**Title of Tutorial Workshop: An Interactive game approach for learning of Lean Six Sigma in the classroom**

**Synopsis:**

Experiential learning approaches can be used to engage students in a conducive environment to learn about the principles of Lean Six Sigma in the classroom. Games have been widely used in classrooms since they help to mimic a real world operation or process in a controllable way.

In this tutorial session, an overview of the development of an interactive board game as an education tool for teaching and learning of Lean Six Sigma and DMAIC approach to the tertiary students as well as for corporate training in companies will be provided.

In the first half of the session, the presenter will share the background about the motivation of the project team, which is made up of 5 tertiary students and 2 mentors to meet the threefold objectives: - (1) to identify the gap in learning Lean Six Sigma in the traditional face-to-face classroom teaching method, (2) to identify key features, parameters and mechanism for the interactive game that enable transform the learning process through the convectional lecturing mode and (3) to develop a prototype of the interactive board game that will address the gaps in traditional classroom teaching.

**The tutorial session will cover:**

* An overview of a board game that has been designed to facilitate the learning/ training on the concepts of Lean Six Sigma and DMAIC approach in a (flipped) classroom setting.
* An opportunity to be the “Value Champion”- A quick round of a 15-20-minute play using the board game that requires no preparation or prior knowledge of the participants on the lean six sigma/ DMAIC approach.
* Discussion on the differences, advantages and disadvantages of using an interactive board game versus online simulations games that are increasingly used in flipped classroom settings as well
* Discussion on how to convert the classroom experience into your learning objectives through a variety of educational tools such as interactive games, cases and online simulations, etc.

**Keywords:** Lean Six Sigma, Simulation Games, Active learning, Experiential learning

**References:**

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