
- o Healthcare
- Construction



- HospitalityOffices
- Virtual Work

7. Visual Management Implementation Guide and Best Practices

- Starting 0
- SustainingImproving