



What Are Past Players of The Manufacturing Game (TMG) Saying About How It Affected Their Careers?

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1. I am not really sure where to begin, but I know I can go on for days talking about the significance this game has had on my life.

To keep it simple, I have yet to find a more interesting and effective tool to teach people

- How their "small" daily actions make a huge difference in the end to end process of running a facility / company
- How competing initiatives make everyone lose
- How "Getting the Bugs Out" can make everyone win

I will end it there, but if anyone wants me to dive in further, please reach out and I will gladly, gladly do so!

George Mahoney, Chief of Staff, Director of Innovation and Operational Excellence, Merck Global Procurement

2. I played The Manufacturing Game more than 25 years ago. It completely changed my understanding of a defect, how defects are beyond just equipment reliability and the importance of defect elimination. TMG was an integral element in our training program which resulted in high-performing teams and processes. Leaders should view this as an investment to a safer, more reliable plant with higher quality products. I'm glad my Plant Manager in 1997 did.

Cheryl Johnson, Director of Operations, IMPREG Americas

3. The Manufacturing Game is a well thought out, interactive team building, educational and transformative workshop that enlightens plant departmental employees. It is the first and only workshop that clearly demonstrates what reliability means and how all departments have a responsibility to ensure reliable operation. The facilitators seamlessly ensure team participation through a complex example of plant operations both educating and entertaining the participants. I sat through this several times both as participant and assistant while managing asset management for multi-billion dollar companies.

George Williams, CEO, ReliabilityX

4. The Manufacturing Game (TMG) is a well thought out game that demonstrates why reliability is important for any operation, and how everyone - all departments are responsible in building Reliability. Like you [Bob Latino], I played it many, many years ago and then I got our team key stakeholders to play. Dr. Ledet did an excellent job in developing this very interesting and useful tool.

Ramesh Gulati, Reliability Sherpa.... ReliabilityX

5. My big takeaway was the goal of eliminating defects early in the process, and the impact of moving the defect down the line, versus eliminating the defect early. Pay now or pay more later.

Frank Santiago - Director of Capital Assets at The Little Potato Company Ltd

6. I played the game way back in 1996 when I worked for ICI in the UK. (I was sent along to test the game and provide feedback) - I did recommend it was played onsite, but initially trying to sell 'playing a game' to senior managers was difficult. Comments like 'we are here to make products not play games' were spoken. The game was well received and the biggest take-away from attendees was the importance of managing defects early and as a team.

Gary Tyne CMRP, Director, Pro-Reliability Solutions (UK)

7. We trained about 600 people at the paper mill where I used to work. Once people got over the initial “game” impression, it was super successful. When they came in to start the workshop people were a little negative, and by the end, they loved it. They did not want to leave. It really drives home the actions needed for reliability and continuous improvement. Attendees learn that improvement is based on many people doing the right things on a consistent basis. As opposed to the “program of the month”. We followed the process and identified defects (aka bugs) and systemically drove improvements across the mill. I highly recommend this workshop if you are struggling to get traction with your maintenance and reliability initiatives.

Ken Latino, Managing Director, Prelical Solutions, LLC

8. This has been such a massive hit at every conference I've been to in the R&M space! Fantastic learning experience with a focus on shifting environment and dynamics, application, and immediate feedback. Dr. Ledet built an amazing thing, and his family carries it on today!

Lucas Marino, D.Eng., PMP, Entrepreneur, Marino Training

9. Michelle Ledet Henley and Team have done an outstanding job with The Manufacturing Game. It is a unique experience to participate in and it's very interactive and simulates real problems faced with production, operations, and maintenance. Well worth the investment and time!

Adrian Messer, CMRP, Vice President of Executive Services of Executive Services, PRORELI

10. I played the game 10 or 12 years ago at the invitation of George Mahoney (Merck). It was a very insightful experience, especially with being teamed up with coworkers and all of us having different Company functions working in new roles.

John Syme, Retired



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