

Flip Chart Content from Pathway to Macro Ergonomics Workshop

1/21/1920

Occupational Health
ex: reduce injuries
low workers comp claims
Improve Moral
Education of Worker regarding equipment
Decrease in cases regarding RMD's
Increased participation in activities Training
↑ education on ergonomics
SAVE \$\$\$
Report safety issues before they become injuries
Risk Reduction
Accident investigations — find cause - why?
↓ days missed due to injury/illness (faster return-to-work)

Operations
ex: decreased cost per unit
Increase performance by EE via Metric
Standardized processes
Reduce injuries
Keep LEED certification
Increase job satisfaction
Communication
Willingness to adapt processes if needed
client feedback ↑ for employee performance
↑ d units made /time

Procurement
ex: improve quality of materials
Employees respect costs of equipment
Communication
Details - describe features
↓ ^{TIME} ~~dedication~~ to give products to employees
Involving all "Players" from beginning
Standardized process + fast turn around.
Make materials handling easier for the worker.
Making ordering the right equipment needed for employees easier (different equip)
Finding the most cost effective solution
Train on the Process
Vote with Vendors that allow trying before buying

Worker
ex: job satisfaction & Safety

- Comfortable work environment
- Good & understanding Management
- Feel appreciated
- Benefits package ↓
- complete required training & know available resources
- mental state of mind
- Get them involved in the solutions.
- Provide Needed Tools for the Job
- Communication - Clear from Top down
- Expedite work
- Flexibility + work life balance
- fun + \$\$\$

E.H.+S.

ex: reduce inspection fines

NOT Cutting CORNER'S

- # of implemented programs that comply with regulations & support low injury rates (DART) in workplace
- Need enough Resources & authority
- Decrease injuries
- reduce WC claims + days missed from work
- Ergo training for workers
- Effective training
- less employee complaints
- ↓ "Recordables" - OSHA Log
Standardized process

Supervisor/Manager

ex: employee satisfaction
& retention

PRODUCTIVITY/OUTPUT
training effectiveness

↓ absenteeism

↑ attendance

Hiring right personnel

Get connected

Providing low cost options due to budgetary constraints while providing quality to employee.

Lead by example!

Empathy

Workplace Design/ Facilities

ex: improved work performance

product efficiency : ↓ time/\$
work productivity : ↑ product in ↓ time

↓ Injury rate

Not having to modify/re-modify
work stations

Attractive environment for talent retention + attraction
+ Brand image of company

Uniform work stations w/ minor mods
consideration of employee input

Consider the long game, short term costs
may lead to long term savings

Human Resources

ex: decreased turnover

employees performing well retained

↓ injury w/c cases

↓ grievances

↑ audit scores

- increase employee satisfaction to reduce absenteeism

↓ 'd Indemnities & Leave

↑ recruitment

Discipline bad behavior

Maximizing talent!

Ensuring empl. are trained & aware of programs

Engineering

ex: Improve quality

of tickets completed

rate of completion

Right product matches the task
efficiency

Hazard reduction

Effective work processes
(time, \$)

Good quality of products to decrease work orders follow up

Reduce steps needed to complete
the job

Department explains how product works

Eliminate risks in the workplace

Senior Leadership

ex: increased profit

Decrease in Workplace injuries - RMI's

decreased labor costs

increase productivity

Streamline Processes

↓ injury cost

Happy EE's

Public Perception/Image

financial stability - revenue

Balance

raise public opinion / mission awareness

↑ Public perception

of clients or customers