

# KURSUS MODULE 2 JKR MALAYSIA

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**VM / VE**

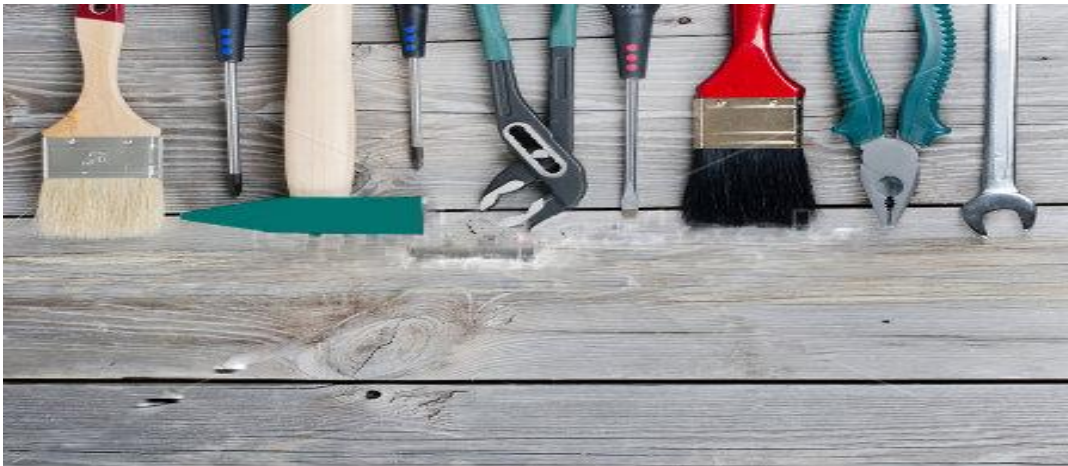
**TOOLS  
&  
TECHNIQUES**

# the power of tools

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## Why are tools important in VM study?

- More objective (quantitative) evaluation
- Better justified decision making
- More structured and systematic process
- Minimize conflicts and argument
- Aid for achieving consensus
- Increase competency level of VM facilitator



# pre lab stage

## TOOLS / TECHNIQUES

- VE Study Pre Requisite Form
- VE Study Pre Lab Checklist Form
- VE Lab Participant Identification (A.C.I.D. Test Form)
- Client Value System (CVS)  
(Tool - Paired Comparison)
- Function Analysis System Technique  
(F.A.S.T. Diagram) – Initial draft by Facilitator
- Goals & Systems Modelling  
– Initial draft by Facilitator
- Site visit
- Similar Facility Walk Through

## PURPOSE(S)

- Check project readiness for VE Study implementation
- Requirement checklist for implementing VE Study
- Determine the required composition of lab members;
- Ensure right people for right roles & responsibilities
- Set priority of value objectives to be delivered;
- Prioritize criteria for allocating resources and incorporate in design
- Represent the whole picture of required functions under study;
- Guidance in aligning functions with objectives and project deliverables
- Understand the physical context and constraints
- Provide basis of users' needs & requirements

# pre lab stage (cont'd)

## TOOLS / TECHNIQUES

## PURPOSE(S)

- |   |   |
|---|---|
| <ul style="list-style-type: none"><li>• Meeting / Discussion</li></ul>  | <ul style="list-style-type: none"><li>• Interfacing with client / Project Manager / HOPT / Designers / HODT</li></ul>   |
| <ul style="list-style-type: none"><li>• Interviews / Questionnaires</li></ul>   | <ul style="list-style-type: none"><li>• Facilitate on exploring project issues (evidences)</li><li>• Explore possible value problems to be resolved</li></ul>   |
| <ul style="list-style-type: none"><li>• Cost Worth Index</li></ul>  | <ul style="list-style-type: none"><li>• Identify indicative mismatches to be resolved</li></ul>   |
| <ul style="list-style-type: none"><li>• Drawings &amp; Documents Analysis</li></ul>   | <ul style="list-style-type: none"><li>• Gather project background &amp; basic information</li><li>• Identify indicative mismatches to be resolved</li><li>• Provide valuable information in improving value</li></ul> |
| <ul style="list-style-type: none"><li>• VE Study Model(s)<ul style="list-style-type: none"><li>• Cost Model</li><li>• Life Cycle Cost</li><li>• Space Model</li><li>• Quality Model</li></ul></li></ul> | <ul style="list-style-type: none"><li>• Provide basis for value study (Cost / LCC / Space/ Quality Models);</li><li>• Facilitate in selecting VE study scope &amp; identifying indicative mismatches</li></ul>        |
| <ul style="list-style-type: none"><li>• Post Occupancy Evaluation (POE) (of similar facility)</li></ul>   | <ul style="list-style-type: none"><li>• Provide valuable information to improve value (functional &amp; operational performance; users' needs and requirements)</li></ul>   |

# cost worth index

**Cost** is the price paid or to be paid.

(note: one man's price is another man's cost)

**Worth** is defined as **the least cost** to perform the required function(s) or functional equivalent - consider only cost of basic function(s); excluded secondary function(s)

- Establish worth as a target or basis
- Measure Cost Worth Index; if cost is higher than worth, the value must be improved by reducing the cost
- Derive alternatives through creativity which cost is less than worth, then value for money is obtained

*Source: Kelly and Male (2003)*

# cost model

MODEL KOS BERASASKAN REKABENTUK YANG DIBANGUNKAN SEBELUM KAJIAN VE:

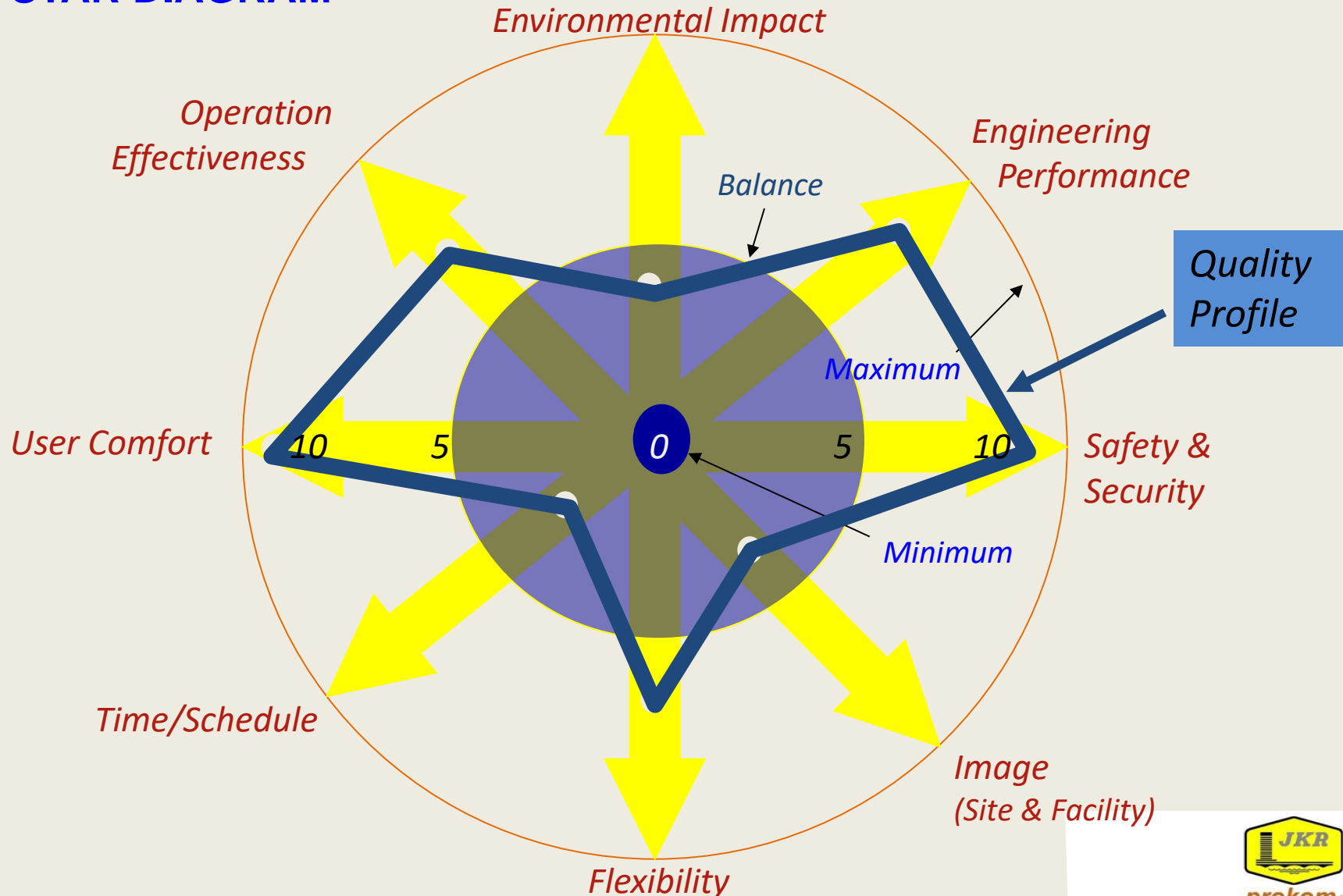
| ITEM | DESCRIPTION (AS IN PDA 1)                          | COST MODEL (BEFORE VE) |
|------|--|------------------------|
|      | <b>CONSTRUCTION COST</b>                           |                        |
| 1    | Contractual and General Items                      | 1,800,000.00           |
| 2    | 200 mm diameter Micropile                          | 450,000.00             |
|      | 300 mm diameter Micropile (API Pipe)               | 6,200,000.00           |
| 3    | Demolish Existing Road                             | 350,000.00             |
| 4    | Site Clearance                                     | 100,000.00             |
| 5    | Earthworks   | 500,000.00             |
| 6    | Retaining Wall                                     | 500,000.00             |
| 7    | Soil Nailing                                       | 450,000.00             |
| 8    | Flexible Pavement                                  | 550,000.00             |
| 9    | Road Furniture                                     | 117,000.00             |
| 10   | Drainage   | 351,000.00             |
| 11   | Traffic Sign                                       | 250,000.00             |
| 12   | Making Good Existing Road                          | 800,000.00             |
| 13   | Temporary Road Diversion (& Traffic Management)    | 147,000.00             |
| 14   | Landscaping & Bio Engineering (Erosion Protection) | 2,000,000.00           |
| 15   | Environmental Protection Works                     | 50,000.00              |
| 16   | OSHA (Safety & Health)                             | 250,000.00             |
|      | <b>OTHER COST</b>                                  |                        |
| 17   | Variation of Prices (VOP)                          | 370,000.00             |
| 18   | Documentation                                      | 10,000.00              |
| 19   | Advertisement                                      | 10,000.00              |
| 20   | Contingencies                                      | 800,000.00             |
| 21   | Supervision  | -                      |
|      | <b>TOTAL PROJECT COST</b>                          | <b>16,055,000.00</b>   |

# space model

|              | SPACE                                 | GRADE/ | NO. OF PEOPLE PER ROOM | NO. OF ROOM | AREA (Mps) | TOTAL AREA (Mps) | NEW TOTAL AREA | ADDITIONAL | REDUCTION | REVIEWED | REMARKS | LAIN - LAIN KEPERLUAN  |
|--------------|---------------------------------------|--------|------------------------|-------------|------------|------------------|----------------|------------|-----------|----------|---------|--|
| UNIT AMRA    |                                       |        |                        |             |            |                  |                |            |           |          |         |  |
| 1            | Pejabat Penyelia Persenjataan         | 32     | 1                      | 1           | 15         | 15               | 12             |            | 3         | 12       |         | 4 punca kuasa 13 Amp, 1 talian telefon, set computer & printer warna, kelengkapan pejabat dan perabot yang bersesuaian.  |
| 2            | Pejabat Am                            | 17/22  | 3                      | 1           | 5          | 15               | 15             |            |           | 15       |         | 1 talian telefon, 2 set workstation dengan 4 punca kuasa 13 Amp bagi setiap set workstation, set computer & printer warna, kelengkapan pejabat dan perabot yang bersesuaian. |
| 3            | Stor Senjata                          |        | 1                      | 1           | 20         | 20               | 20             |            |           | 20       |         | Mengikut spesifikasi PDRM  |
| 4            | Bengkel Senjata                       |        | 1                      | 1           | 20         | 20               | 0              |            | 20        | 0        |         | Mengikut spesifikasi PDRM  |
| 5            | Rak Senjata                           |        | 1                      | 1           | 20         | 20               | 0              |            | 20        | 0        |         | Mengikut spesifikasi PDRM  |
| 6            | ruang kaunter                         |        |                        |             |            | 0                | 8              | 8          |           | 8        |         |  |
|              | tempat serah senjata /ksosong senjata |        |                        |             |            | 0                | 15             | 15         |           | 15       |         |  |
|              | Bilik LSF                             |        |                        |             |            | 0                | 12             | 12         |           | 12       |         |  |
| UNIT PEMANDU |                                       |        |                        |             |            |                  |                |            |           |          |         |  |
| 6            | Pejabat Am                            | 17/22  | 4                      | 1           | 5          | 20               | 20             |            |           | 20       |         | 16 punca kuasa 13 Amp, 1 talian telefon, set computer & printer warna, kelengkapan pejabat dan perabot yang bersesuaian.   |
| 7            | Bilik Rehat Pemandu                   |        | 4                      | 1           | 5          | 20               | 20             |            |           | 20       |         | 4 punca kuasa 13 Amp Loker, sofa, katil dan perabot bersesuaian.   |
| 8            | Ruang Parkir                          |        | 0                      | 0           |            | 0                | 0              |            |           | 0        |         | Mengikut spesifikasi PDRM  |

# quality model

## STAR DIAGRAM





# lab stage – (1) information phase

## TOOLS / TECHNIQUES

## PURPOSE(S)

- VE Lab Kit:
    - Slides on VE in Public Projects;
    - Slides on VE Lab Agenda;
    - Slide VE Study Objectives;
    - Slide VE Lab work groupings; etc.
  - **VE Study Model(s)**
    - *verification by VE Lab*
  - Client Value System (CVS)  
(Tool - Paired Comparison)
    - *present CVS as set by client*
  - Information Phase Template
- Provide understanding to participants of VE Study initiative, VE Lab programme / agenda; expected study outputs; lab work groups and their scope of study etc.
  - Verify basis for value study (Cost / LCC / Space/ Quality Models);
  - Facilitate in exploring mismatches and confirming scope under study
  - Inform prioritized value objectives to be delivered;
  - Prioritize criteria for allocating resources and incorporate in design
  - Identify, gather and record basic information (parameters) and issues of project / design / scopes under study

# lab stage – (2) function analysis phase

## TOOLS / TECHNIQUES

## PURPOSE(S)

- **Function Analysis System Technique**

(F.A.S.T. Diagram) – *Verification by VE Lab*

- Represent the whole picture of required functions under study;
- Guidance in aligning functions with objectives and project deliverables

- **Goals & Systems Modelling**

- *Verification by VE Lab*

- Match or review required functions with deliverables.

- **Functional Space Diagramming**

- **User Flow Analysis**

- **Spatial Adjacency**

- Determine spatial functions to improve users flows, adjacencies, facilities performance and operational efficiency.

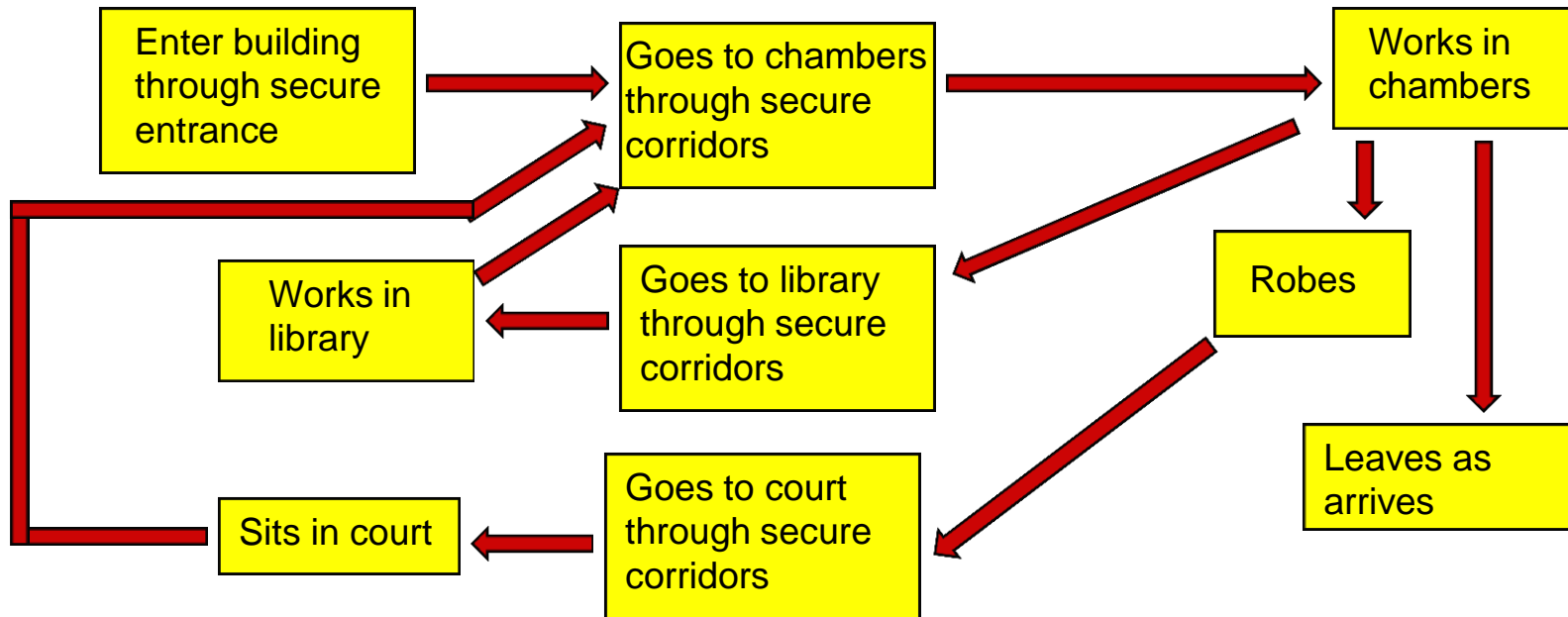
- **Function Analysis Phase Template**

- Concept (Project) / Space / Element / Component / System
- Functional Specification
- Cost Worth Index

- Determine the function requirements (basic / secondary functions) at respective level(s)
- Identify value mismatches (cost / function etc.)
- Basis in function-based evaluation and decision making in lab

# functional space diagramming

## USER FLOW CHART - USER:JUDGE



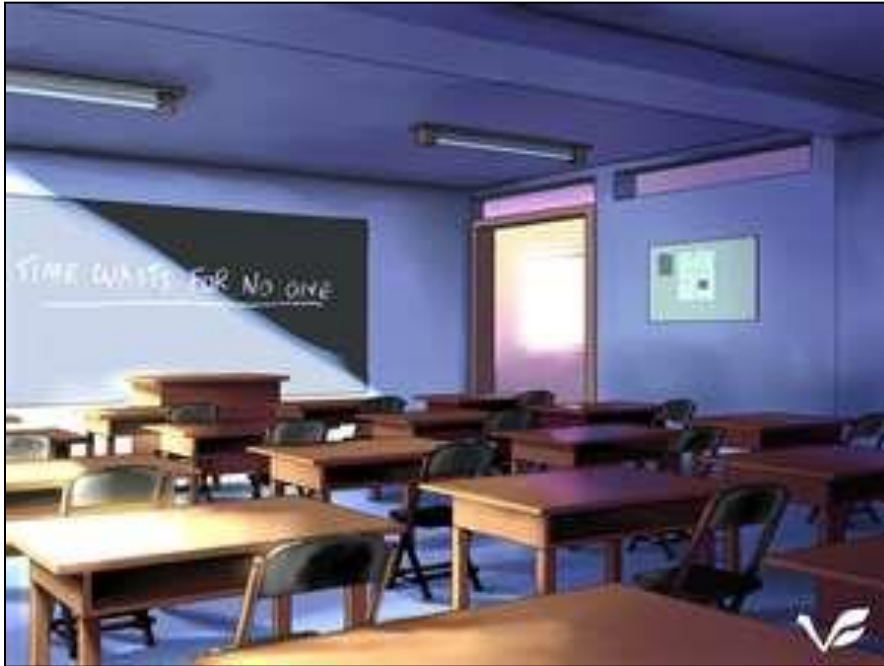
# functional space diagramming

## SPACE ADJACENCY - COURT

Courtroom

|   |              |                                   |                       |                         |
|---|--------------|-----------------------------------|-----------------------|-------------------------|
| 5 | Judge' suite |                                   |                       |                         |
| 2 | 1            | Solicitor's library & robing room |                       |                         |
| 5 | -1           | 2                                 | Police office & cells |                         |
| 1 | -1           | 4                                 | 5                     | Prisoner interview room |
| 5 | 0            | -1                                | -5                    | -5 Jury room            |

# example of function (space)



Classroom

**Basic Function**  
*Gather Trainees*

**Secondary Function**  
• *Assure Privacy*

**Required Secondary Function**  
• *Facilitate Training*

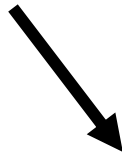
# example of function (component)



**Basic Function**  
***Control Access***



**Secondary Function**  
• ***Provide Aesthetic***



**Required Secondary Function**  
• ***Resist Fire***

Doors

# lab stage – (3) creative phase

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## TOOLS / TECHNIQUES

## PURPOSE(S)

- Brainstorming of Ideas
  - Free Wheeling
  - Slip Method
  - Round Robin, etc.

- Generates as many ideas in solving the identified value issues and mismatches.

- Creative Phase Template

- Record the generated ideas (without judging them yet!)

# lab stage – (4) evaluation phase

## TOOLS / TECHNIQUES

## PURPOSE(S)

- |  |  |
|--|--|
| <ul style="list-style-type: none"><li>• Evaluation Phase Template</li></ul>  | <ul style="list-style-type: none"><li>• Systematically evaluate generated ideas to shortlist ideas for development</li><li>• Obtain consensus decisions of shortlisted ideas</li></ul> |
| <ul style="list-style-type: none"><li>• CFTE Criteria:<ul style="list-style-type: none"><li>- Client Acceptance</li><li>- Function Suitability</li><li>- Technical Feasibility</li><li>- Economic Feasibility</li></ul></li></ul>            | <ul style="list-style-type: none"><li>• Review the long list of generated ideas in terms of their feasibility and client acceptance to guide in the shortlisting process</li></ul>     |
| <ul style="list-style-type: none"><li>• EDI Categorization:<ul style="list-style-type: none"><li>- “Evaluate” (Potential Ideas)</li><li>- “Discard” (Non Potential Ideas)</li><li>- “Information” (Potential for Future)</li></ul></li></ul> | <ul style="list-style-type: none"><li>• Shortlist potential ideas for further evaluation (at Development Phase) based on the earlier CFTE Criteria evaluation</li></ul>                |
| <ul style="list-style-type: none"><li>• Group consensus</li><li>• Multi voting</li></ul>   | <ul style="list-style-type: none"><li>• Narrowing a list of ideas or options</li><li>• Select best ideas or options</li></ul>  |
| <ul style="list-style-type: none"><li>• Weight Evaluation Matrix</li></ul>   | <ul style="list-style-type: none"><li>• Evaluate alternatives based on specific criteria weight</li></ul>  |



# lab stage – (5) development phase

## TOOLS / TECHNIQUES

## PURPOSE(S)

- |   |  |
|---|--|
| <ul style="list-style-type: none"><li>• Development Phase Template</li><li>- Advantages / Innovation</li><li>- Disadvantages / Risks</li><li>- Sketches</li><li>- Calculations (Quantity / Cost / Design)</li></ul> | <ul style="list-style-type: none"><li>• Record the justification and decision made (calculation; sketching; costing etc.) on the evaluated potential ideas</li></ul> |
| <ul style="list-style-type: none"><li>• Group Consensus</li><li>• Multi voting</li></ul>  | <ul style="list-style-type: none"><li>• Narrowing a list of ideas or options</li><li>• Select best ideas or options</li></ul>  |
| <ul style="list-style-type: none"><li>• Summary of Recommended Ideas</li></ul>  | <ul style="list-style-type: none"><li>• Summarize accepted ideas as VE Study Recommendations</li></ul>   |
| <ul style="list-style-type: none"><li>• Action Planning</li></ul>   | <ul style="list-style-type: none"><li>• Schedule or review planning for post lab activities (action plan) and identify owner of responsibilities</li></ul>           |
| <ul style="list-style-type: none"><li>• VE Lab Feedback Form</li></ul>  | <ul style="list-style-type: none"><li>• Improve overall VE Lab facilitation performance</li></ul>  |

# lab stage – (6) presentation phase

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## TOOLS / TECHNIQUES

## PURPOSE(S)

- Presentation

- Obtain the VE lab members' agreement; and
- Secure the client's / stakeholders' agreement on VE recommendations and study findings

- Feedback

- Improve or refine lab outputs / VE Study recommendations / findings

- Lab Consensus

- Agreed on VE Study recommendations
- Agreed on study findings referring to pre-determined VE Study Objectives (Scope / Project Cost etc.)

# post lab stage

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## TOOLS / TECHNIQUES

## PURPOSE(S)

- |                                  |   |
|----------------------------------|---|
| • VE Report                      | • Consolidate and encapsulate all information been sought, generated ideas, evaluation, justifications, recommendations and findings from the lab                     |
| • Presentation (if required)     | • Present VE Study recommendations for securing the client's / stakeholders agreement   |
| • VE Post Lab Action Plan Report | • Monitor post lab progress and implementation of VE Study Recommendations based on the agreed Action Plan  |
| • VE Post Lab Compliance Report  | <ul style="list-style-type: none"><li>• Assess implementation of VE Recommended Ideas</li><li>• Gather lesson learned and inputs for continuous improvement</li></ul> |

# VM / VE Tool (1)

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## CLIENT VALUE SYSTEM

(CVS)



# client value system (CVS)

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Value Criteria as Client Value System:

“Factors or influences (arising from stakeholders; users; customers; authorities; financiers etc.) impacting the client’s view on value objectives and the judgement of allocating resources in achieving a mission or objectives”

Source from: VM in Construction Projects -  
Kelly, Male & Graham (2004)



# prioritizing CVS

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## Prioritizing Steps:

- Select value criteria which are relevant to issues being addressed in strategic brief / project brief.
- Define each criterion in relation to more and less prioritized scenarios.
- Use tool 'Paired Comparison' scoring to prioritize and rank all criteria.
- Translate ranked criteria and summarize finding based on the prioritization.
- Communicate finding to team members as value objectives to be transmitted in project delivery.

# using paired comparison for CVS

Adapted with customization from source:  
*VM in Construction Projects -*  
*Kelly, Male & Graham, UK, (2004)*

## PRIORITIZATION CONTINUUM: (customized scoring method)

Score (1) – Priority

Score (0.5) - Equal Priority

No score (0) – Less Priority

**A – Capital Expenditure - CAPEX**

**B – Operational Expenditure - OPEX**

**C – Time**

**D–Flexibility /  
Expandability**

**E - Comfort**

**F- Safety**

**G- Politics / Community /  
Popularity**

**H - Image /  
Esteem /  
Aesthetics**

|  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|
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# CVS - criteria definition

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## VALUE CRITERION

## PRIORITIZATION CONTINUUM

### **Capital Expenditure (CAPEX)**

The budget being considered is not able to be exceeded.

**Priority** – Tight budget is fixed

**Less Priority** – Budget is flexible

### **Operating Expenditure (OPEX)**

Associated costs with operations and maintenance are at a controlled forecast.

**Priority** - Operating costs to be controlled to the minimum

**Less Priority** – Being some flexible in the operating cost



# CVS – critetia definition

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## VALUE CRITERION

## PRIORITIZATION CONTINUUM

### Time

To assess time significancy from the present to the completion of project.

**Priority** – Time is the essence – even a day late would be “no value” to client.

**Less Priority** – Time is at large

### Expandability / Flexibility

Reflects a continuing changing environment (technology; process etc.) in the design.

**Priority** – High ability to accommodate changing functions or expansion

**Less Priority** – Unlikely to change to any extent

# CVS - criteria definition

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## VALUE CRITERION

## PRIORITIZATION CONTINUUM

### **Comfort**

The physical and psychological comfort of the building that will impact human performance.

**Priority** – highly to impact performance if comfort is compromised

**Less Priority** – Unlikely to impact performance

### **Safety; and /or Security**

Refers to the level of safety and/or security to be ensured - physically and psychologically

**Priority** – high demand to be ensured safe / secured

**Less Priority** – ensuring safety / security is not a big demand

# CVS – criteria definition

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## VALUE CRITERION

## PRIORITIZATION CONTINUUM

### Environment

Refers to the extent which project result in a sympathetic approach to environment – like energy consumed

**Priority** – High concern on protecting environment

**Less Priority** – Less impact on environment

### Politics / Community / Popularity

An external dimension that makes politics / community / popularity / good neighbour are important to the client.

**Priority** – Requiring client to make popular decision to the external force

**Less Priority** – Having less force to make popular decision

# CVS – criteria definition

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## VALUE CRITERION

## PRIORITIZATION CONTINUUM

### **Image / Aesthetics / Esteem**

The extent to which client wishes to commit resources for an aesthetic statement / portray esteem / create image of the organization.

**Priority** – High need to attract the admiration

**Less Priority** – Aesthetic / esteem / image is being no significance

### **Exchange**

Also refer as resale – the monetary value of project as an asset to increase share value, for rental or to be sold.

**Priority** – Requiring maximum return

**Less Priority** – Return is not an expected consequence

## PRIORITIZED CLIENT VALUE SYSTEM (CVS)

A – Capital Expenditure - CAPEX

|                |                                    |                   |                |                |                        |
|----------------|------------------------------------|-------------------|----------------|----------------|------------------------|
| 0.5 A<br>0.5 B | B – Operational Expenditure - OPEX |                   |                |                |                        |
| 0.5 A<br>0.5 C | 0.5 B<br>0.5 C                     | C – Time/Schedule |                |                |                        |
| 0.5 A<br>0.5 D | 0.5 B<br>0.5 D                     | 1 D               | D – Safety     |                |                        |
| 1 A            | 1 B                                | 1 C               | 1 D            | E – Comfort    |                        |
| 1 A            | 1 B                                | 1 C               | 1 D            | 0.5 E<br>0.5 F | F – Community (Users)  |
| 1 A            | 1 B                                | 1 C               | 0.5 D<br>0.5 G | 1 G            | 1 G<br>G – Environment |

| PRIORITIZATION          | SCORE |
|-------------------------|-------|
| 1. CAPEX                | 4.5   |
| 2. OPEX                 | 4.5   |
| 3. TIME / SCHEDULE      | 4.0   |
| 4. SAFETY               | 4.0   |
| 5. ENVIRONMENTAL IMPACT | 2.5   |
| 6. COMFORT              | 0.5   |
| 7. COMMUNITY            | 0.5   |

Nota: Skor bagi setiap Sistem Nilai Klien daripada hasil analisis *Paired Comparison* seperti di atas  
(Skor diberi samada 1.0 atau 0.5 atau Tiada; menurut keutamaan dalam perbandingan)

### KETERANGAN *CLIENT VALUE SYSTEM (CVS)*

- Pelaksanaan projek ini perlu seimbang dalam menitikberatkan kos projek yang optimum dan munasabah menurut peruntukan yang ditetapkan (**CAPEX**); dan juga kos penyelenggaraan yang minimum (**OPEX**).
- Ia perlu dilaksanakan dengan kadar segera (**TIME**) bagi menangani implikasi kejadian kerosakan cerun tambakan yang lebih serius dan laluan jalanraya terputus. Manakala ciri-ciri rekabentuknya perlu menitikberatkan aspek keselamatan (**SAFETY**) pada struktur binaan dan juga terhadap pengguna.
- Keseluruhan projek ini juga perlu mengambil kira aspek pemeliharaan alam sekitar seperti mengurangkan impak hakisan dan mendapan tanah serta pencemaran terhadap kawasan sekitarnya (**ENVIRONMENTAL**).

| PRIORITIZATION     | SCORE |
|--------------------|-------|
| 1. CAPEX           | 4.5   |
| 2. OPEX            | 4.5   |
| 3. TIME / SCHEDULE | 4.0   |
| 4. SAFETY          | 4.0   |
| 5. ENVIRONMENT     | 2.5   |
| 6. COMFORT         | 0.5   |
| 7. COMMUNITY       | 0.5   |

- Aspek keselesaan kepada pengguna jalanraya (**COMFORT**) dan keperluan untuk memenuhi kehendak komuniti setempat (**COMMUNITY**) adalah paling minimum berbanding nilai-nilai yang lain.

# VM / VE Tool (2)

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## FUNCTION ANALYSIS SYSTEM TECHNIQUE

(F.A.S.T. DIAGRAM)



# FAST diagramming

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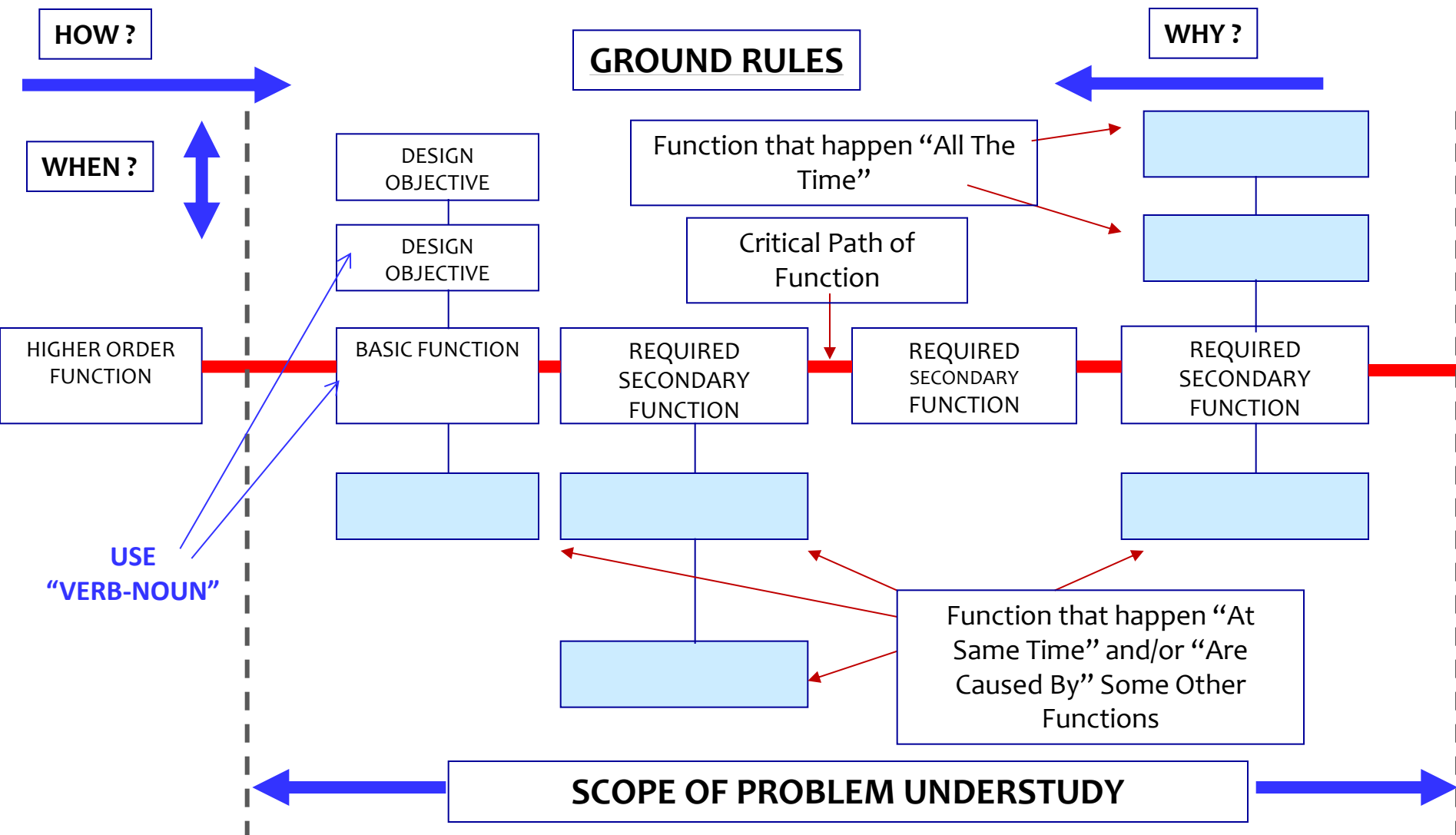
**F.A.S.T. – Function Analysis System Technique** (By: C W Bytheway, 1964)

## Types of FAST Diagram:

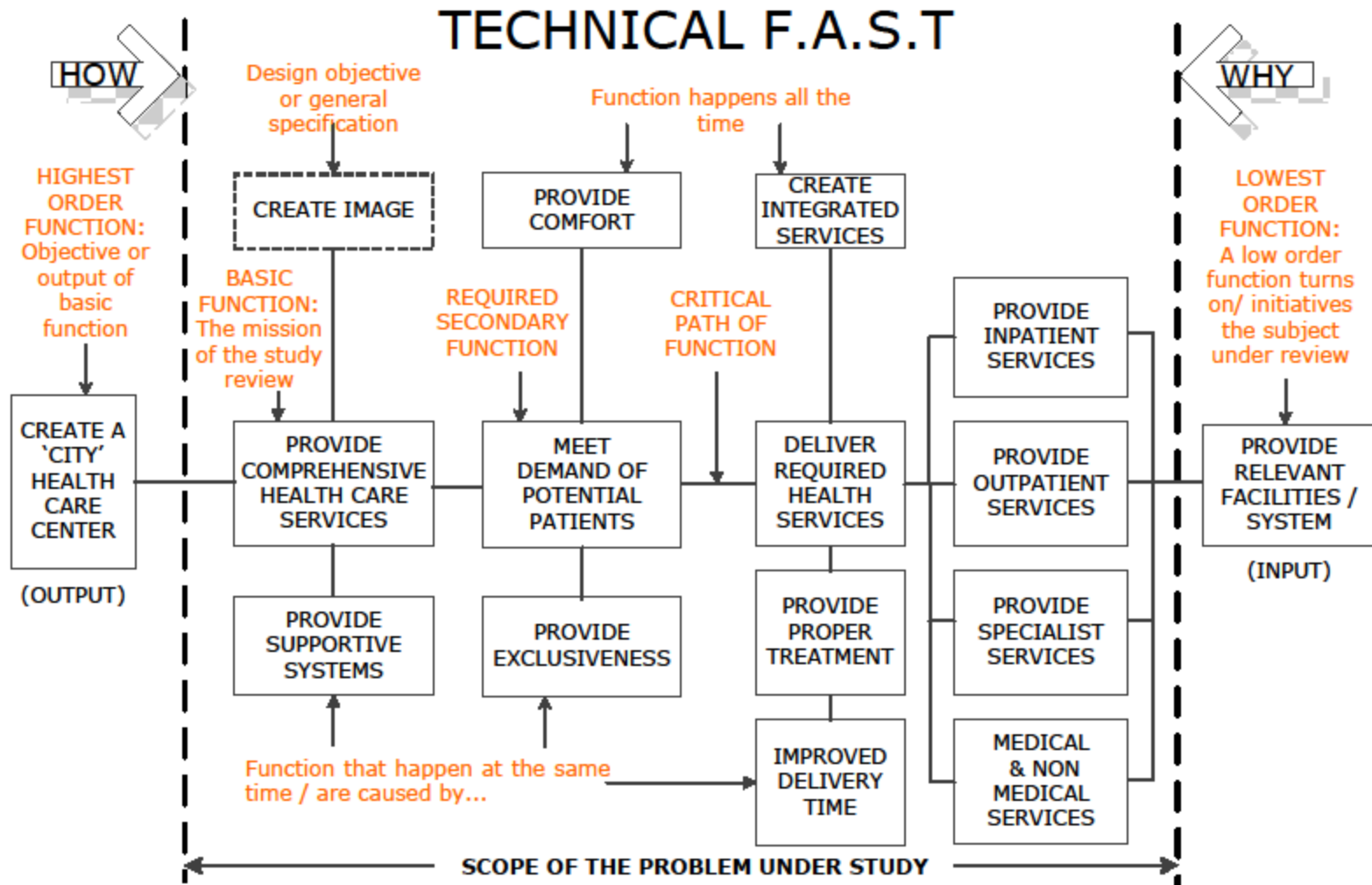
- **Technical FAST** – Map out core functions of a product or project as a major logic path which are supported by secondary functions.
- **Task FAST** or **Function Logic Diagram** – Determine primary functions of needs and supporting functions as wants to achieve the product or project or system mission (*Kelly & Male, 1993*).
- **SMART Diagram** – (*Simple Multi Attribute Rating Technique*) – similar to Task FAST but describe the objectives' characteristics (not functions) and uses weighting and scoring system in deciding the importance of each objective (*SMART Methodology by: Green S D, 1992*).
- **Strategic FAST** – Also similar to Task FAST that illustrates project mission-aligned functions which cascaded from strategic level to technical level and with highest order needs at the top and lowest order wants at the bottom (*Kelly, Male & Graham, 2004*).



# technical FAST

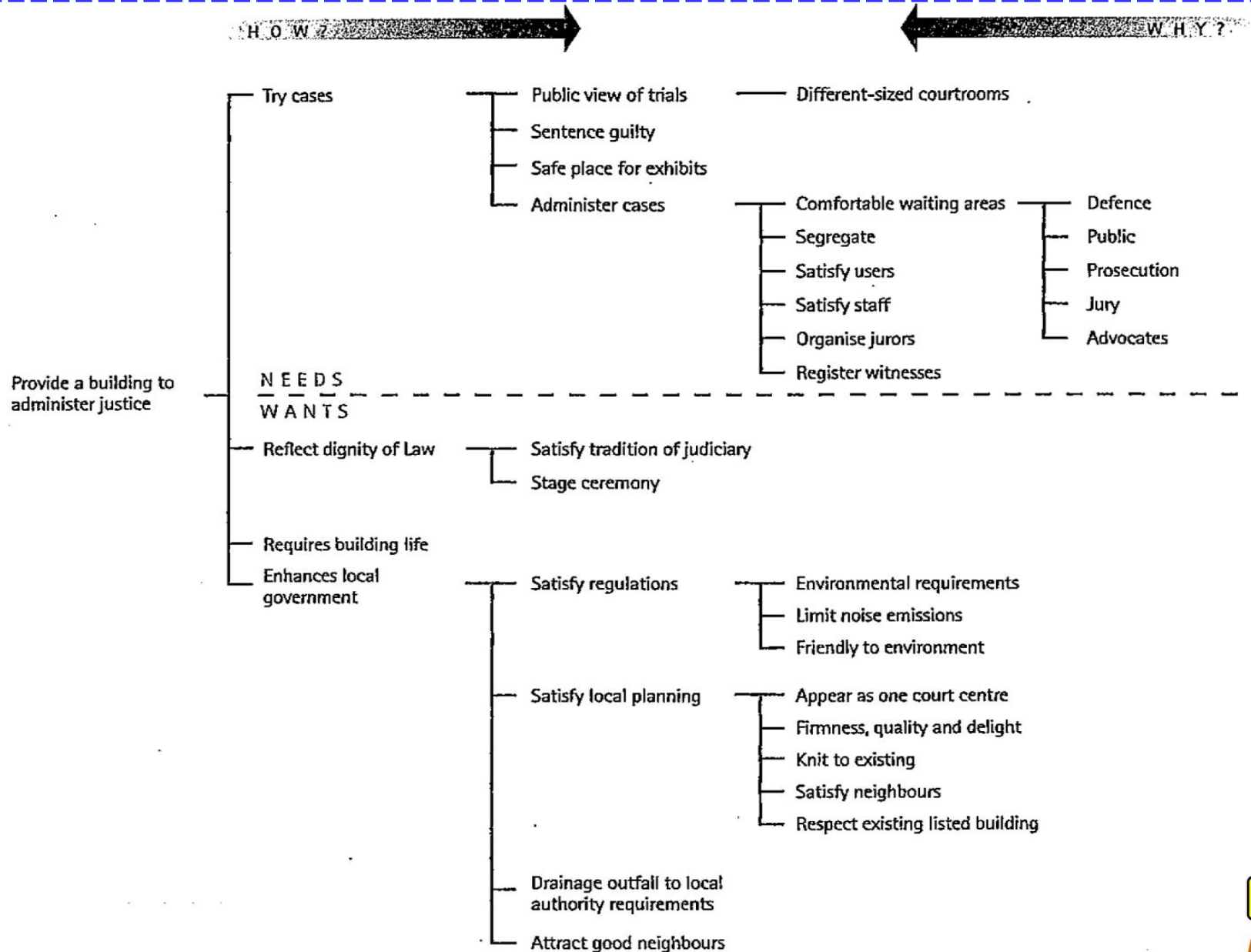


# technical FAST – sample project

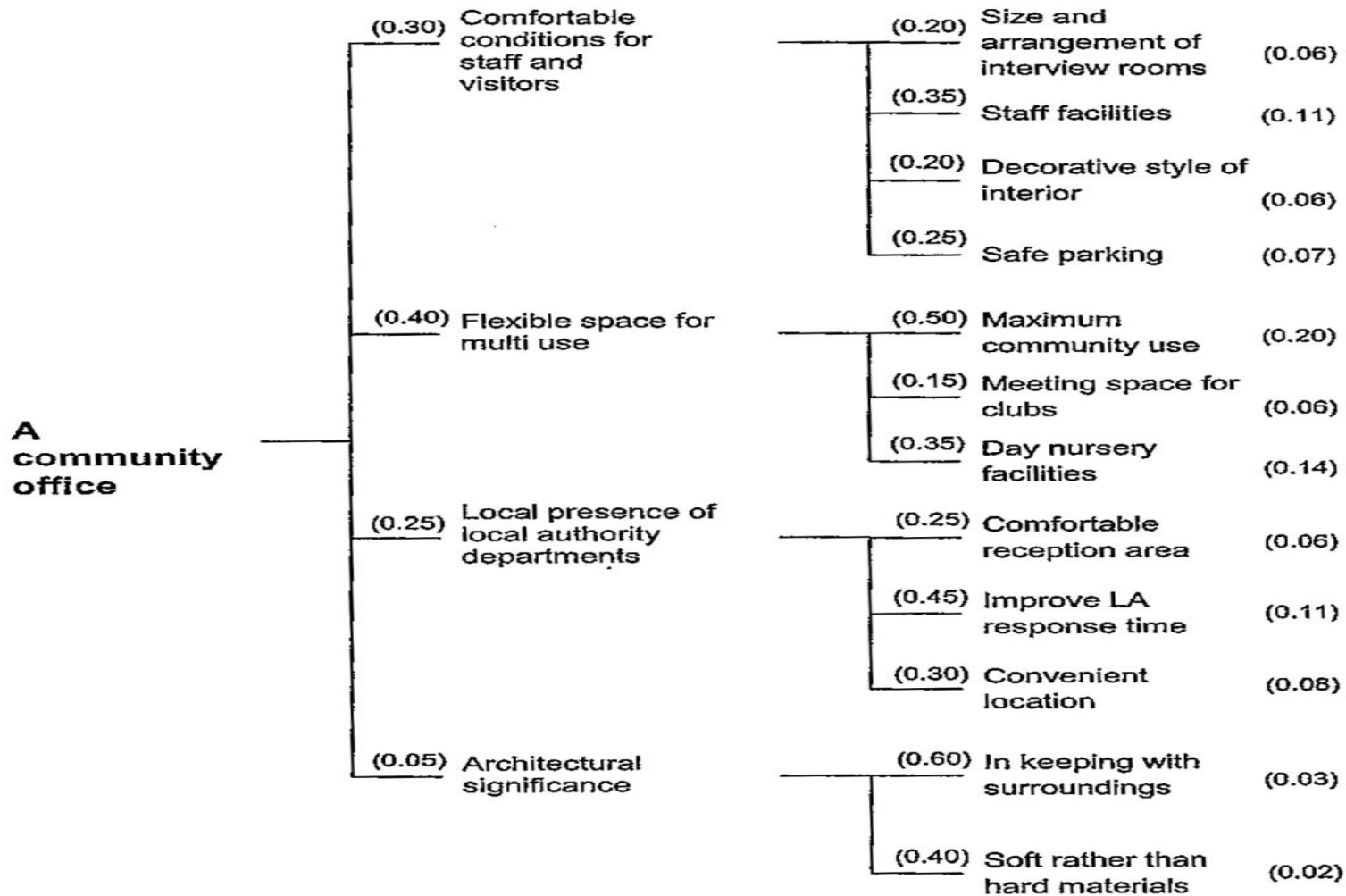


NOTES: This F.A.S.T diagram is optional and it is prepared for the purpose of this VE study in understanding the objectives and functions of the project.

# task FAST or function logic diagram



# SMART diagram

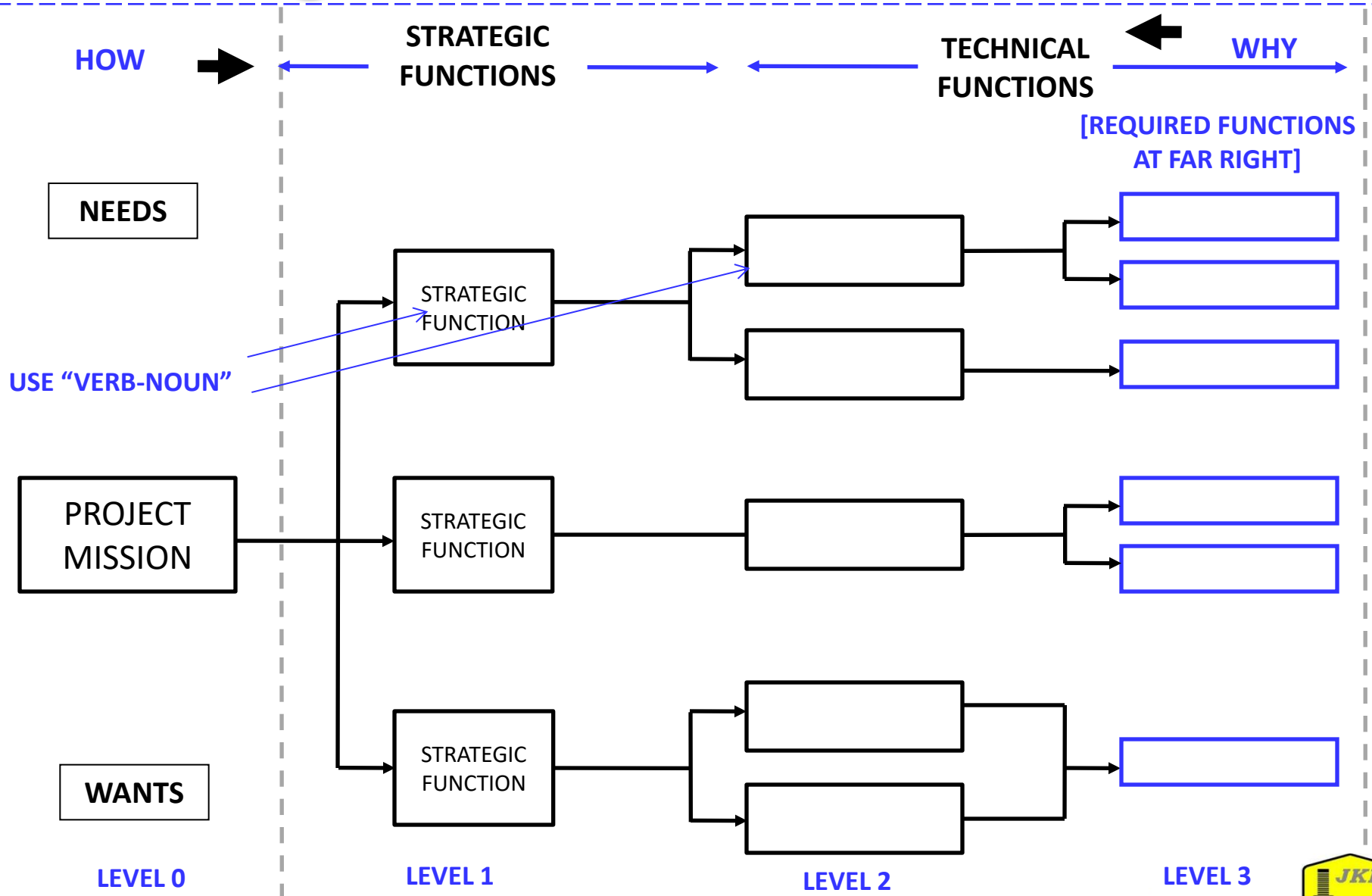


Level 0

Level 1

Level 2

# strategic FAST



# matrix of project functions

## STRATEGIC NEEDS

INTEGRATE  
HEALTH AND  
SPORT  
SERVICES

## TECHNICAL NEEDS

PROVIDE  
HEALTH  
SERVICES

PROVIDE  
SPORTS  
SERVICES

## Brainstormed project functions

ENCOURAGE  
SPORTS

CHANGE  
PUBLIC  
CULTURE

PROVIDE  
TRAINING

ENCOURAGE  
INTEREST

EDUCATE  
PEOPLE

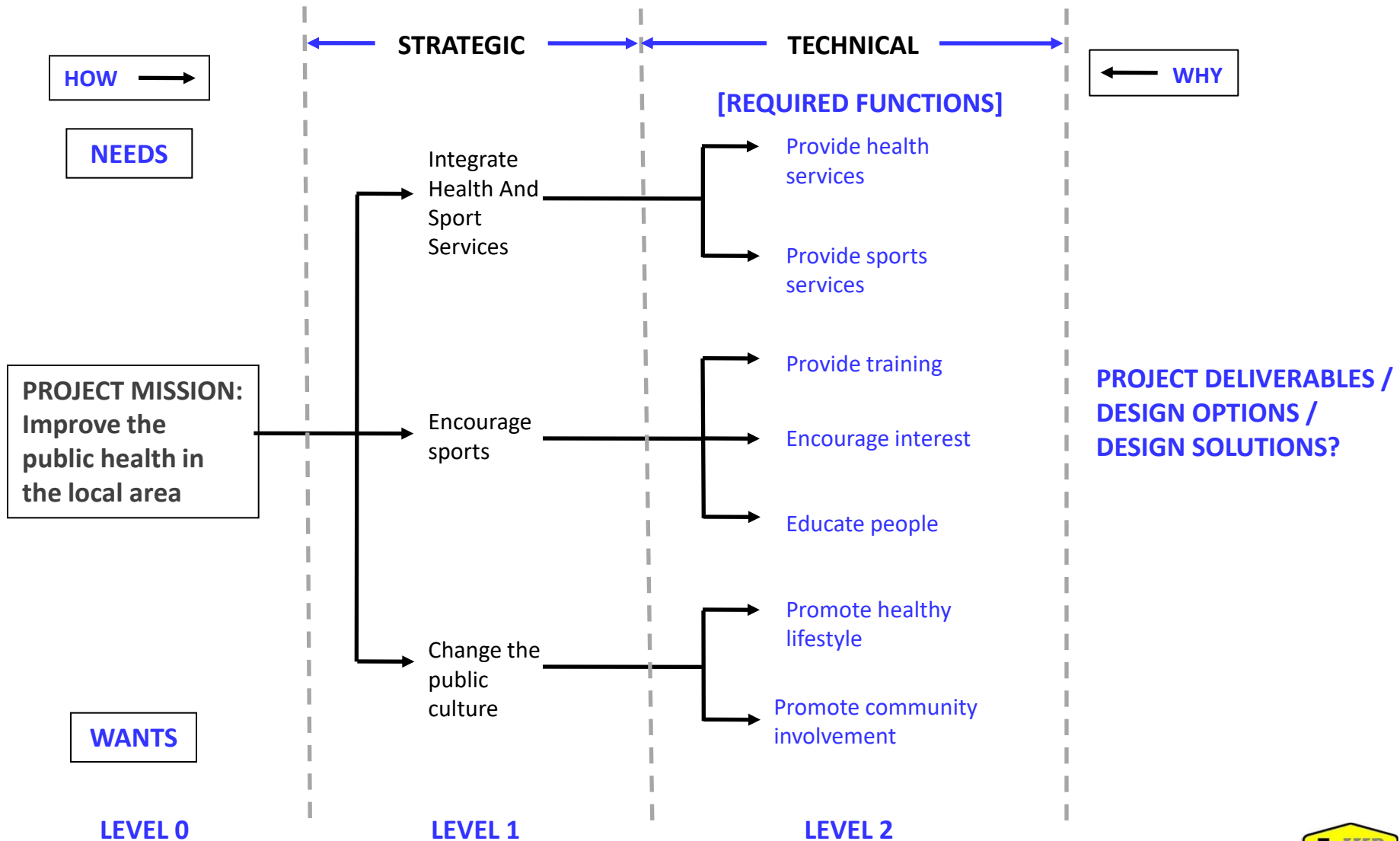
PROMOTE  
HEALTHY  
LIFESTYLE

PROMOTE  
COMMUNITY  
INVOLVEMENT

## STRATEGIC WANTS

## TECHNICAL WANTS

# developing strategic FAST



# project functions - examples

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## Examples of Strategic Functions (A Building Project)

- Allow accessibility
- Change perception
- Improve living standard
- Support economic growth
- Promote sustainability
- Enhance communication
- Enhance community spirit
- Establish integration
- Improve user interface
- Involve community
- Conserve environment

## Examples of Technical Functions (A Building Project)

- Provide flexibility
- Improve operability
- Ensure safety
- Enhance comfort
- Facilitate users
- Portray aesthetics
- Create pleasing environment
- Improve circulation
- Ensure hygiene
- Provide shelter
- Support activities

*Note: Both strategic & technical functions examples above are not meant to be related to each other and not exhaustive.*



# strategic FAST outcomes

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- **Advanced tool - “Goals & Systems” Modelling**

Determine (from FAST diagram) the required functions (as “Goals”) that project needs to perform and match them with possible options or existing solutions of deliverables (as “Systems”) – to identify mismatches and accomplish the required functions.

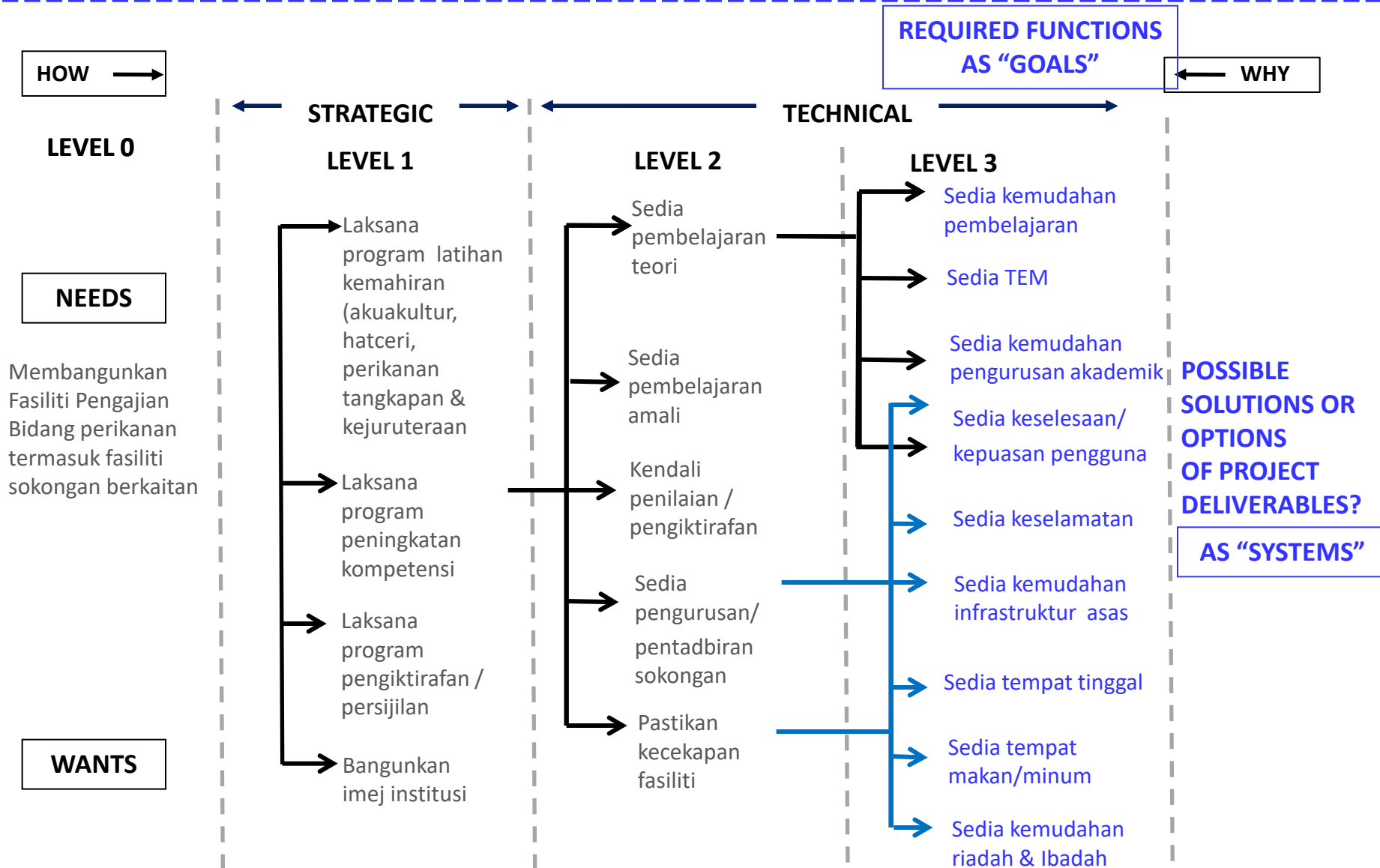
- **Function-based criteria for selecting best option**

The technical functions shall be the baseline criteria in comparing a set of possible options for selecting the best option that fulfils the required functions.

- **Prioritized functions for design / cost priority**

The higher ordered “needs” and lower ordered “wants” functions (in FAST diagram) shall prioritize the required technical functions which need to be more or less emphasized in design solutions and/or in allocating project cost / resources.

# strategic FAST – JKR project



# “goals & systems” – JKR project

## List of Required Functions

## “GOALS”

Sedia kemudahan pembelajaran

Sedia TEM

Sedia keselesaan/kepuasan pengguna

Sedia kemudahan pengurusan akademik/sokongan

Sedia keselamatan

Sedia kemudahan tempat tinggal

Sedia kemudahan makan/minum

Sedia kemudahan riadah & ibadah

Sedia kemudahan infrastruktur asas

• Bilik Tutorial

• Makmal

• Bengkel

• Perpustakaan

• Pusat Kegiatan Pelajar

• Chart Work Room

• Communication Centre (Tower)

• Pejabat Pentadbiran

• Navigation & Fishing Simulator Centre

• Galeri

• Dewan Serbaguna

• Smoke House

• Makmal komputer

• Fishing Gear Materials

• Asrama

• Kafetaria

• Surau

• Kemudahan Riadah

• Sistem Telefon dan WIFI

• Pagar Keselamatan

• Lanskap

• CCTV

• Jalan dan parkir

• Bekalan Air

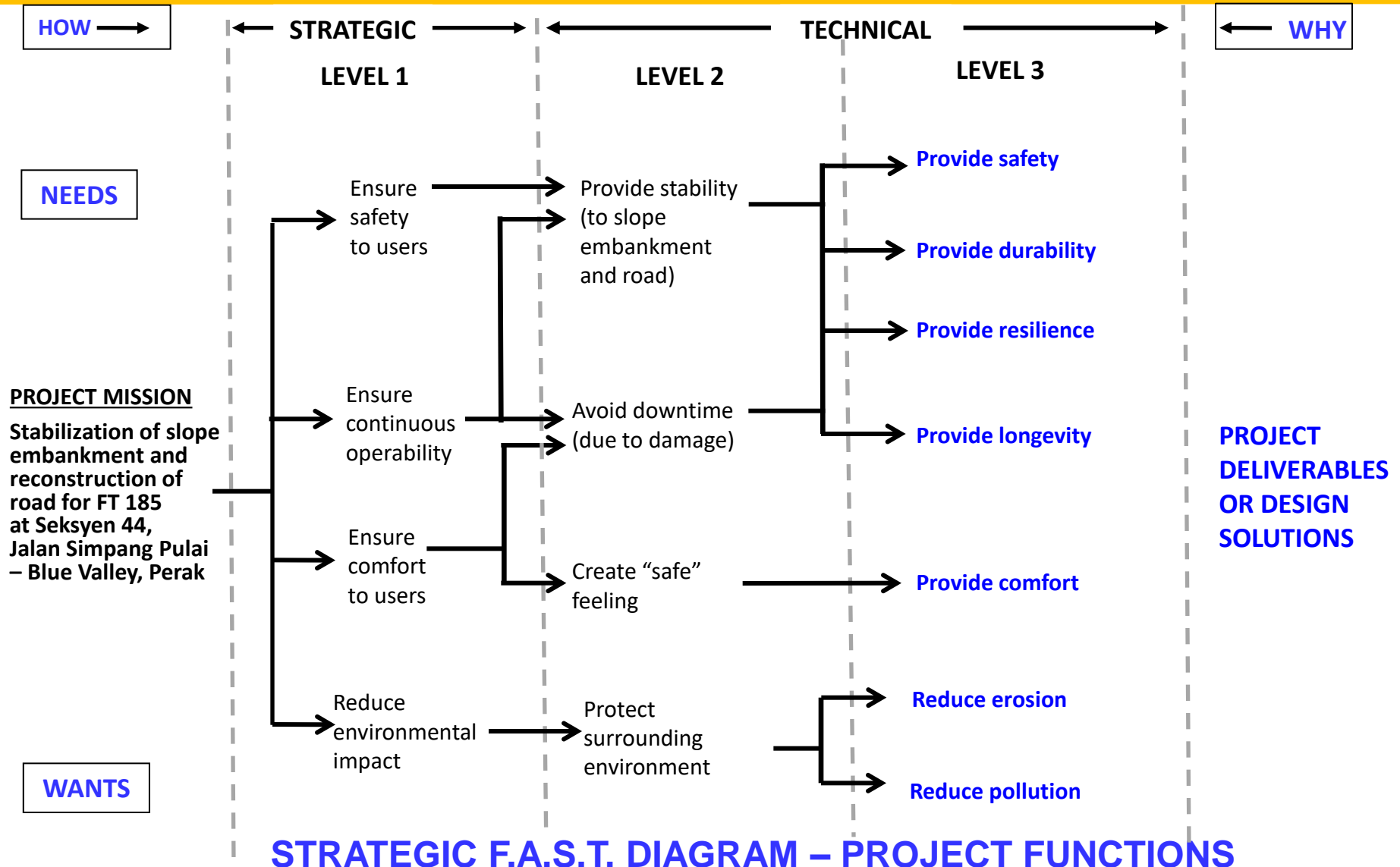
• Bekalan Elektrik

• Sistem Kumbahan/ Pembentongan

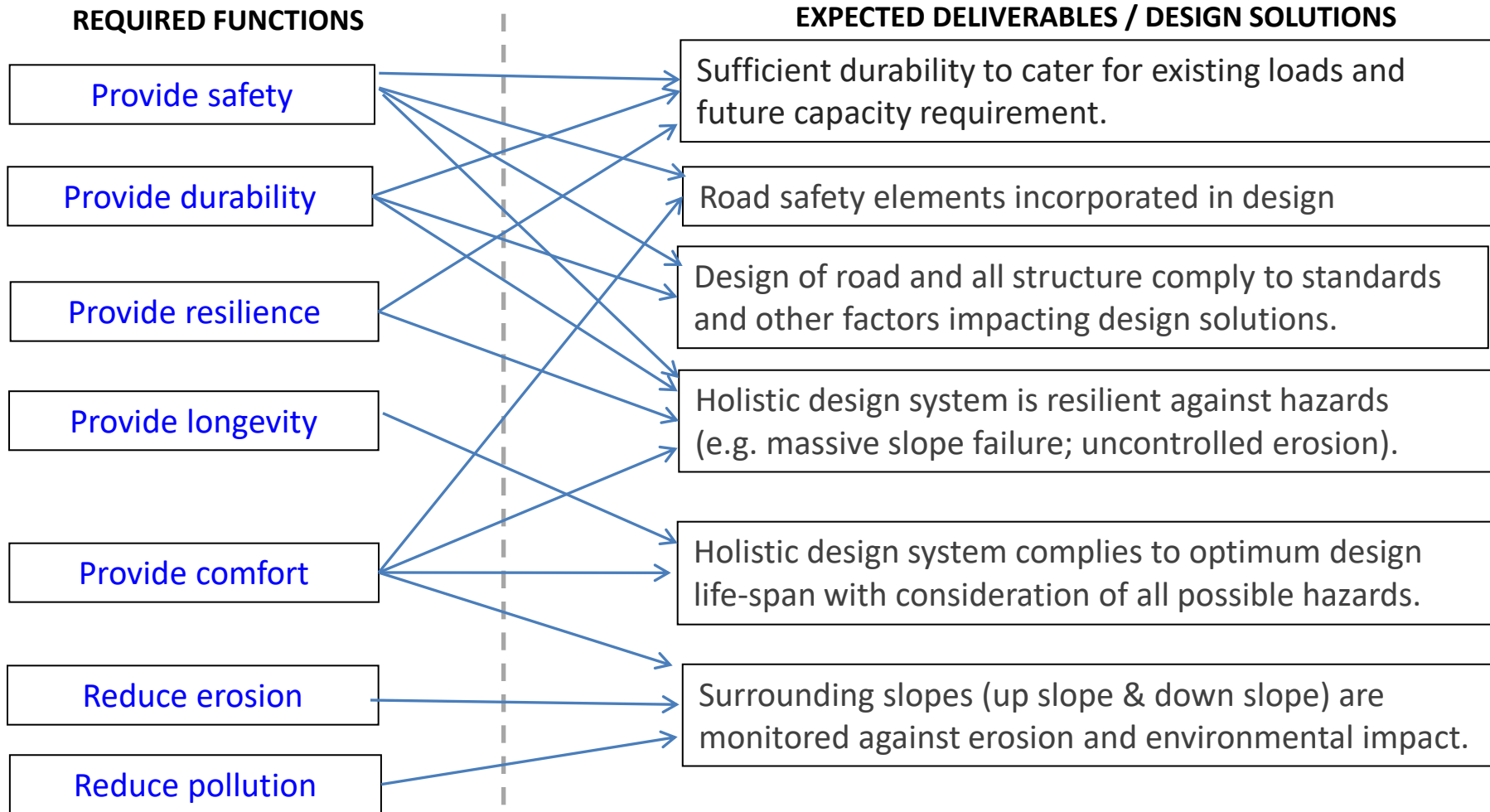
• Perparitan

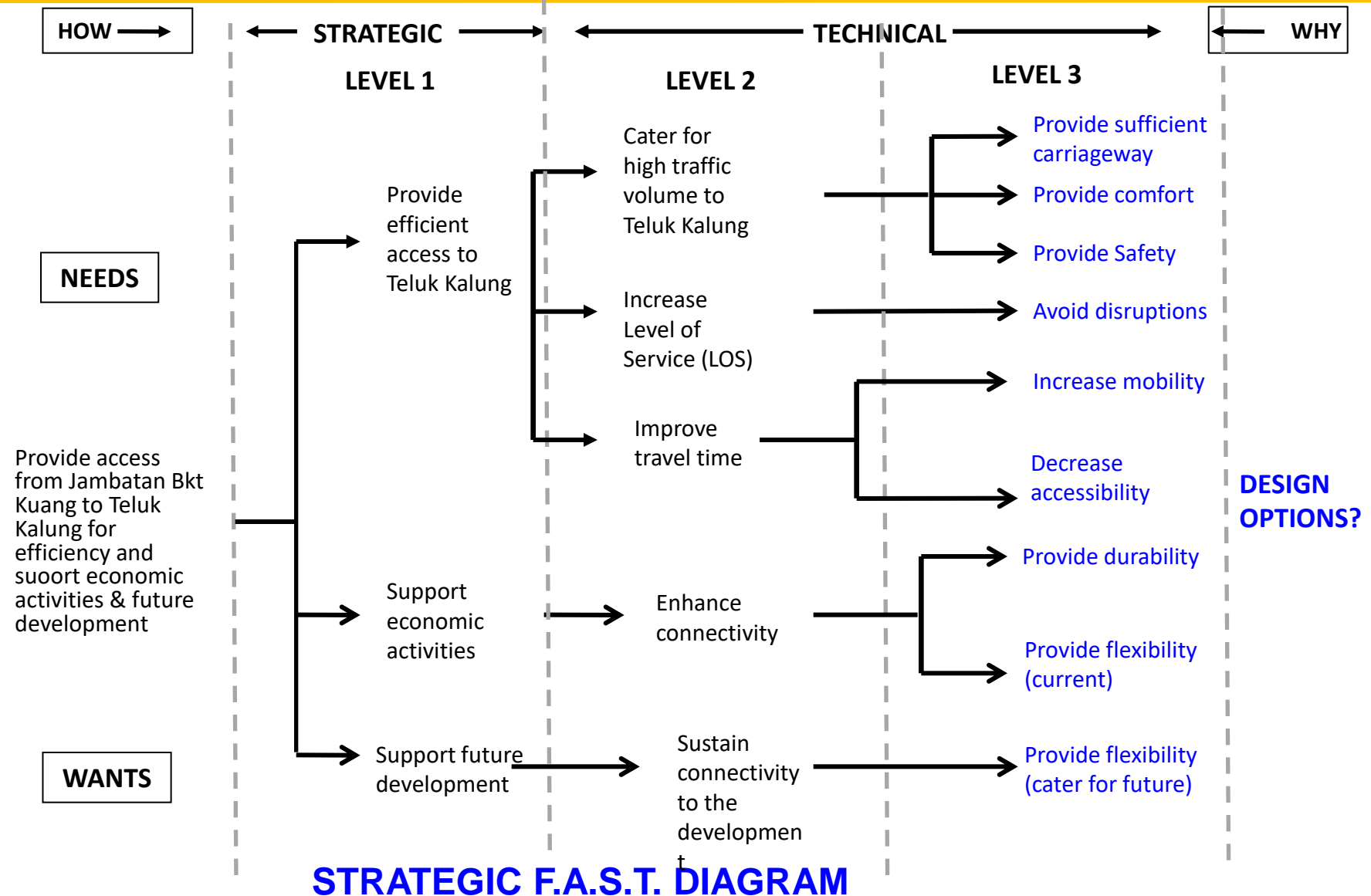
## List of Project Deliverables

## “SYSTEMS”



## “GOALS & SYSTEM MODELLING” (FUNCTION BASED DELIVERABLES) - REQUIRED FUNCTIONS & EXPECTED DELIVERABLES





## FUNCTION-BASED DESIGN OPTION SELECTION

| REQUIRED FUNCTIONS                     | Utilize “ U-Turn” at Jalan B | Ramp Down to Simpang A - B | Directional Ramp to Jalan A |
|--|------------------------------|----------------------------|-----------------------------|
| Provide sufficient carriageway         | ✓                            | ✓                          | ✓                           |
| Provide comfort                        | X                            | X                          | ✓                           |
| Provide safety                         | X                            | X                          | ✓                           |
| Avoid disruptions                      | X                            | X                          | ✓                           |
| Increase mobility                      | X                            | X                          | ✓                           |
| Decrease accessibility                 | X                            | X                          | ✓                           |
| Provide durability                     | ✓                            | ✓                          | ✓                           |
| Provide flexibility (current)          | X                            | ✓                          | ✓                           |
| Provide flexibility (cater for future) | X                            | X                          | ✓                           |
|  | FUNCTIONALLY NOT VIABLE      | FUNCTIONALLY NOT VIABLE    | FUNCTIONALLY VIABLE         |

QUESTION ?



THANK U!