Ian’s camping equipment rental shop

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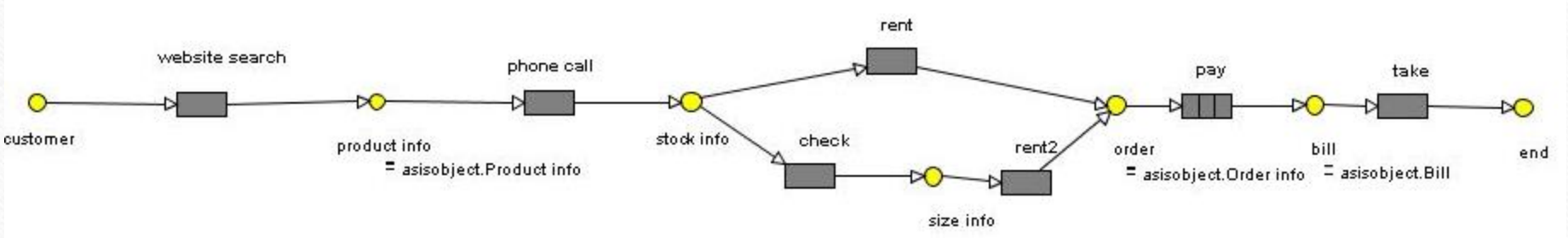
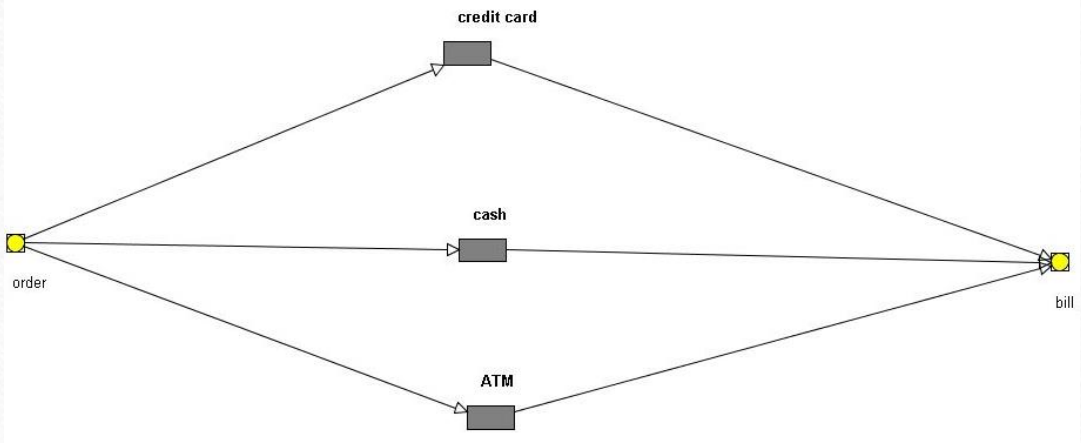
Outline

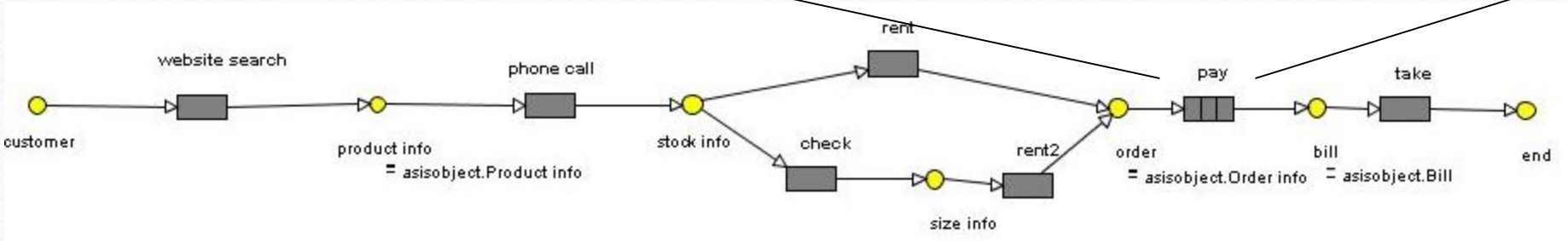
- Behavior model
- Parameter setting
- Organization model
- Object model
- Simulation
- Website demonstration
- Conclude

Behavior model - As-Is

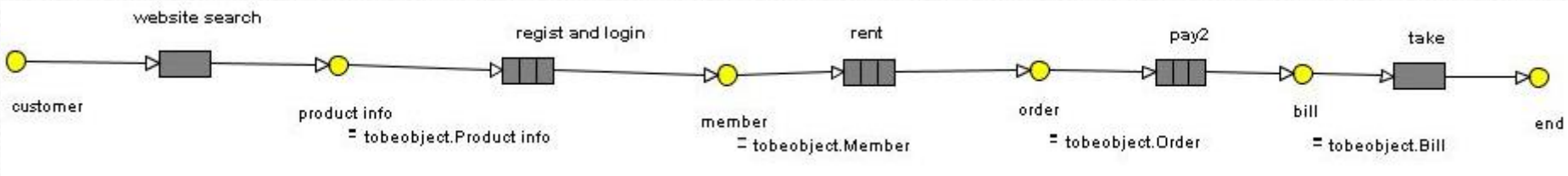


“pay” drill down

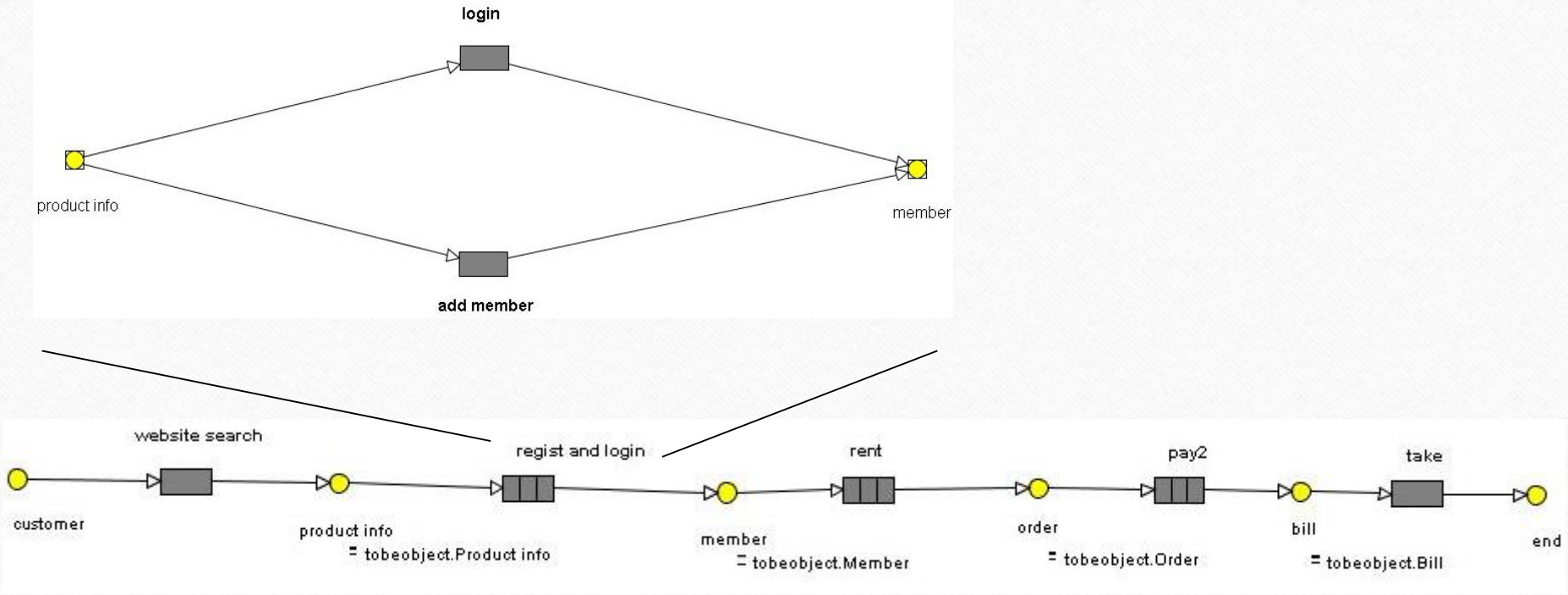




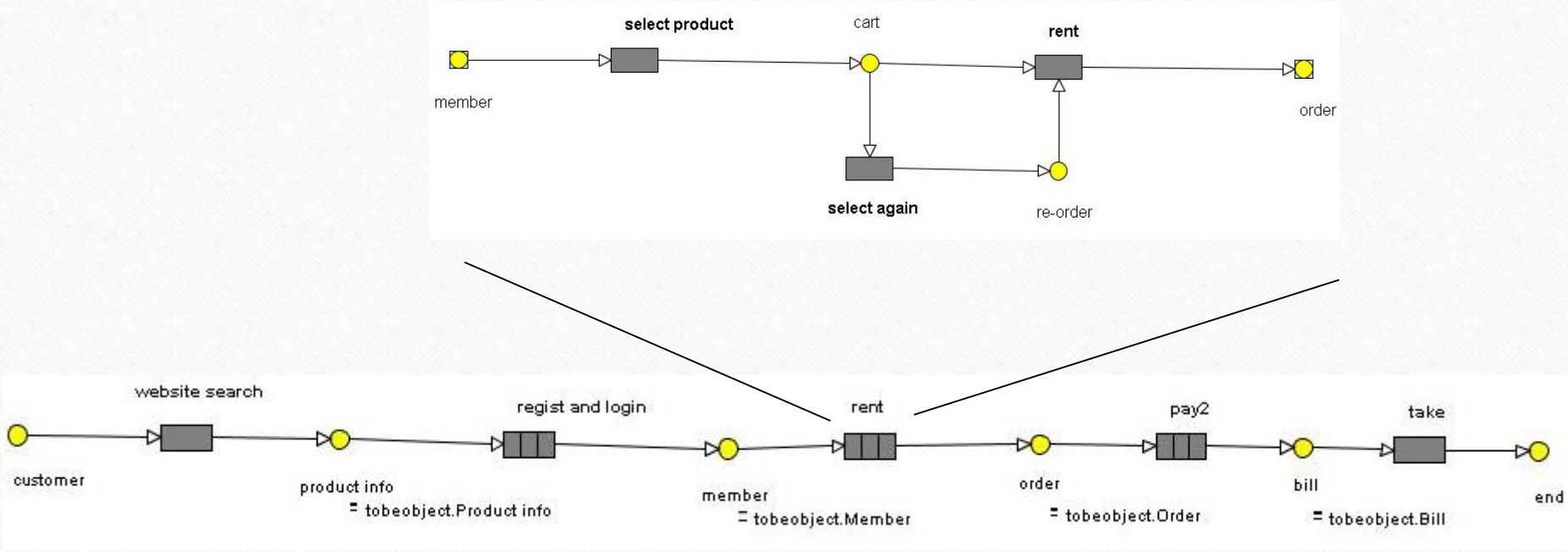
Behavior model - To-Be



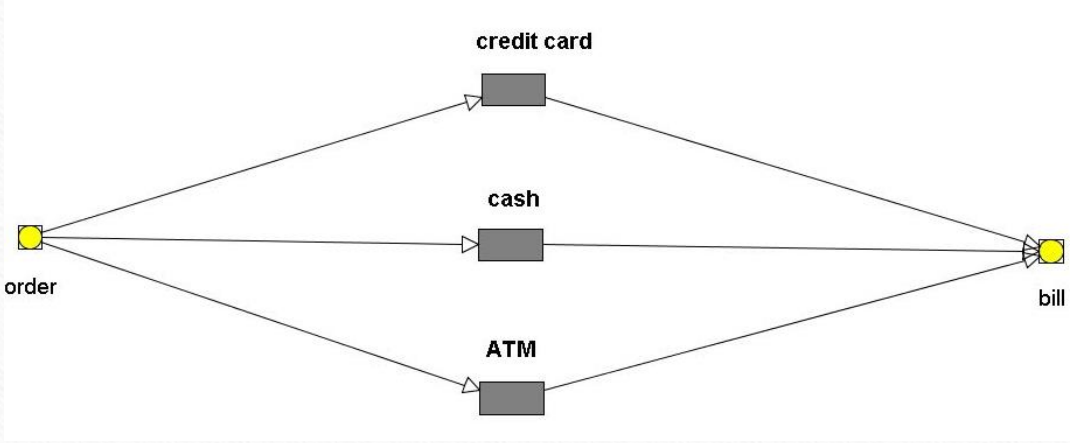
“regist and login” drill down

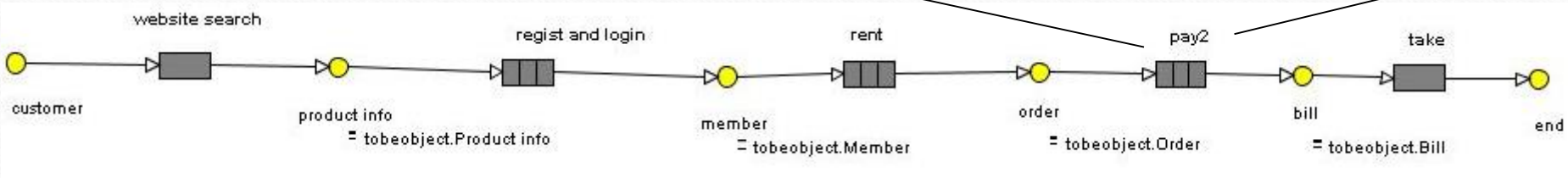


“rent” drill down



“pay2” drill down





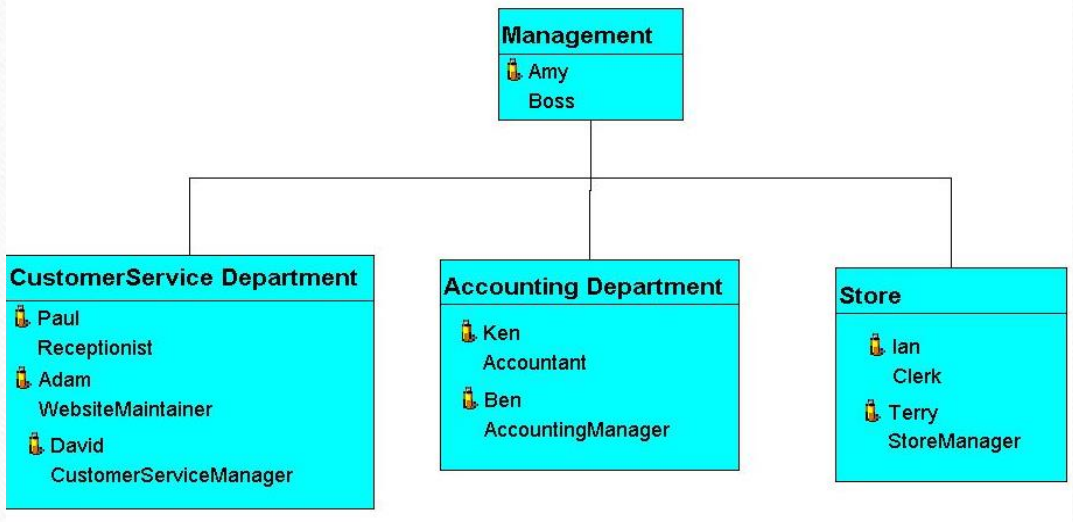
Parameter setting As-Is

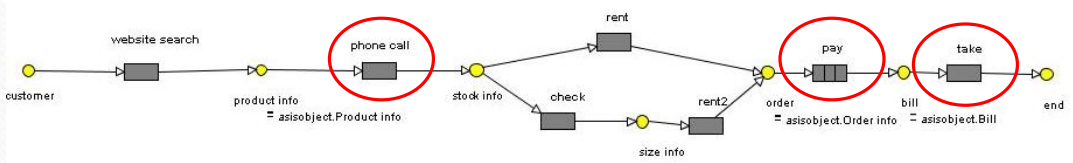
As-Is model			
Behavior	Avg. Time	Cost	Value added
Website search	10.0(min)	-	-
Phone call	10.0(min)	-	-
Rent	5.0(min)	-	-
Check	5.0(min)	-	-
Pay **→ Credit card** **→ Cash** **→ ATM**	5.0(min) 2.0(min) 10.0(min)	-	-
Take	30.0(min)	-	-

Parameter setting To-Be

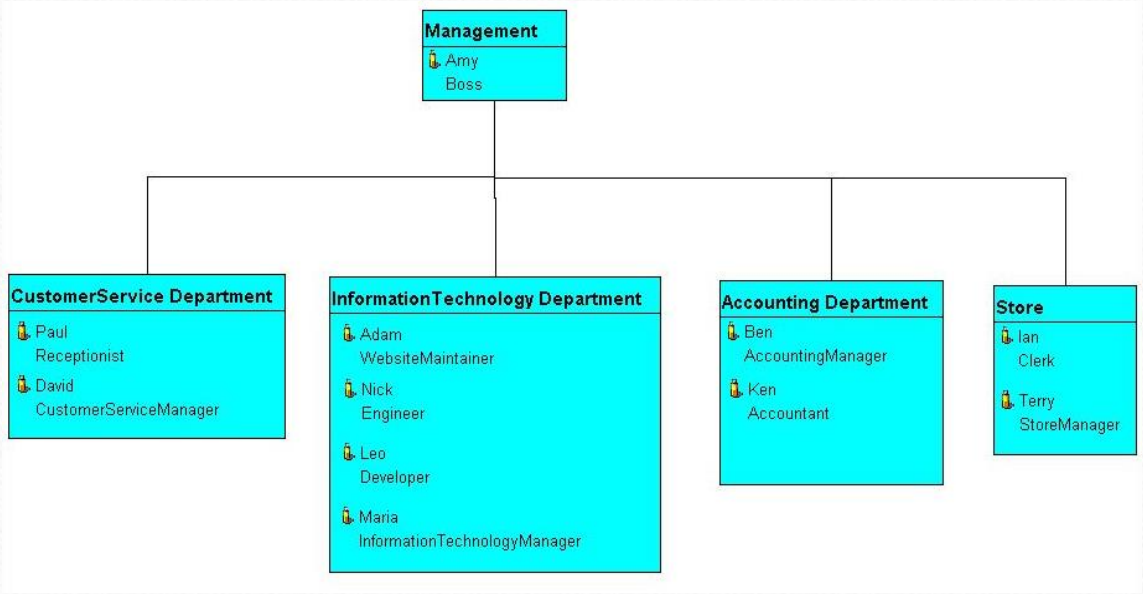
To-Be model			
Behavior	Avg. Time	Cost	Value added
Website search	10.0(min)	-	-
Regist and login **→ Log in** **→ Add member**	 1.0(min) 10.0(min)	 -	-
Rent **→ Select product** **→ Select again** **→ Rent**	 10.0(min) 5.0(min) 1.0(min)	-	-
Pay **→ Credit card** **→ Cash** **→ ATM**	 5.0(min) 2.0(min) 10.0(min)	-	-
Take	30.0(min)	-	-

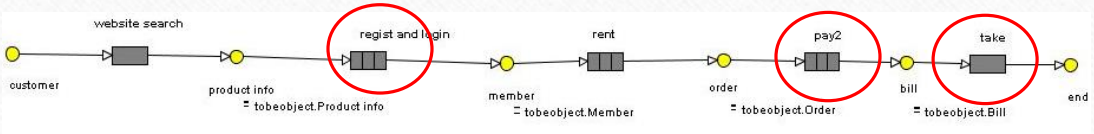
Organization model - As-Is



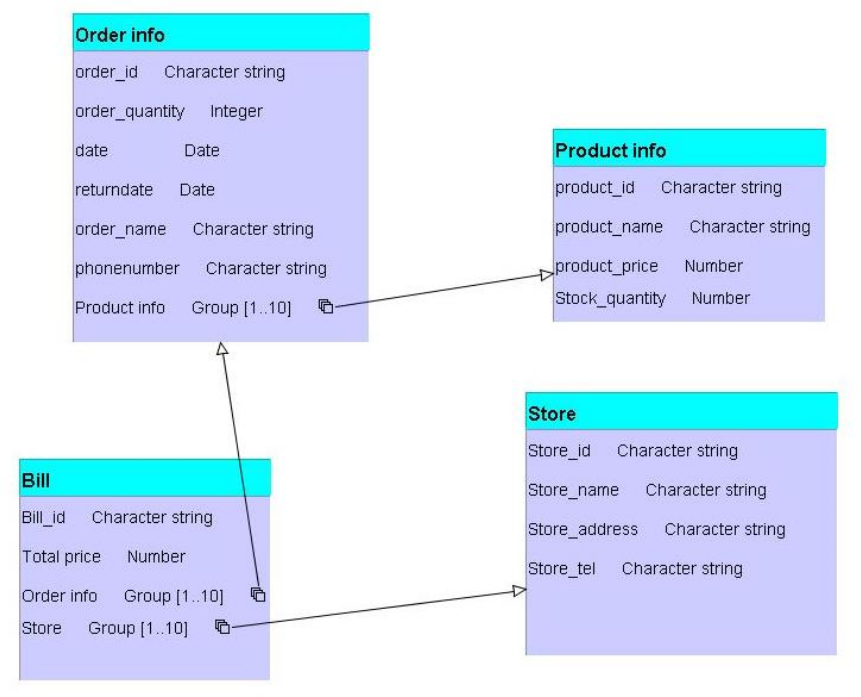


Organization model - To-Be

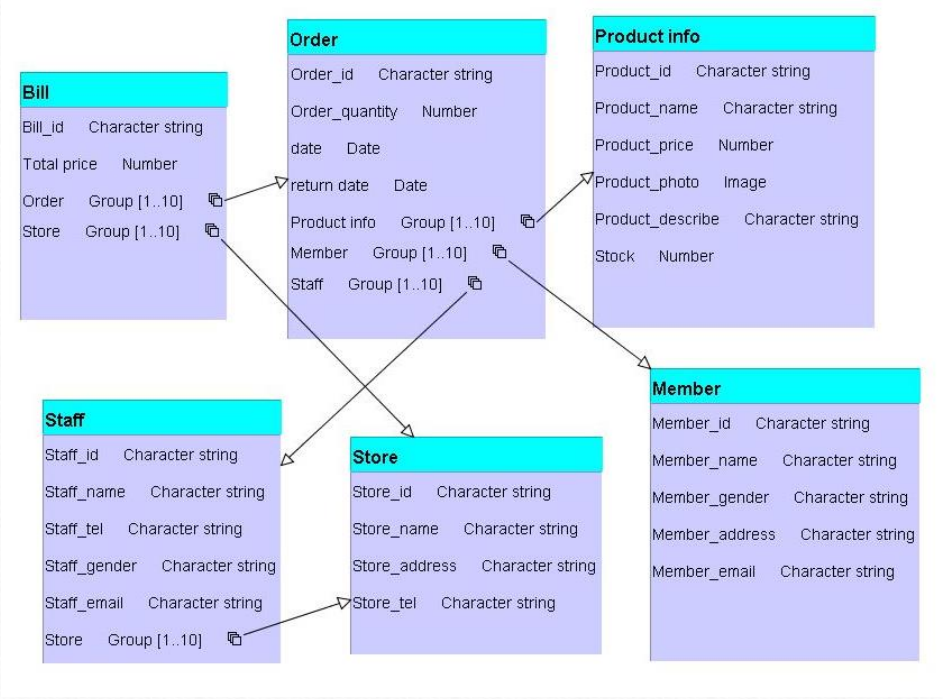




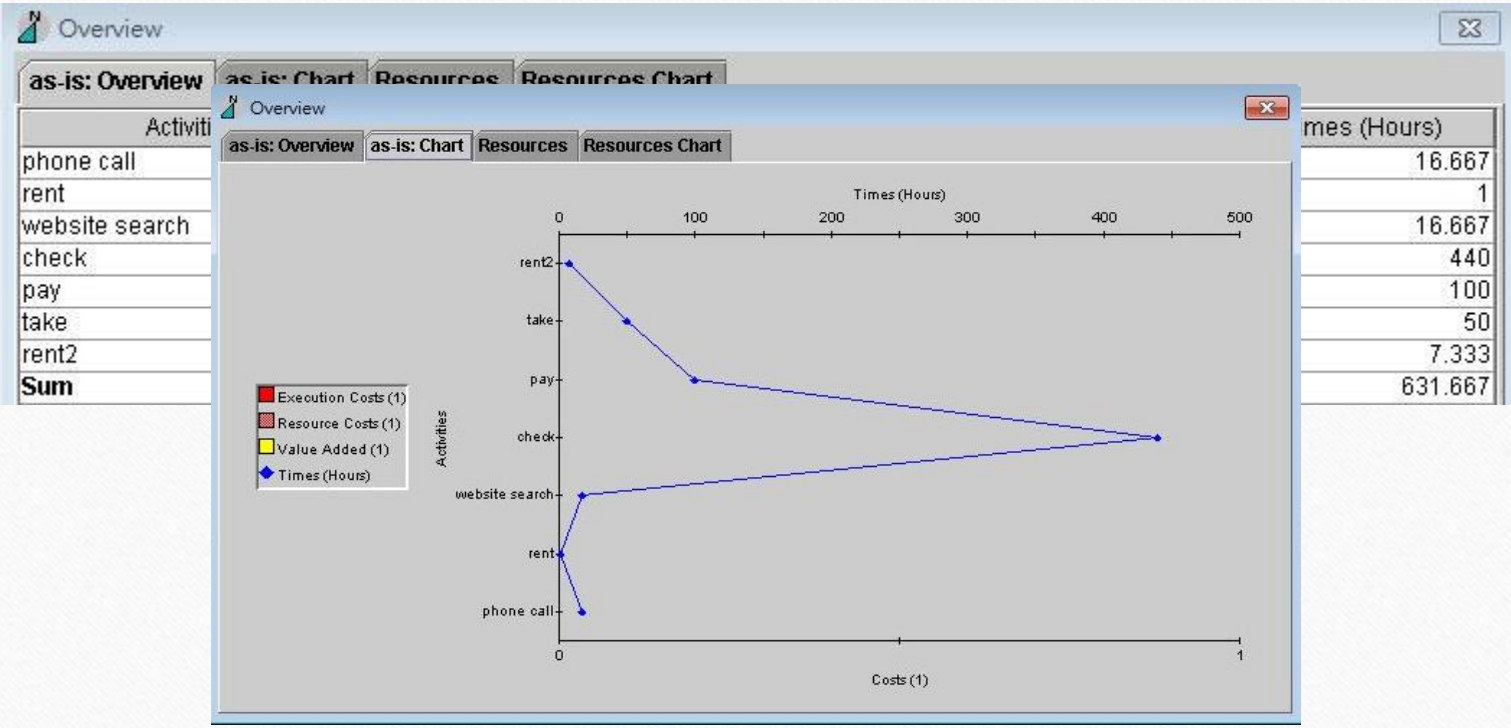
Object model - As-Is



Object model - To-Be

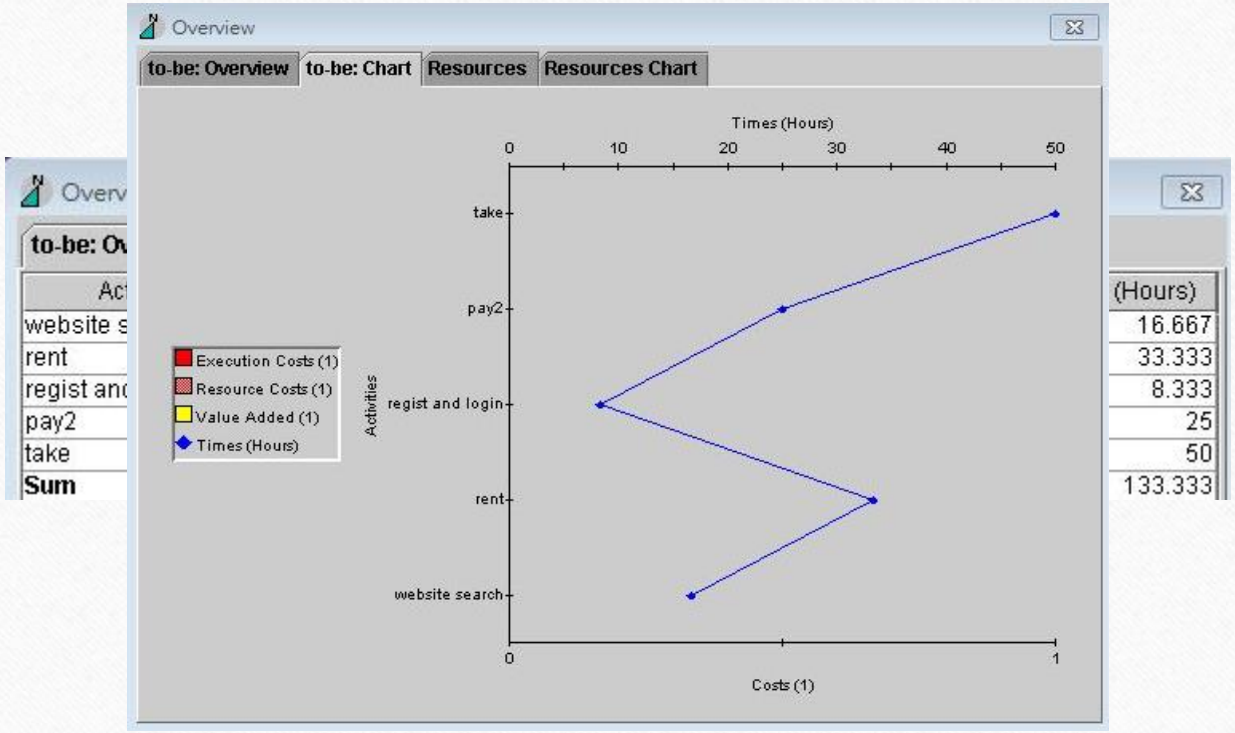


Simulation –As-Is



Activiti	mes (Hours)
phone call	16.667
rent	1
website search	16.667
check	440
pay	100
take	50
rent2	7.333
Sum	631.667

Simulation –To-Be



Website demonstration

- http://140.114.54.94/group4/index.html

Conclude

Today, the Internet is so common, more and more people use the way to enjoy the service. According to the reasons, we build the website of the rental shop, hoping the process can bring more benefit. After simulation the To-Be model, the total process time is decreased. So, use the technology into the service has lots of benefit.