

INTISARI

Karya akhir ini mengkaji tentang pelaksanaan perbaikan Sablon Transpaper sandal Arnold Palmer model AL-5051 yang dilaksanakan di PT. Daimatu Industry Indonesia. Magang dilaksanakan pada tanggal 13 Januari 2020 sampai 09 April 2020. Permasalahan yang dijadikan pembahasan adalah proses Sablon Transpaper. Tahap observasi sandal Arnold Palmer model AL-5051 dimulai dari proses pemotongan, sablon, *Hosei*, *Assembling*, *Finishing*, *Quality Control*, dan *Packing*. Dari data yang di dapat pada tanggal 07 April 2020 permasalahan *reject* terbanyak adalah di bagian Sablon yaitu sablon Transpaper mengelupas, meleleh, dan pecah. Hal ini di sebabkan oleh faktor metode yang kurang spesifik secara SOP. Untuk mengatasi *reject* yang terjadi maka direkomendasikan PT. Daimatu Industry Indonesia untuk melakukan *briefing* di setiap bagian produksi, melakukan perawatan secara berkala pada mesin, dan melakukan pengawasan produksi secara rutin.

Kata Kunci: Sandal, Sablon, Suhu Mesin Press, *Reject*

ABSTRACT

This final paper examines the implementation of the improvement of the Arnold Palmer sandal screen printing model AL-5051 carried out at PT. Daimatu Industry Indonesia. The internship was held on January 13, 2020 to April 9, 2020. The problem that was discussed was the Transpaper Screen Printing process. The observation phase of Arnold Palmer's sandal model AL-5051 starts from the cutting, screen printing, Hosei, Assembling, Finishing, Quality Control, and Packing processes. From the data obtained on April 7, 2020, the most reject problems were in the screen printing section, namely the Transpaper screen printing that peels, melts, and breaks. This is caused by method factors that are not appropriate in SOP. To overcome the reject that occurs, it is recommended that PT. Daimatu Industry Indonesia to conduct briefings in each section of production, carry out periodic maintenance on machines, and carry out routine production supervision.

Keywords: Slippers, Screen Printing, Press Machine Temperature, Reject