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KEY WORD: SCHEDULING/ FLOWSHOP/ DISPATCHING RULE/ SIMULATION/ ANIMATION
YODCHAI THITAWANNONATE : AN APPLICATION OF ANIMATION-BASED
INTERACTIVE SIMULATION MODEL FOR FLOWSHOP SCHEDULING. THESIS
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The main objective of this thesis is to develop a program for flowshop scheduling which uses priority dispatching rules for job sequencing and can present results with animation. The program is named, "SIMSHOP".

In testing SIMSHOP with results from other techniques which have been proven to give good results such as New Curtailed-enumeration, it is found that it gives very close results.

SIMSHOP may be used to show the comparison of priority dispatching rules in job sequencing. It may also be used as a tool to analyze flowshops for improvements.