

# 대화 형식의 시뮬레이션 모델링

서정화, 문유건, 이문상  
대우자동차 주식회사, 생산기획부

최성훈, 박태은, 서대석  
(주)동일 씨·아이·엠, 부설연구소

## Abstract

Simulation tools are widely used for performance evaluation of newly proposed systems. However, many industrial simulation projects fail to attain the original goals, especially when very complicated decision logics of the experienced operators are needed to be modeled.

We propose a technique to overcome the obstacles. In the proposed technique, complicated decision logics are not directly modeled but an interface for interactive input is provided in the model. While running the simulation model in concurrent animation mode, whenever operator's decisions are needed an interface screen is displayed for operator's decisions. The operator then makes decisions using the information which is provided by the animation process itself.

This technique was successfully applied to an industrial simulation project in which alternatives were evaluated for increasing the color lot size of car print shop.