### **ACTIVITY CHARTS; MAN AND MACHINE CHARTS**

Although the process chart and the flow diagram give a picture of the various steps in the process, it is often desirable to have a breakdown of the process or of a series of operations plotted against a time scale. Such a picture is called an **activity chart**.

#### MAN AND MACHINE CHARTS

The operator and the machine work intermittently on some types of work. That is, the machine is idle while the operator loads it and while he or she removes the finished work from it, and the worker is idle while the machine is in operation. It is desirable to eliminate idle time for the worker, but it is equally important that the machine be kept operating as near capacity as possible.

The first step in eliminating unnecessary waiting time for the operator and for the machine is to record exactly when each works and what each does. Such a record is called Man & Machine chart. Many operations consist of three main steps: (1) GET READY, such as putting material in the machine; (2) DO (Doing the work), such as drilling a hole; and (3) IDLE (Waiting for an operation to be completed or being idle or having no job to do).

Very often, a clearer picture of the relationship of the working time of an operator and the machine time can be obtained by showing the information graphically to scale.

### **Example**:

A workshop is engaged in printing patterns on plastic matt. The work is done according to customer orders. The shop has two identical printing equipments that can print only one side of a matt at a time. The matt have dimension of 60x40 cm.

A customer demands 3 matt's with identical patterns on both sides. The printing process is simple, the matt is placed in the machine and 30 minutes is allowed to print the pattern. If the matt is kept in the machine less than 30 minutes then the colors fade. If it is kept more than 30 minutes, then the colors are too strong.

The necessary operations and the required times are shown below.

Placing one side of a matt	15 minutes
Printing either side	. 30 minutes
Turning the matt	. 5 minutes
Removing the matt.	.15 minutes

By the help of Man-Machine charts, show the best way for completing the printing of 3 matt's.

# A method can be as follows:

	r <b>-</b>	T	
Time	Equipment-1	Equipment-2	Man
5			Placing
10	Get Ready		Matt-1
15			Side-1
20			Placing
25		Get Ready	Matt-2
30	Printing		Side-1
35	Matt-1		
40	Side-1		ldle
45		Printing	
50	Get Ready	Matt-2	Turning Matt-1
55		Side-1	Idle
60			
65	Printing		Removing
	Matt-1	Get Ready	Matt-2
75	Side-2	1	
80			Idle
85			Removing
90	Get Ready		Matt-1
95	, , , , , , , , , , , , , , , , , , , ,	Idle	
100			Placing
105	Get Ready		Matt-2
110	, , , , , , , , , , , , , , , , , , , ,		Side-2
115			Placing
120		Get Ready	Matt-3
	Printing	,	Side-1
	Matt-2		5100
	Side-2		Idle
140		Printing	
145		Matt-3	Removing
150		Side-1	Matt-2
155			
160		Get Ready	Turning Matt-3
165		- Cornoady	
170			
175		Printing	
180		Matt-3	
185		Side-2	
190		JIGU-Z	
195			Removing
200			Matt-3
			ivi all-3
205			

# The best working method is as follows:

Time	Equipment-1	Equipment-2	Man
5			Placing
10	Get Ready		Matt-1
15			Side-1
20			Placing
25		Get Ready	Matt-2
30	Printing	1	Side-1
	Matt-1		
40	Side-1		ldle
45		Printing	
50		Matt-2	Removing
55	Get Ready	Side-1	Matt-1
60	-		
65	Idle	Get Ready	Turning Matt-2
70		_	Placing
75	Get Ready		Matt-3
80	_	Printing	Side-1
85		Matt-2	
90		Side-2	ldle
95	Printing		
100	Matt-3		Removing
105	Side-1	Get Ready	Matt-2
110			
115	Get Ready	ldle	Turning Matt-3
120			Placing
125		Get Ready	Matt-1
130	Printing		Side-2
135	Matt-3		
140	Side-2		ldle
145		Printing	
150		Matt-1	Removing
155	Get Ready	Side-2	Matt-3
160			
165			Removing
170	ldle	Get Ready	Matt-1
175			
180			
185			