

Background and historical

Birgitta Estberg take the initiative to the game

The main thing of the game was developed during the spring 1986. I take the initiative to the game. I think that must be a better way to teaching (and learning to of course) and just lecture. At the time I was working at Telub AB in Växjö. I have made the head construction and all the controlling work to get the game the excellent function it has today. As my sounding board I have Torsten Ask, Volvo Cars, Olofström. He makes the game more realistic. Torsten Ask also gave the possibility to test the game at Volvo Cars in Olofström.

The first game at Volvo in Olofström

The first real game was played in october 1986. At this occasion I had the head responsibility and Torsten Ask was my assistant. The editor of the most imported swedish magazin Underhåll och Driftsäkerhet (U&D) was invited to the first performance. The result of this was a very nice article in the first number of U&D 1987, which started the interest of the game.

Volvo och Tetra Pak

The first interested companies was of course other companies in the concern of Volvo, for example Volvo LKW. Other companies in the beginnig was Tetra Pak, Lund. In several years a lot of games have been played at Volvo, Tetra Pak and Felix. We even designed an english version which have been used at Tetra Pak companies outside Sweden.

The Maintenance Game have been used in more than 200 companies, schools and organisations.

Scandinavian First Maintenance Service Award

1990 I have got the first price in the contest arranged of Sceem. Scemm is a Scandinavian center for Mainenance Management. Scemm is the branch organization for lading nordic maintenance suppliers. I got the price at the Maintenance Fair U90 in Gothenburg. This gave of course more interesting of the game.

The game will open the door

From the beginning the tinking was that the game will give Telub more customers in the civilian market. At this time Telub almost only work with military companies and organistations. The game followed me when I got an other work in the concern of Telub. Today the game is my own and iI used it in my own company BiEstfirma. I'm no longer the teacher without selling it for to other companies and organisations. I will be used in for examples Highschools in both Sweden and Denmark. Soon two years ago I sold it to The Technical Higschool i n Stockholm.

This gave me possibility to further developing of the game. Orginally the "game-time" was one year. Now I've created one more year (two years totally) and a lot of more elements and theory.

Why monopol?

The game was created like a monopol because I want a very good overview. In the reality persons from different parts of the company perhaps don't understand each other. The game accentuate good working together.

The reality is better

Personnaly I never could dream of the attention so many companies gave the game.

What's the contents

Maintenance, production, economy and planning

The game give you a picture of the value of effective maintenance, more knowledge and better working together.



Contents of the game

- Plan of Production
 - Maintenance
 - Time
- Card of incidents
 - Machines
 - Spare paarts
- Info about modifications
- Economy
- Spart parts
- Tree different products
- TPM

Birgitta Estberg with the game

Four or five groups

Twelve to twentyfive persons are playing together during two days. They are deiveded in group with three to five participants in each. They are playing agaist each other. The most developing group/game contents personnal from diffrent parts and levels of the company. It's good to mix personal from production and maintenance together in the same group. The groups show currently the result and what they have done for each other.

The time for the game is one or two years

The second year for the game I've created and designed in my own company. During the game it's possibility to buy spare parts, work with maintenance, do modifications, use outside firms for examples. Another point of the game is to show how important it is to know where the problem is. If you know you can do the right thing.

Let the game be a part of your companies development

No other education has the same affect as the game. No other courses have so satisfied participants. The game will also overcome differences in a company. Real often it's difficult to get the participant to take pause for dinner etc.

Pictures:

This picture is from the first real game in october 1986. It's me and participants from Volvo Cars in Olofström in south Sweden.



Here you can see differents groups playing at the same time.



In the front you can see the plan of production, filled with mutters.

In the game they are producing blue, red and green mutters.

The white squares are machines placed in three different lines, the blue, the red and the green.