

World's first 6 x 2 newspaper simulator from Sinapse running successfully for more than a year

Presse Druck und Verlag Augsburg, a major newspaper printer, installed one of the world's first MAN Roland COLORMAN XXL newspaper presses in 2005.

The multi-million euro project completely transformed their newspaper production and created new challenges for production staff. The technical project manager, Eike Bühring, and his colleagues had, therefore, the substantial responsibility of ensuring that everything ran smoothly – before, during and after the installation.

Because the new COLORMANs are much faster than their previous presses a major operational concern focused on achieving good copies faster with the minimum of waste. Slow reactions to problems are not acceptable as the copies are coming off the press more quickly and, with the wider web width, cost 50% more in terms of waste paper and ink. The new presses also have smaller crews and, therefore, each team member needs to be competent in a wider range of areas and be able to react faster than previously. As part of the installation project PD Augsburg conducted a review both of their production methods and the roles of their pressmen. The review concluded there was a need to raise the skills levels and reduce response times of over 50 pressmen facing new production challenges.



Mr. Gerhard Galler (right) and Mr. Uwe Wanner (left) solving problem on Sinapse simulator

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A key part of their successful training approach was to install in 2005 a Sinapse simulator directly in the ABB press console. This was a strategic decision by Mr. Andreas Vötterle, Head of Technical staff-Department, who identified the Sinapse simulation as an essential part of their new production methods, not just for the introduction of the new press but also as part of on-going skills enhancement.

“Training was an essential part of the planning for our new plant, and the simulator gave us unique ways to prepare operators prior to them running the press. It answers the challenge of pressmen needing more and more information about the process but having less and less time to learn this on press. The simulator also helps their on-going learning and to teach trouble-shooting on all parts of the process – not just console adjustments,” explains Mr Bühring,

The 40-week training program gave each pressman more than 40 hours on the simulator to provide a total of over 2000 hours of simulated press time. Press crews were separated into groups of 2-3 people for weekly 30-90 minute sessions. Initial training focused on the console to address typical make-ready and start-up problems with colour, register and web position. Successive sessions become more challenging and covered the complete press and process.

Training has focused to date on broadsheet production but PD Augsburg also looked at the possibility of creating a series of exercises for tabloid products. In late 2006 the console will be moved into the production hall but training can be continued on a “stand-alone” version of the simulator.

“We recommend the Sinapse Simulator to other newspaper sites interested in improving the skills of their personnel, or who are getting the crews ready for a new press. It’s a great way of bringing them up to speed in a very short time and of boosting their problem solving skills” concludes Mr Bühring.

Reinhold Schneider, Pressroom manager of PD Augsburg says that trainees “... find the simulator very realistic. It makes them sweat, just like they do in front of the real production and makes them eager to get on the new press”.

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