An SAPinsider Company



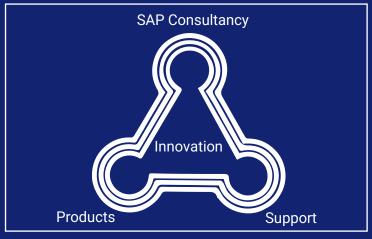


>95 Active
Customers Globally









Established in 1994





SAP[®] Certified Products





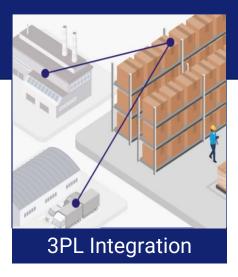
Agenda











Cost of a poor user experience

A poor UX diminishes a team's productivity every hour of every day

7 times longer to correct inaccurate transactions than get it right first time



4% of employee salary spent on training



Inadequate software UX estimated to cost US economy

\$57.7 billion

per year in lost productivity



Employees abandon software

and revert to manual processes and paperwork







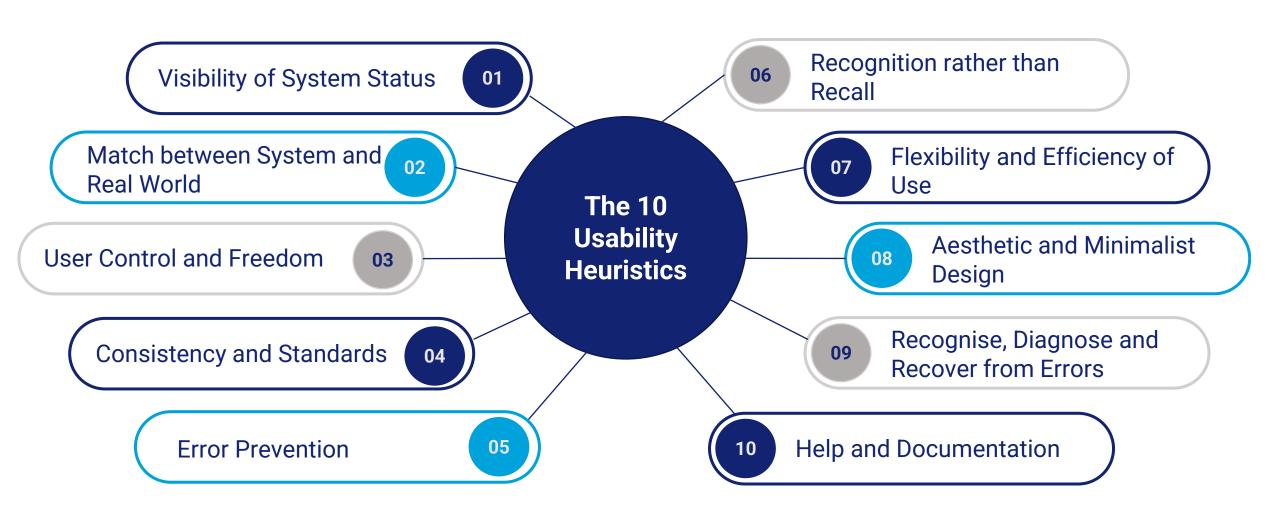
One Third of a disengaged worker's salary in

lost productivity

40% of staff consider moving for improved technology experiences



The Ten Usability Heuristics



SAP Mobile Landscape

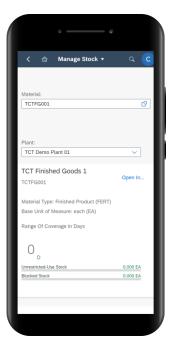
Increased mobile offering to address supply chain changes and demand

ITS Mobile



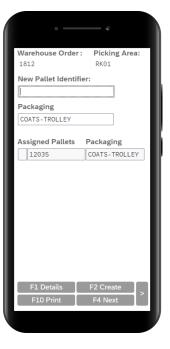
WM, Stockroom Management and EWM

Fiori



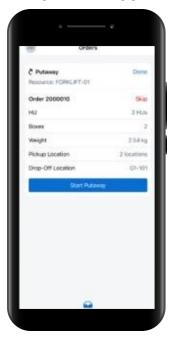
Limited IM and EWM processes

Personas



WM, Stockroom Management and EWM

Warehouse Operator App



Limited EWM processes

Mobile Start

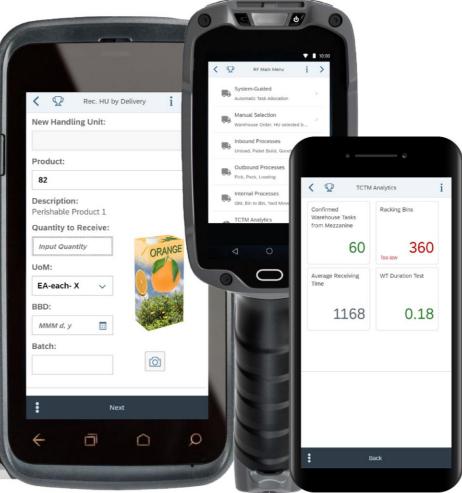


Launchpad for other SAP mobile solutions

PreBilt for EWM

Feature-rich, configurable mobile solution for executing EWM transactions











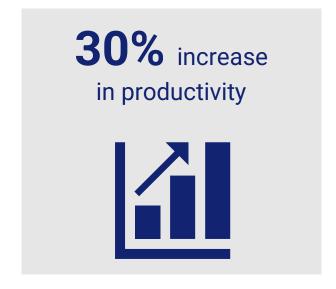


Benefits of a Good UX (PreBilt for EWM)

There are clear business benefits to providing employees with a high-quality mobile user experience for EWM





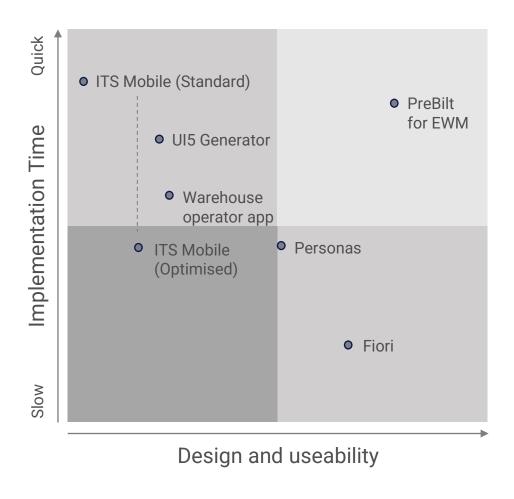






Summary of SAP Mobile Solutions

A portfolio of different options but no one comprehensive, intuitive mobile solution to use with EWM



Advanced Scanner Integration



Ability to scan difficult to read barcodes



Orientation and multibarcode handling



Utilising AR to provide useful feedback to users

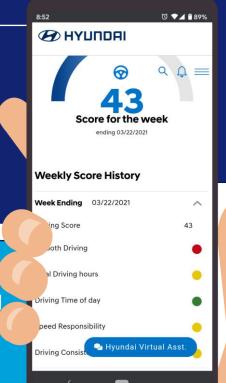




Gamification

What is Gamification?

Gamification refers to the **application** of **game mechanics** into traditionally non-game related **activities**, with the broader goal of **increasing** user **engagement**.







"Top Technology Trends Transforming Warehousing Over the Next 5 Years"

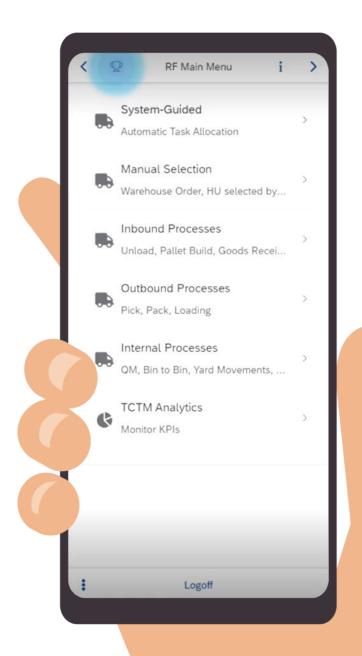
Gartner Jan. 2022

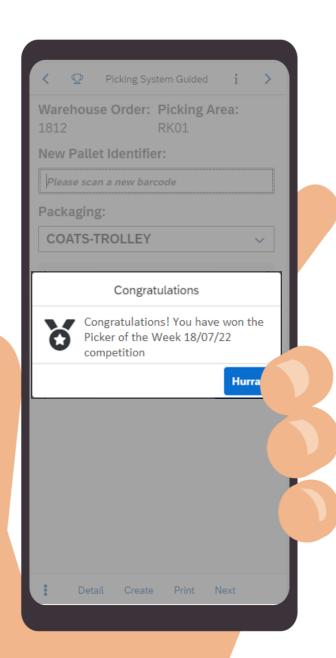
Examples of Games



- Individuals against each other
- Teams/shifts against each other.







Games in a Warehouse

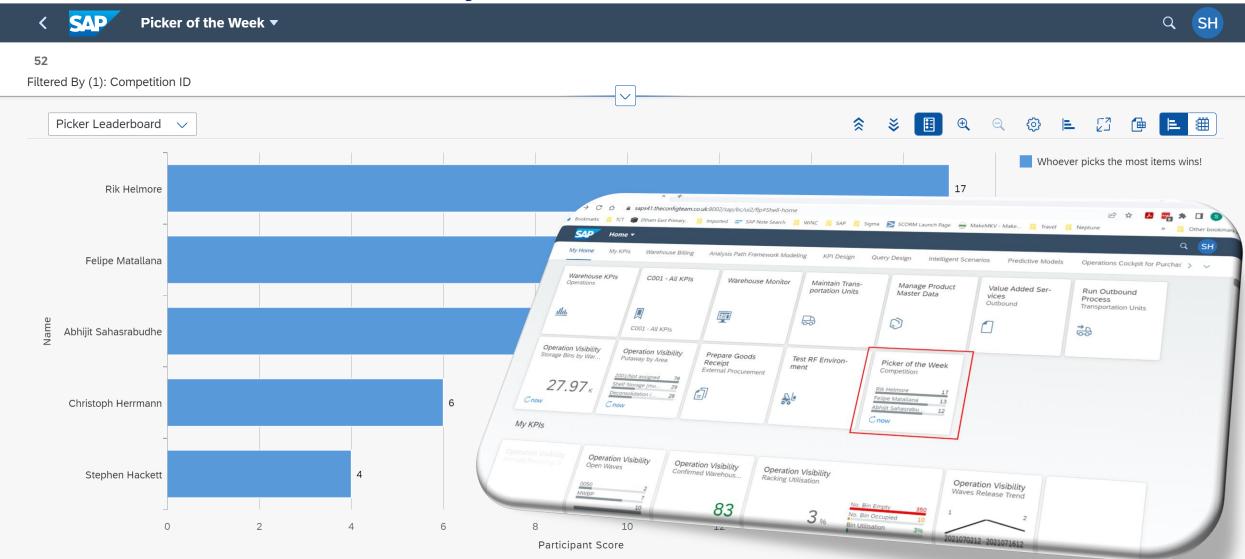






Cases picked in a shift.

Gamification Analytics



Who currently offers Gamification?



Considerations

Do not just roll this out without firstly engaging with the workforce.

What legal frameworks do you need to consider.

Address unhealthy aspects such as workplace bullying, people gaming the system itself.

Each of these can be addressed based upon the type of game you deploy. Having a tool taking this into account is important.





Warehouse Analytics

The Challenge with Analytics in EWM



Our Experience with Customers

Business Suite customer <= EWM 9.5 not on a HANA DB.

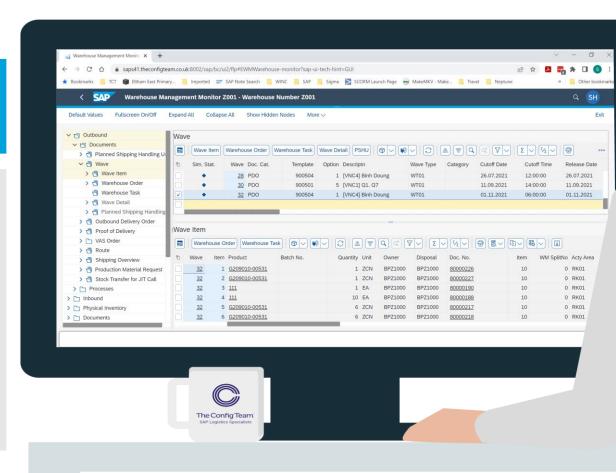
Warehouse Cockpit. Using Measurement Services

Business Suite Customers <= EWM 9.5 and lower, on HANA DB. Note: this is not S/4, just the HANA DB.

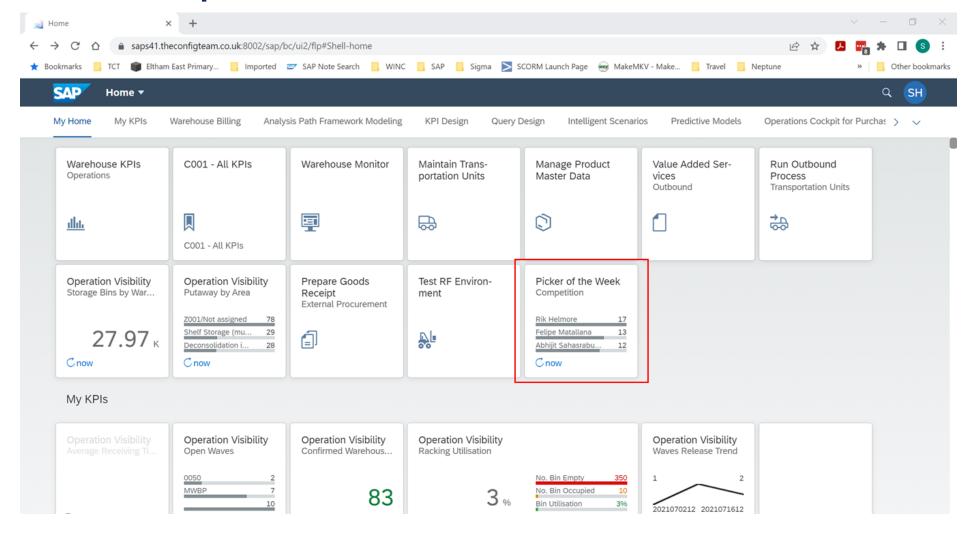
Smart Business Modeller for Business Suite is your KPI tool of choice (in theory). In reality it takes a strong technical team to set this up. Just not fully stabilised in this version. S/4 Customers >= EWM 1709. Embedded Analytics.

Successor to Smart Business Modeller.

Much more stable, easier to setup, direct integration with CDS. Much quicker to use standard and custom CDS. Faster time to production.

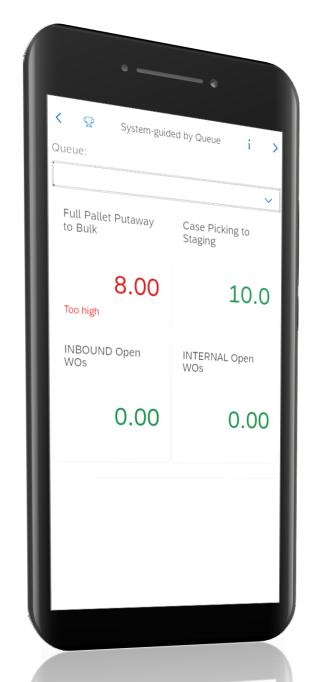


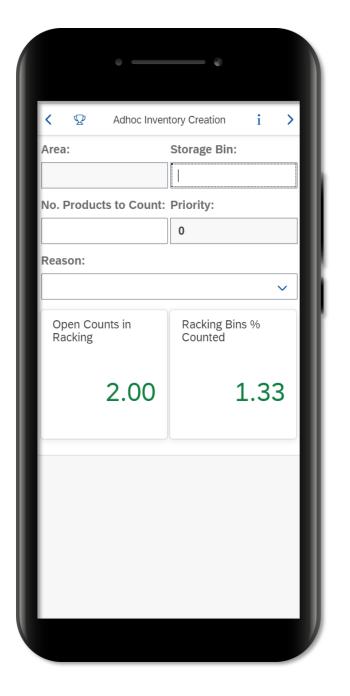
Fiori Launchpad with EWM KPIs



Usage in the Warehouse

- Context sensitive KPIs
- Factor in the user and what they need to see!









3PL Integration

Interface Monitoring

Operating in current times

IN 2021...

3PL relationship management wasn't at the forefront of leaders' agendas.

However, 64% of leaders didn't have the adequate 3PL network to effectively operate through disruptions

Expanded our base of 3PL providers

Consolidated our base of 3PL providers

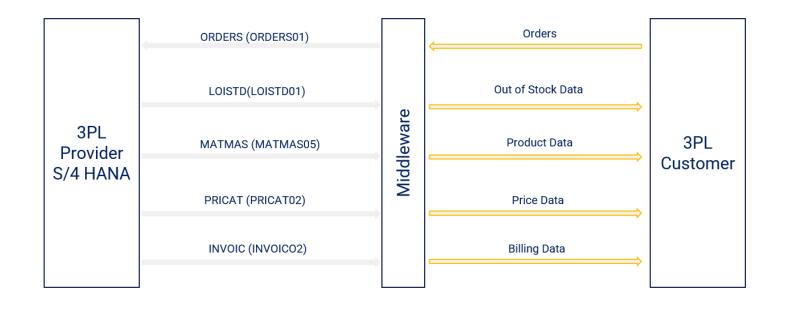
3PL Integration Typical Flows

Each 3PL can have differing message requirements making harmonisation difficult.

Typical message flows for 3PL include:

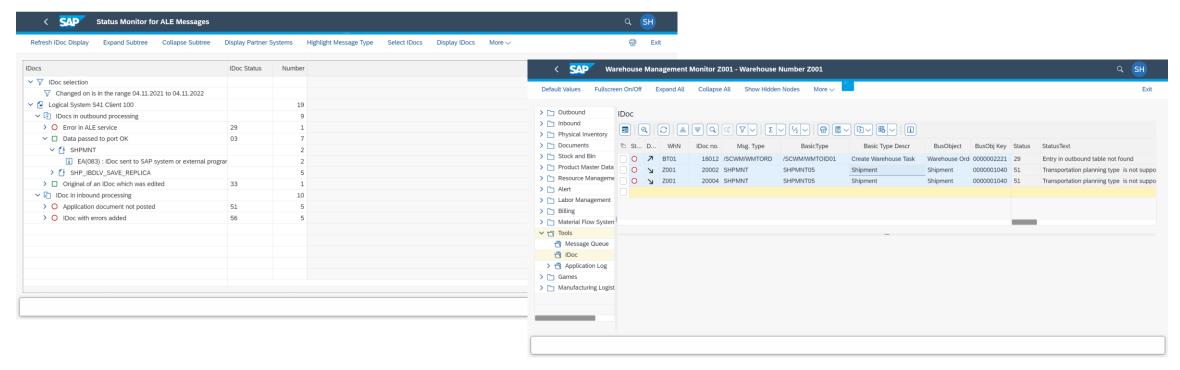
- Stock balances.
- Product Data.
- Orders.
- Deliveries.
- Internal stock adjustments.

- Quality releases.
- Potentially payments (4PL) / Invoices.
 - Price Data
 - o Billing Data



Standard Tools for Monitoring

- Many customers will simply build these interfaces, but then utilise very basic/standard reports for monitoring of message flow success each day.
 - WE02
 - BD87
 - EWM Warehouse Monitor IDoc Overview
- Unfortunately these tools are generally quite technical in nature, and typically cannot provide enough information as to the overall integration status with each 3PL. The fallout from not acting on a stuck message or system error can be high.
- This leads to maintaining a daily IT presence in the operation to ensure the system is working as expected.



What were Idorsia's challenges?

Process Failures

Multiple process failures, such as the ASN's not received, stock status changes aren't received in time, wholesale orders not received

Notifications

If goods receipt message is delayed, then the quality inspection lot isn't created. With no inspection lot, there's no mechanism to release the batch, potentially leading to a delay and poor customer service

Inaccuracies

Discrepancies in stock figures lead to poor planning and stock allocation leading to unfulfilled orders and poor customer service



Reactive vs Proactive

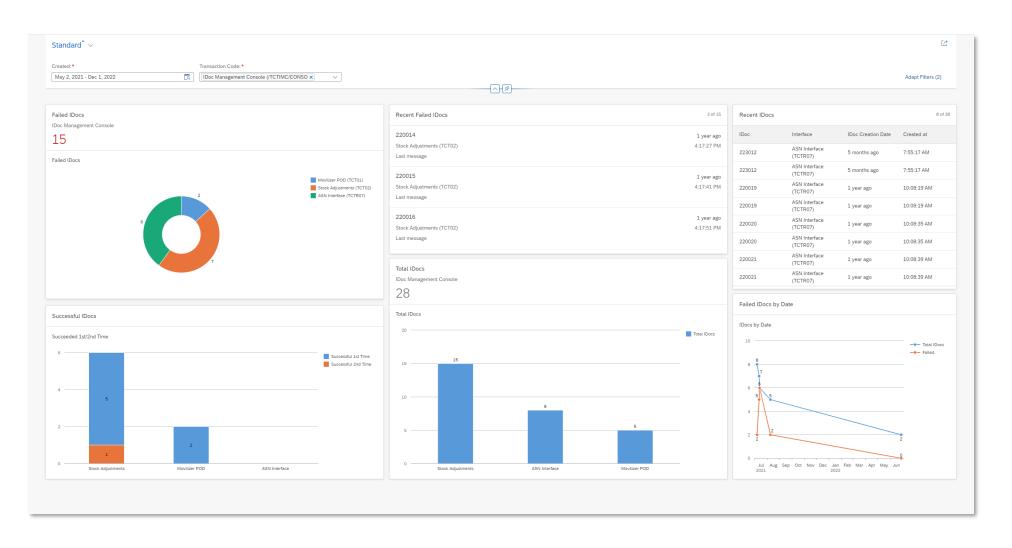
It is essential businesses monitor and react to failed IDocs quickly – the standard SAP solution does not offer this functionality



A user needs to navigate a complex user interface and view several transactions to carry out functions

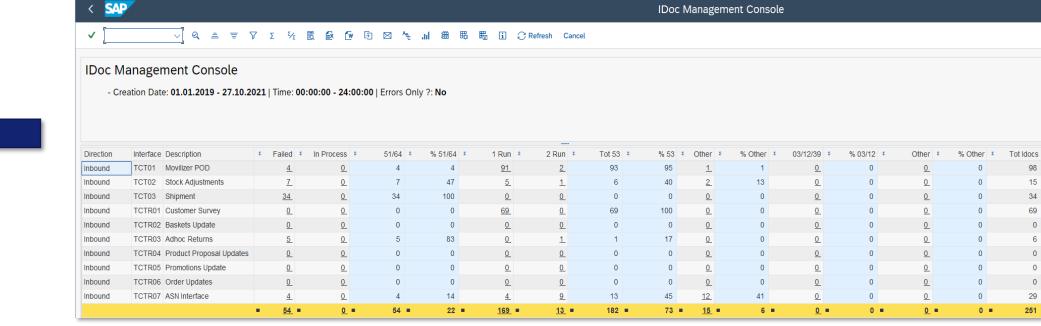


What was the solution?



What was the solution?

<u>List Edit Goto Views Settings System Help</u>





IDoc Management Console - List						
- Creation Date: 01.01.2019 - 27.10.2021 Time: 00:00:00 - 24:00:00 - Interface: TCT02 - Stock Adjustments						
::	IDoc number	Created On	Created at	Status	Material	Last Message
	219016	07.07.2021	11:41:02	51	MOVFG-IM-03	Goods movement not possible with mvmt type 552
	219019	07.07.2021	13:14:35	51	MOVFG-IM-03	Goods movement not possible with mvmt type 552
	220012	12.07.2021	16:17:16	51	MOVFG-IM-XX	Material MOVFG-IM-XX not maintained in plant M001
	220013	12.07.2021	16:17:24	51	MOVFG-IM-XX	Material MOVFG-IM-XX not maintained in plant M001
	220014	12.07.2021	16:17:27	51	MOVFG-IM-XX	Material MOVFG-IM-XX not maintained in plant M001
	220015	12.07.2021	16:17:41	51	MOVFG-IM-XX	Material MOVFG-IM-XX not maintained in plant M001
	220016	12.07.2021	16:17:51	51	MOVFG-IM-XX	Material MOVFG-IM-XX not maintained in plant M001

Summary

Customers are taking the value of UX seriously now.

Consider your platform for mobile usage with EWM and what you want to be able to achieve.

Gamification is coming!

Consider warehouse analytics on devices.

3PL Integration



Any Questions?

12% improvement in stock accuracy and visibility

30% increased productivity

20% reduction in stock holding

20% increase in user adoption of mobile

25% improved supply chain efficiency

90% reduction in training time

Increased staff retention

Greater workforce flexibility

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