



The Big Book of Six Sigma Training Games: Proven Ways to Teach Basic DMAIC Principles and Quality Improvement Tools (Big Book Series)

Chris Chen , Hadley Roth

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An effective and engaging way employees can learn Six Sigma and put its concepts into play

Part of the popular Big Book of Games series, which capitalizes on the proven effective method for workplace training, this first book of training games for Six Sigma ensures that employees will better retain Six Sigma's complex topics.

This invaluable tool offers 50 experiential activities that teach the core improvement approach of Six Sigma, called DMAIC (Define, Measure, Analyze, Improve, Control), as well as many of the popular statistical improvement tools, including Pareto charts and Failure Mode Effects Analysis (FMEA). These games:

- Teach Six Sigma roles and organization
- Gear the team up for success
- Identify problems and generate solutions
- Teach project management
- Help teams understand the need for Six Sigma

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