

Proses	Level 3	Atribut	Metriks	Data											Min	Max	Karakteristik	Snorm	Bobot	Snorm/Bobot	Skor	Total
				Brill Leather	Mario Rubini	Daniel a Art	Kingswo od	M.A.R. S	Genkzhi Leather	Yanto Kulit	Pak Gandoeng	Fatimah	Keg Nusa Bihaka	Fanri Collecti on								
sE4 Manage Supply Chain Human Resource	sE4.1 Identify Skills/ Resource Requirement	Sourcing Plans	Sourcing Plans	3	5	3	3	3	0	3	3	3	4	4			Semakin besar semakin baik	86.8	0.16	13.888	80.777	
			Production Plans	3	5	3	3	3	4	3	3	3	4	4								
			Distribution Plan	2	5	0	3	3	4	3	3	2	4	4								
			Skills/ Resource Change	3	3	0	0	0	3	0	0	0	0	4								
			Return Plans	3	3	0	3	3	3	0	3	0	0	3								
			Skill/ Resource Gap	2	3	3	3	0	2	2	1	2	4	3								
					2.6667	4	15	2.5	2	2.66667	1.8333	2.1666667	1.6667	2.66667	3.66667	150	4					
		sE4.2 Identify Available Skills/Resources	Request for Skills/ Resource Data	3	2	4	3	4	4	0	0	2	4	4			Semakin besar semakin baik	100	0.16	16	97.888	
				3	2	4	3	4	4	0	0	2	4	4	0	4						
		sE4.3 Match Skills/ Resources	List of Available Skills/ Resources	2	2	3	0	4	4	0	0	2	4	3			Semakin besar semakin baik	100	0.16	17		
			Launch Skills/ Resources	2	2	0	0	4	4	0	0	0	0	3								
			Hiring Plan	3	0	0	3	4	2	3	0	0	4	4								
			Redeployment Plan	2	0	0	0	0	0	0	0	0	0	4								
			Training Plan	2	4	3	0	0	3	0	0	0	4	0								
				2.2	1.6	1.2	0.6	2.4	2.6	0.6	0	0.4	2.4	2.8	0	2.8						
		sE4.4 Determine Hiring/	Skill/ Resource Gap	2	2	0	0	0	2	0	0	0	0	4			Semakin besar semakin baik	100	0.16	17		
			Budget - Salaries	1	4	3	0	4	3	3	4	3	0	4								
			1.5	3	1.5	0	2	2.5	1.5	2	1.5	0	4	0	4							
	sE4.5 Determine Training/	Skill/ Resource Gap	0	0	0	0	0	2	0	0	0	0	3			Semakin besar semakin baik	100	0.16	17			
		Budget - Training	0	0	4	0	4	3	0	0	0	4	4									
			0	0	2	0	2	2.5	0	0	0	2	3.5	0	3.5							
	sE4.6 Approve, Prioritize and	Proposed Training Plan	0	0	0	0	0	3	0	0	0	4	3			Semakin besar semakin baik	100	0.16	17			
		Proposed Staffing Plan	2	3	4	3	4	3	0	0	2	0	3									
			1	1.5	2	1.5	2	3	0	0	1	2	3	0	3							