

# Supply Chain Execution

## PREREQUISITES:

None

## MODE:

Self-paced e-learning

## DURATION:

3.5 hours

## HOW TO REGISTER:

Contact [learning@manh.com](mailto:learning@manh.com)

## PRODUCT TRAINING COURSES

Manhattan Active®

# Labor Management

Labor accounts for significant costs associated with distribution, so there is great potential for productivity savings by using a labor management system. When integrated into a warehouse management system, labor management has the potential to: lower labor costs; predict when and where more workers are likely needed; provide companies with deep and real-time visibility into their operations; and significantly improve the performance of individual employees and overall productivity. Manhattan Active Labor Management uses machine learning to continuously re-optimize the ever-changing task priorities and resource assignments within the distribution center, ensuring service levels are always met.

This course explains what Manhattan Active Labor Management is, how it works and the benefits it can provide. This course will also cover business objectives and best practices.

## This course covers the following topics:

- › Introduction to the features and benefits of Manhattan Active Labor Management
- › Overview of components such as Activities, Events, and Elements
- › Basic configuration of Shifts, Breaks, and the Clock In/Out process
- › How to measure the performance of a Team Standards Group
- › Using Reflective Functionality to monitor and measure employees that do not have direct system interaction
- › How Off Standard Time Management can fine-tune and minimize the amount of time employees spend on non-productive tasks
- › Using Engineered Labor Standards to quantify the time required to perform a unit(s) of work with defined methods and procedures
- › Viewing performance metrics via: Unified Distribution Control, Employee Timeline, and Employee Scorecard
- › Analyze reports on: Performance & Throughput, Observation Management, and Reflective Standard