

"I learned more in this class (Last Planner[®] and Villego[®] simulation) than in any other class in my whole time in university!"
(Graduate student – San Diego State University, 2015)

What is Villego[®]?

- A Last Planner[®] (LPS[®]) simulation using Lego[®] that illustrates the benefits of using lean thinking and lean behaviors promoted by LPS[®] (pull) in Round 2 over traditional scheduling (CPM) and the management process (push) in Round 1.



Why is Villego[®]?

- The simulations provide a safe learning environment and a sample project to quickly learn the principles and benefits of Last Planner[®] and experience them using a hands-on “learning by doing” approach which promotes information retention rates of ~90%.
- Comparative results over both rounds regularly show significant schedule reduction (~66%), negative vs. positive profits and an “Aha! moments” illustrating the key components of LPS[®].

Where and when to use Villego[®]?

- Villego[®] is commonly used in lean boot camps and introductory sessions to LPS[®] and Lean construction in advance of project kick-offs or as part of a wider learning curriculum.
- If the participants have an active project a LPS[®] kick-off is recommended within 72 hours to maximize learning outcomes and information retention rates (learning by doing).

Who should be involved in Villego[®]?

- Villego[®] is beneficial to all AEC participants but usually works at 3 Levels - Senior Management (including Owners Reps.), Last Planners[®] (designers and trade foremen) and students.

Key Takeaways and learning outcomes from Villego[®]

- Commonly, participants experience increased **collaboration, communication, teamwork, better understanding of other peoples’ needs** and other key **Lean concepts of push/pull, flow, production system design, systems thinking, PDCA, kaizen** and **detailed short-term planning**.
- A short [YouTube clip of Villego[®]](#) at a San Diego Community College District capital project kick-off shows a professional’s experience of the simulation.