

ABSTRAK

PT. TAM merupakan sebuah perusahaan Agent Tunggal Pemegang Merk yang bergerak di bidang distributor penjualan (*sales*) dan pelayanan purna jual (*after sales*) untuk merk kendaraan roda 4 di indonesia. Untuk meningkatkan kualitas produk dan jasa PT. TAM selalu mengedepankan metode perbaikan berkelanjutan (*Continuous Improvement*) untuk meningkatkan efisiensi kerja. Efisiensi pada bagian *Workshop - Express Body & Paint* belum mencapai standar yang ditetapkan. Sehingga dilakukan penelitian yang bertujuan untuk menganalisa faktor penyebab, mendapatkan solusi pemecahan masalah dan membandingkan hasil penelitian. Metode yang di gunakan dalam penelitian ini adalah metode *Quality Control Circle (QCC)*. Dengan implementasi metode *Quality Control Circle (QCC)* di dapatkan hasil penurunan *lead time* pada *step surfacer* yang berpengaruh langsung terhadap peningkatan nilai efisiensi *step surfacer* dan peningkatan nilai efisiensi proses *paint* secara keseluruhan dari 99,1% menjadi 116,8%.

Kata Kunci: *Continuous Improvement, Efisiensi, Quality Control Circle, Surfacer.*



ABSTRACT

PT. TAM is a Company of Exclusive Licensee Agent engaged in sales distributor and after sales service for 4 wheel vehicle brands in Indonesia. To improve its quality of products and services, PT. TAM always put forward the method of continuous improvement to improve work efficiency. Efficiency in the Workshop section - Express Body & Paint had not met the set standards yet. Thus this study was conducted which aims to analyse the causal factor, get solution for problem solving and compare the study results. The method used in this study was Quality Control Circle (QCC) method. With the implementation of Quality Control Circle (QCC) method, there was a decrease in the lead time of the surfacer step which had a direct impact on the increase in the efficiency value of the surfacer step and there was an increase in the efficiency value of overall paint process from 99.1% to 116.8%.

Keywords: Continuous Improvement, Efficiency, Quality Control Circle, Surfacer

