

RESEARCH AND EDUCATIONAL LABORATORY „LEAN AND SUSTAINABILITY”

Goal of the project

Initiating an interdisciplinary educational and research laboratory called “Lean and Sustainability” by using and developing enterprise games that physically simulate an enterprise’s activities, focusing on lean and sustainability concepts.

Short description of the project

Project target groups: students, teachers/researchers, companies, which may use improvement tools.



Enterprise games were purchased and a new game was created for educational and research purpose.



Implementation period

21.11.2017 – 31.12.2018

Budget

46.500 RON (10000 EUR)

Main activities

- Dissemination and launching of the project workshops.
- Scientific research under the theme “Lean and Sustainability”.
- Creating the Lean and Sustainability Educational and Research Lab.
- Acquisition of enterprise games.
- Training the trainers for business games.
- Use of enterprise games in the laboratory for students.
- Creating a new game / tool that combines the advantages of the two concepts.
- Participating with scientific articles at prestigious international conferences.
- Publication of scientific articles in indexed WOS journals.
- Making materials for dissemination (flyers, posters, roll-ups, banner and web page).

Results

- “Lean and Sustainability” Educational and Research Laboratory – M104 room, FMPT
- 2 dissemination workshops - project launch (Dec 2017) + project completion (Dec 2019)
- 2 purchased enterprise games in the theme of the proposed new lab
- New SLIM Game and SLIMx tool created
- 8 Instructors trained in the newly created business game
- Enterprise games played in the lab with students
- Materials made for dissemination (flyers, posters, roll-ups, banner, folders, notebooks, pens, web page)
- 6 project members’ participations in conferences (3 conferences, 2x project manager, 4x team members, 1 virtual presentation).
- 3 scientific papers published at conferences.
- 2 scientific articles in WOS journals (1 published, 1 in evaluation).

Applicability and transferability of the results:

The project applicability are: in laboratory for training students to use lean and sustainability tools; in research in the interdisciplinary domain of the two concepts; in companies to use improvement tools. Teaching using enterprise games was a goal, physically simulating enterprise’s activities, with transferability of learning in laboratory as student to using at actual work place as employee.

Research team

Ilie Mihai TĂUCEAN, Project Director
Larisa IVAȘCU, Member
Mircea NEGRUȚ, Member
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Contact information

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