

Incremental Epic Fact Sheet

Ship Repair is not Ship Building

Incremental Epic is designed specifically for the ship repair industry and its supply chain. This fact sheet explains how Incremental Epic differs from the ship building management systems that ship repair yards frequently attempt to use.

There are two core differences between ship repair and ship building:

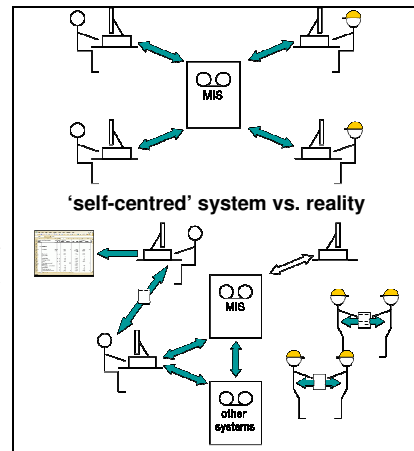
Timescales

Ship building contracts are measured in months and often years. Ship repair contracts last weeks or days. This has a fundamental effect on the management of operations which must be reflected in the computer systems developed to support these.

In ship building, detailed data must be collected so that long term projections can be accurately made. The collection and entry of this data can be time-consuming, but the effort is worthwhile as time is available and the results are not needed immediately.

In ship repair, there is not the luxury of time. Data is only of value if it can be used to control operations, which means it must be as near real-time as possible. Onerous entry requirements prevent this. Systems must be able to cope with the minimum data that management consider necessary.

Unlike other management systems, Incremental Epic is not 'self-centred'. It knows that data may reside elsewhere, and leaves the level of data requirement up to you. You decide what is necessary, and the system will require that and only that. In fact, you could configure Epic to run an entire contract without just the basic ship and client name!

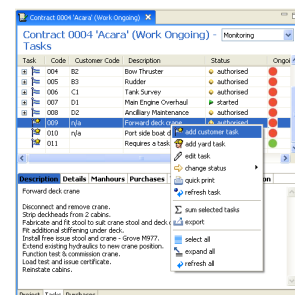


Changes

Simplistically, in ship building changes are bad because they increase costs; in ship repair changes may be good if they increase profit. Perhaps the key difference between ship repair and building is that in ship repair divergence from plan is expected, and may be beneficial. Hence any management system must embrace changes, not treat them as errors or exceptions.

Incremental Epic reduces the effort of recording additional repair asks to two mouse clicks. More information may be added, but the aim is to ensure that no additional work is missed. Similarly the system permits fast and immediate recording of additional costs such as new purchases and additional resources.

Incremental Epic also accepts that the management data may lag behind operations. It includes explicit mechanisms to warn where figures are unreliable or incomplete, and provides the means to communicate the need for more data without falling back on unreliable e-mail or phone messages.



adding additional work

In summary Incremental Epic on the event-focused world of ship repair, rather than the plan orientated world of ship building.

Other relevant fact sheets : [Is Incremental Epic an ERP? Project Management](#)