

WHERE THE WAREHOUSE WORKDAY REALLY GOES

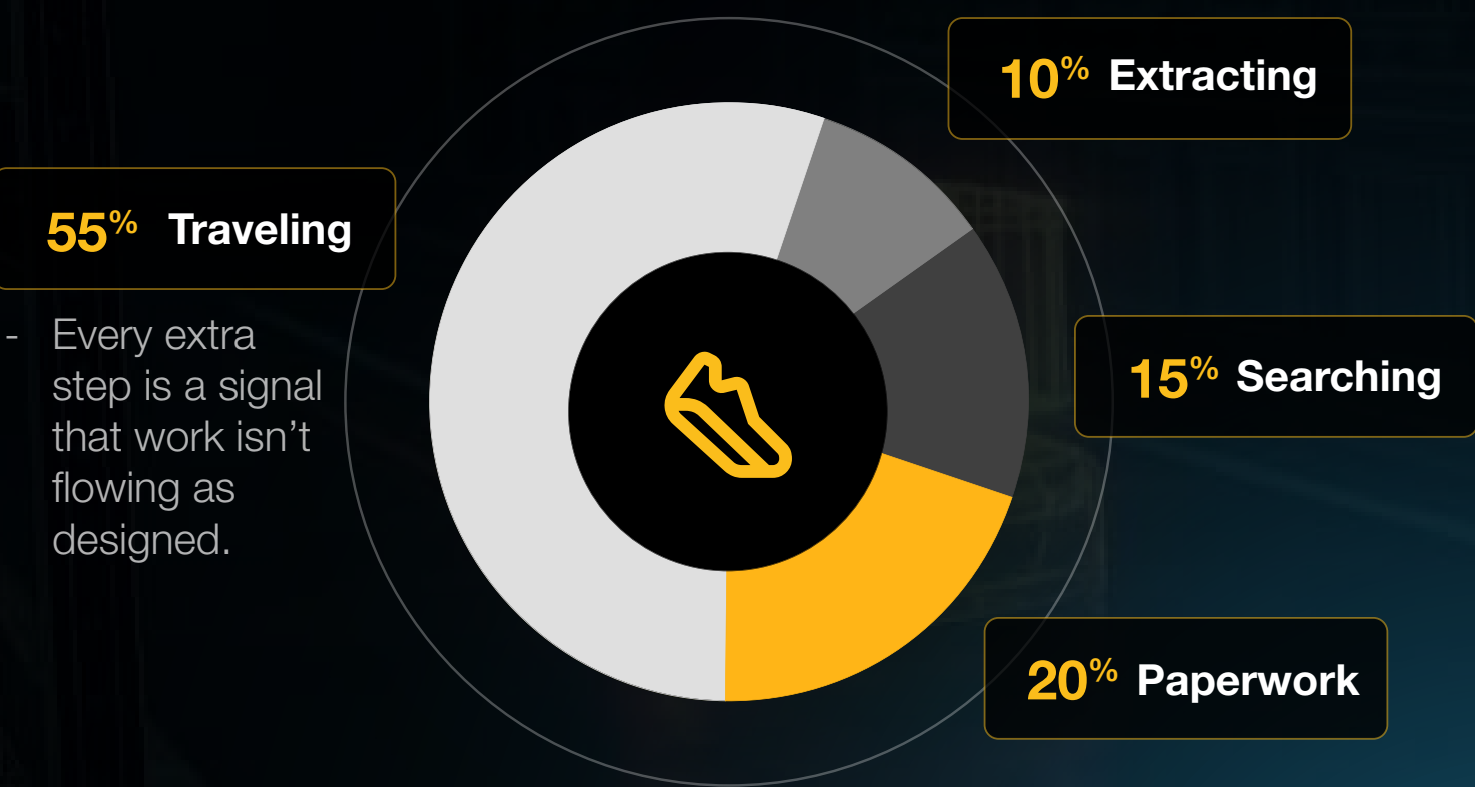
WHY RETHINKING HOW WORK FLOWS MATTERS



WHEN WORK ISN'T DESIGNED TO FLOW

In manual-picking operations, more time is spent moving than picking

- Up to 30% of total warehouse labor is consumed by travel
- Pickers walk ~6–10 km (4–6+ miles) per shift



Sources: MDPI & Georgia Tech

DESIGN WORK AROUND PEOPLE, NOT PATHS



BEFORE
Work designed around movement

- Up to 2 km pick routes
- Walking between zones
- Stop-start activity

AFTER
Work designed around people

- Travel largely eliminated
- Goods delivered to station
- Continuous picking flow

THE OPERATIONAL IMPACT

Move the product, not the people.
Same workforce, but with:

MORE PRODUCTIVE HOURS
Work is directed with intent

HIGHER THROUGHPUT
Flow is balanced across the floor

LESS PHYSICAL STRAIN
Movement is designed out — not pushed through

LESS OPERATIONAL WASTE
Unnecessary movement and rehandling are designed out

Goods-to-person systems reduce travel, increase productivity, and help warehouse teams keep pace with growing order volumes

Sela Logistics

99.5% picking accuracy

0 temporary labor during peaks

Order-to-shipment readiness → single six-hour shift

Radial Europe

4x increase in picking productivity

1.5x packing performance improvement

Picking processes 2 hours → minutes

Workforce efficiency improves when work flows — not when people work harder