A SUCCESSFUL ERP IMPLEMENTATION IN PHARMA

How to ensure a successful ERP implementation



AGENDA



10.05.2022

Topic

Introduction

ERP Project Approach

Deep Dives into 6 Core Elements

Questions

LOCAL ROOTS GLOBAL PERSPECTIVE

Born in Denmark with offices in Copenhagen, Aarhus, Stockholm, Malmo, Gothenburg, Oslo, Zurich, Munich, Hamburg and Raleigh, NC. With 900 consultants, multinational clients and worldwide projects, we offer expertise with a global perspective.

We believe that great organisational impact leads to great impact for humanity. Implement was created to help make true expertise turn into real change.



Founded in 1996



Employeeowned



Average CAGR of **20%**



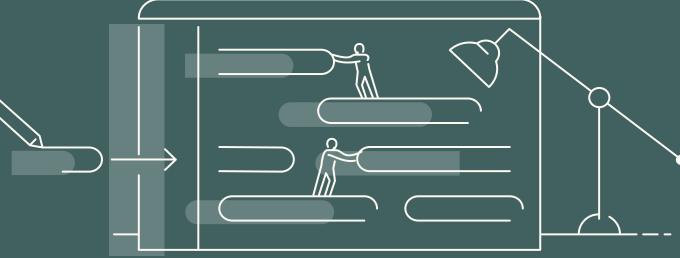
Working **globally**



WHO AM I ?



PHARMA ERP PROJECT APPROACH



THE SIX PILLARS OF THE PROJECT



Change management and training



Automated testing



Transformation of master data



Stick to standard



Agile project approach



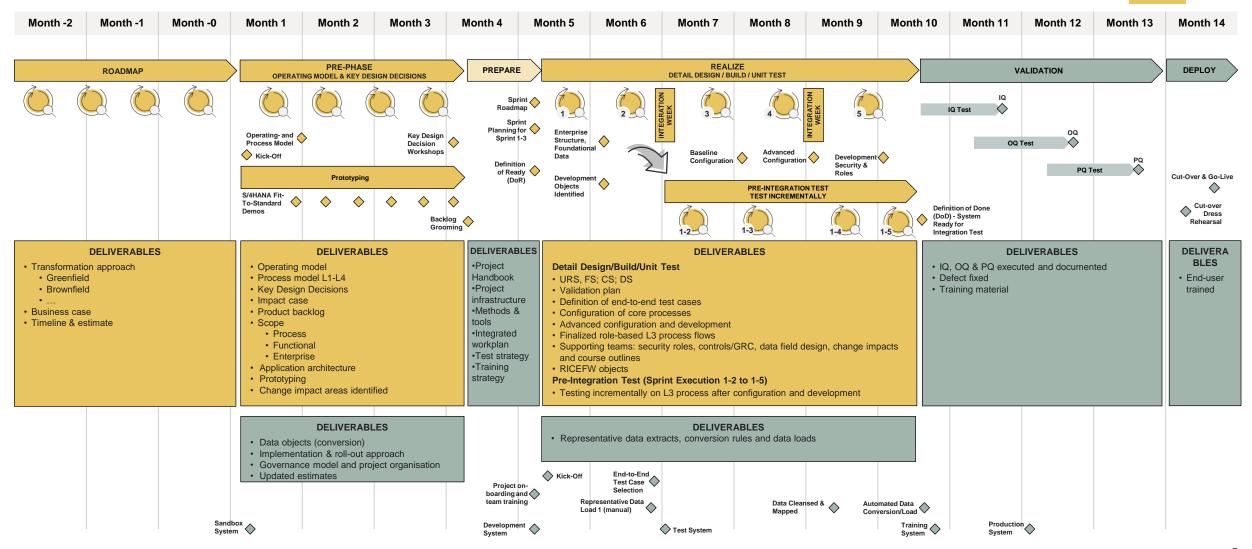
GxP validation

Methodology on-a-page

From roadmap to pilot implementation



Waterfall Agile



A successful SAP S/4HANA project approach in life science built around six core elements



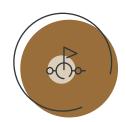




3



4



5



PROCESSES, PROTOTYPING & DEMO

War room process mapping & prototyping with key stakeholders in a short and fat approach



PROCESS ORIENTED URS

Process based URS'
developed based on
prototype and the process
framework



SOLUTION DESIGN

Agile build of system based on Processes and URS'.

Build done in sprints with continues demos



DOCUMENTATION, TEST & VALIDATION

Documentation, testing and validating the solution and preparing the migration of the data



TRAINING AND CUTOVER

Training and cutover are executed followed hypercare and handover

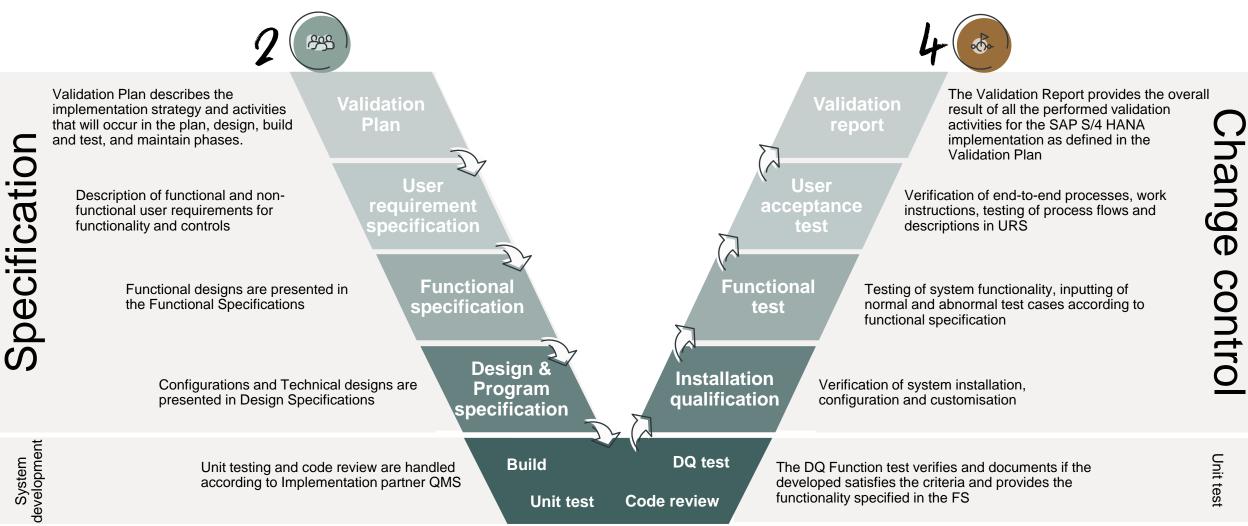


6. Project and change management

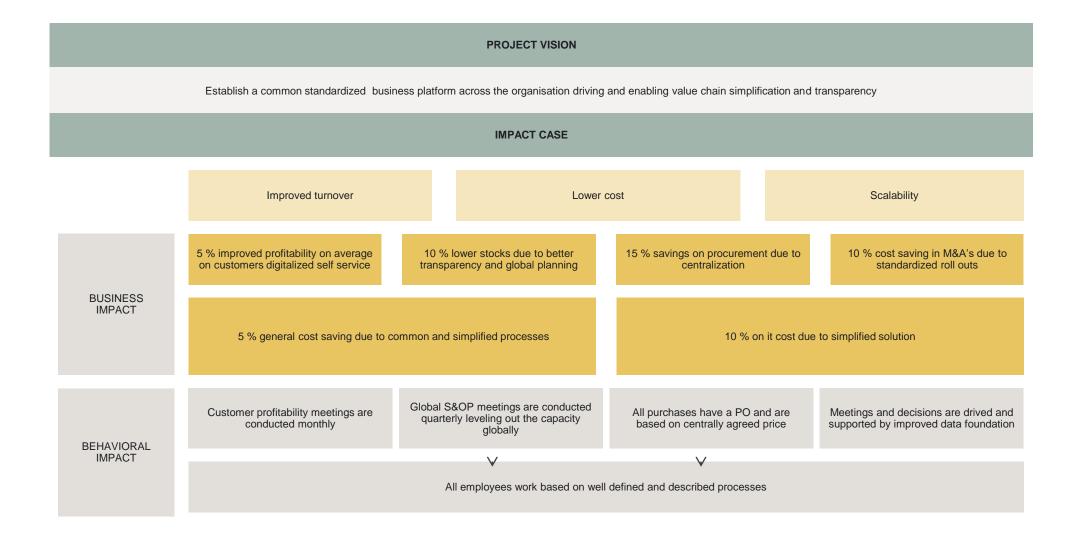
Agile project management approach: efficient project execution in sprints with fast learning loops.

Change management: key focus on **process alignment**.

HIGH-LEVEL Validation and TEST APPROACH SAP S/4HANA is a critical GxP and SOX system that follows GAMP5



Once the future processes is defined and the prototype is done a impact case can be made



Impact case is used for scope control and Impact tracking

| Impact objectives [Insert picture of impact case] | KPI/ measure | Baseline | Target | [Month 1] | [Month 2] | [Month 3] | [Month 4] | [Month 5] | [Month 6] |
|--|--|----------|--------|-----------|-----------|-----------|-----------|-----------|-----------|
| Business impact: | | | | | | | | | |
| 15 % savings on procurement due to centralization | Avg. purchase prices | | | | | | | | |
| 10 % lower stocks due to better transparency and global planning | Value of Stock | | | | | | | | |
| 5 % improved profitability on average on customers due to improved reporting | Avg. profitability on customers | | | | | | | | |
| 10 % cost saving in the finance organization due to simplified finance | Cost of Finance operaton | | | | | | | | |
| Behavioral impact: | | | | | | | | | |
| All purchases have a PO and are based on centrally agreed price | Number of purchases Wo PO | | | | | | | | |
| Global S&OP meetings are conducted quarterly leveling out the capacity globally | Number of S&OP meetings | | | | | | | | |
| Customer profitability meetings are conducted monthly | Number of profitability meetings conducted | | | | | | | | |
| Meetings and decisions are drived and supported by improved data foundation | Number of decisions made based on new data reports | | | | | | | | |

PROCESSES, PROTOTYPING & DEMO

Core element I

Process scope

THE END-TO-END PROCESS OVERVIEW

Core end-to-end processes



Enabling processes

Manage warehouse

Support QA/QC

Master data

Finance/accounting

Reporting

Product lifecycle maintenance

Indirect procurement

Non-functional requirements

Process Flow Overview

Purchasing

Warehouse

Planning

Production

Sales

Finance

Quality











&= &= O=

Create

production/process













Source to Pay























0000 monitor progres and confirm production









Forecast to Fulfil













































START

× Develop and manage customer

and market







Order to Cash



WAR ROOM PROTOTYPING

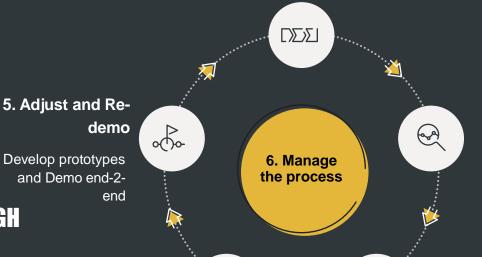
- # GET ALL INTO THE SAME PHYSICAL ROOM
- # SMALL DEDICATED TEAM SHORT TIME HORIZON
- # VISUALISATION OF PROGRESS
- # FACILITATION IS KEY TO SUCCESS AND KEEPS THE ENERGY HIGH





1. Define E2E Scenario

MAP the scenario in a gameboard



STO DO

4. DEMO

solution

Demo the future process

and WoW together with

the supporting SAP

6

2. Discover

Further explore the parts of the process together with key stakeholders

3. Build Best practise solution

Identify the best fitting best practise process and build it

ONE ROOM, ALL ARCHITECTS AND A FEW VERY EXPERIENCED CONSULTANTS

IMPLEMENT TEAM CUSTOMER ARCHITECTS LOB REFERENCE **GROUP OVERALL Overall facilitation ARCHITECTUAL** and planning ALIGNMENT **RECORD TO Finance REPORT ASSET MANAGEMENT** Logistics, Warehouse, Procurement **SOURCE TO PAY** QM & Production **FORECAST TO SUPPLY** Sales ORDER TO CASH

Wide access to subject matter experts within SAP best practice and Pharma processes in general

A SMALL TEAM DEDICATED RESOURCES:

A core team of five very experienced consultants, supported by experts to clarify specific topics when needed.

The team will build the prototype supporting the defined scope. On top of that **E2E gameboards will be developed** for each of the six E2E processes.

All resources must be allocated five days a week to attention and focus on this task only! External Consultants, internal architects and LoB work closely together.

References groups are having frequent demos of the decisions, future processes and the prototype.

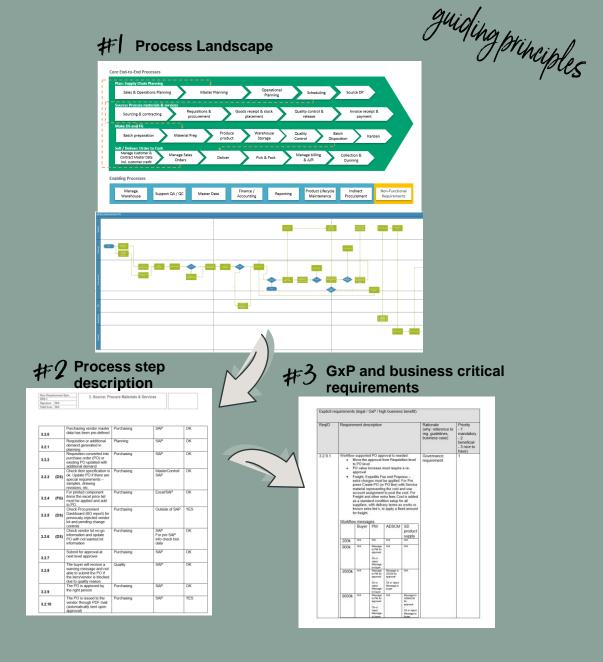
PROCESS-ORIENTED USER REQUIREMENT SPECIFICATIONS

Core element II

PROCESS-ORIENTED USER REQUIREMENT SPECIFICATIONS

SAP is a GAMP 5 and 21 CFR Part 11 compliant system. Thus utilisation of standard is as a starting point low risk. Customisations are **high risk** and **expensive** to build and maintain (high LCC). Below-listed elements can limit the number of customisations:

- Design level 1-3 process landscape
- Identify relevant SAP best practice
- Design To-Be business processes inspired by SAP best practice
- Write URS only focusing on GxP and business-critical requirements
- Evaluate URS delta to best practice and identify GAPs
- Revisit URS and remove non-critical requirements which lead to GAPs



SOLUTION DESIGN ACCELERATORS / GAP ANALYSIS

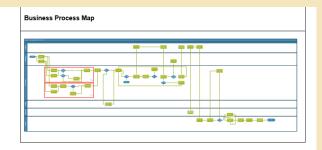
Core element III

SOLUTION DESIGN ACCELERATORS / GAP ANALYSIS

To ensure that URS requirements can be covered with SAP standard solutions available, the SAP Best Practice Explorer will be used. The SAP **Best Practice Explorer** contains a number of predefined scenarios that contains:

- Configuration Guides: Building blocks on how specifically to activate and use the best practice
- SAP System Flows: describing exactly which transactions to be used, and attached standard roles for building authorizations
- Test scripts for inspiration
- Test authorizations and roles

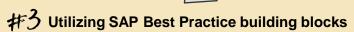
Process-oriented URS

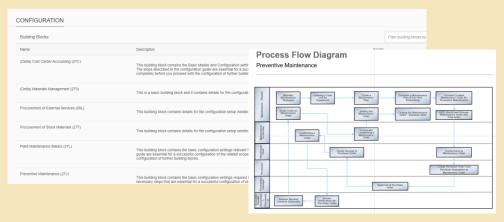




#2 SAP - Best Practice Explorer







SYSTEM DOCUMENTATION, MIGRATION AND VALIDATION

Core element IV

1

Stick to standard

It is extremely important to stick to a standard solution to minimize



2

Keep the URS simple

Do not include anything in the URS that can not be solved within the standard product.



3

Validation if fun..

If you have a standard solution and if you have not over complicated your URS. This makes the testing a lot simpler and hence the validation

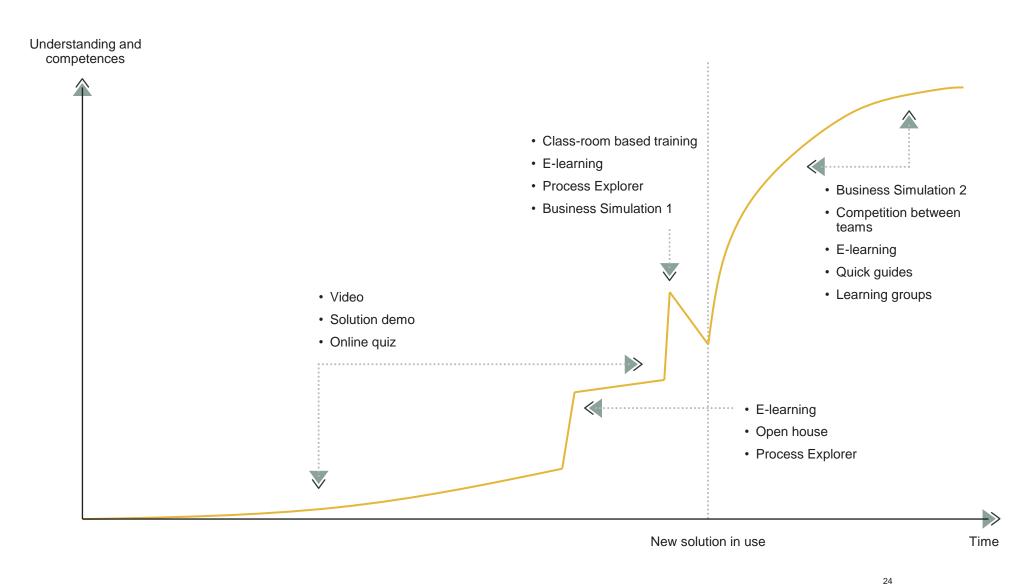


TRAINING, CUT-OVER AND HYPERCARE

Core element V

Competence curve





Z

Implement's proven training approach will lead to lasting impact through interactive learning journeys

We have a well-proven training methodology that is the foundation when creating learning journeys tailored for every unique situation. Our approach is to deliver a **structured and reusable learning journey** and training materials that **enable scalability** in the solution design to support both current and future needs. We design the entire learning journey and resemble real life scenarios and dilemmas to engage participants and create a continuous learning. By designing the solution with the **impact in mind** we can create the desired new behaviours clearly demonstrated and sustained over time.

Curriculum



Learning journeys



Playbooks



Storyboards



examp

Webinars / Virtual classroom

Digital meetings where training is facilitated and participants can interact through quiz and game style elements.



eLearning

Digital learning modules and games implemented to extend the learning journey no matter the time or place.



Screen recording videos

Step by step instructions viewed right in the system. Enables participants to find support before and after facilitated sessions.



Quick guides

Short written instructions describing actions in the system.



By combining state of the art tools with innovative solutions, we create interactive learning journeys which make a lasting impact.

Articulate – Easy eLearning authoring tool. Possible to include screenshots with explanations, videos, quizzes, process flows etc.



2 Synthesia – Simple AI-based tool to create narrated video bites to be included in eLearning with a presenter.



3 Camtasia – Intuitive tool to make small screen recordings of simple flows and actions in a system.



4 VideoScribe – Tool to create videos explaining processes or changes in a visually appealing way.



Whole Brain in training and learning



The rational preference

Training

Textbook, clear instructions, logical arguments, opportunity to analyse, discuss technical aspects

Learning

At the desk, distribution of summary, research

Surroundings

Nice and tidy, opportunity to seek information, meticulous work at the whiteboard, quiet

The practical preference

Training

Textbook, chronological and well-designed lessons, clear instructions, repetition, clear purpose of the training, formal training

Learning

At the desk, detailed summaries, opportunity to practise the topic, practical use, time schedule

Surroundings

Programme etc. is accessible/handed out, detailed work at the whiteboard



The experimental preference

Training

Holistic perspective, spontaneous participation, visual, associates the topic with the past/future, fun, experimenting, new concepts

Learning

Sits/lies but rarely at the desk, diagrams, learning games, tests new methods, rarely uses time schedules

Surroundings

Colourful, information that challenges, humorous displays, artistic, changing

The relational preference

Training

Group work, movement, associates the topic with personal experience, shows feelings, acts as a trainer

Learning

Among people, emotionally involved in the content, music, talks out loud to memorise, non-verbal communication, role play

Surroundings

Room for movement, music, people-oriented displays, pleasant, colourful, comfortable

5. Training / Hyper Care

Training

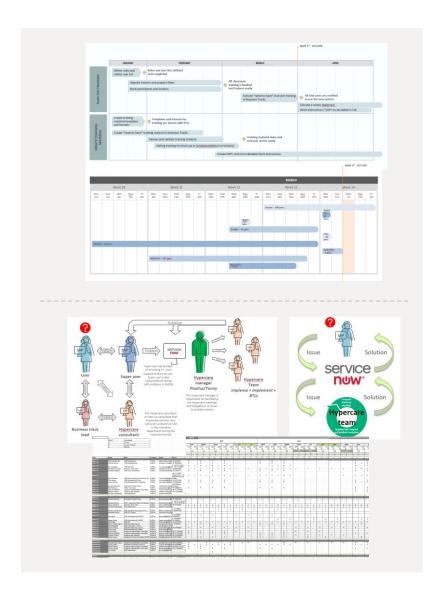
Training is always an embedded element of an SAP project.. The training that will have to be included:

- Process training How are the business processes supported by the system. Audience: the project participants. Consultants conducted the training
- Test training Training in how to complete the system transactions needed to complete the test. Audience: the testers. Consultants conducted the training
- End user training Training in how to execute business processes in the systems and all perihelial devices. Audience: the end users. Super users, SME's and track leads conducted the training supported by consultants.
- To gain access to the system at go-live evidence of training participation must be in place. Thus a documentation system were put in place. (Compliance wire)

Hypercare

To ensure a safe early life and use of the system after go-live specific procedures and tools were put in place for Hypercare support. This includes:

- Implementation of Super Users as a concept
- Structure and governance around hyper care meetings, reporting etc.
- Detailed on site presence support plans enabling all users to have access to a support consultant.
- Ticketing system for error handling and automated test system for change test documentation.
- KPI's and Exit criterias



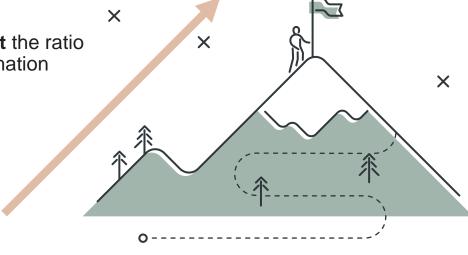
PROJECT AND CHANGE MANAGEMENT

Core element VI

Our ambition is to **boost** the ratio of **successful** transformation **projects**..

33%

Of all projects today are characterised as successful*



.. and we do it with an **extreme focus** on four core elements - we call it Project LIFE.





LEADERSHIP

Leadership must embrace uncertainty and make the project happen.



FLOW

High-intensity and frequent interaction to ensure continuous project progression.



IMPACT

Stakeholder satisfaction is the ultimate success criterion.



ENERGY

Own the energy. Energy can be managed and created.

So, when you work with us, you also say yes to

- 1 Sponsor involvement 2 hours/week
- 2 Project pulse checks
- 3 50% allocation of key resources
- 4 Co-creation and prototyping
- 5 Impact focused projects

*The Standish Group, 1994-2015

PROJECT AND CHANGE MANAGEMENT

Core element VI

IT'S TIME FOR

QUESTIONS