ERPsim Digital Transformation Curriculum

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Serious games to learn enterprise systems and business analytics

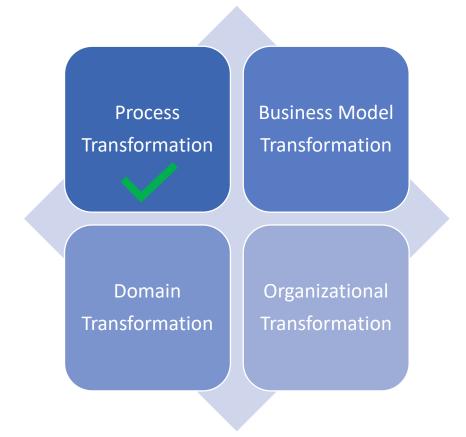
Agenda

- 1. Introduction
- 2. Game Design
- 3. Questions

Types of Digital Transformation

Process Transformation:

- Evaluating and improving processes
- Rethinking current strategies
- Change management due to introduction of new technology







ERPsim Digital Transformation Experience

- Target Audience:
 - Non-IT executives such as MBA or Executive MBA students
 - Graduate programs in MIS
 - Courses with focus on digital transformation
 - Courses with focus on change management
- In-person, remote, or hybrid
- Around 8 hours of class time
- One full day or in multiple sessions







Curriculum Objectives

Help non-IT executives learn about the leadership required for a successful digital transformation:

- 1. Simulate and experience a Digital Transformation journey
- 2. Not to learn SAP or ERP systems
- 3. Have a conversation with students and create discussion
- 4. Understand that technology is necessary but not sufficient to guarantee the success of digital transformation initiatives and that effective change management is equally important
- 5. Learn to critically reflect on prior experiences with digital transformation initiatives and on why these initiatives did or did not deliver value to the organization





Teaching Notes

- Outlines the most comprehensive game design:
 - Flexible and customizable
 - Presents alternative endings
- Provides discussion and debrief points for every round
- Provides detailed prep steps for students and instructors: before/during/after each round

https://erpsim.hec.ca/en/node/755

The ERPsim Digital Transformation Game:

Teaching Notes



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WITH THE COLLABORATION OF Forough Karimi-Alaghehband, Ph.D. Jean-François Michon, M.Sc Felix Gaudet-Lafontaine, M.Sc Karl-David Boutin, M.Sc.



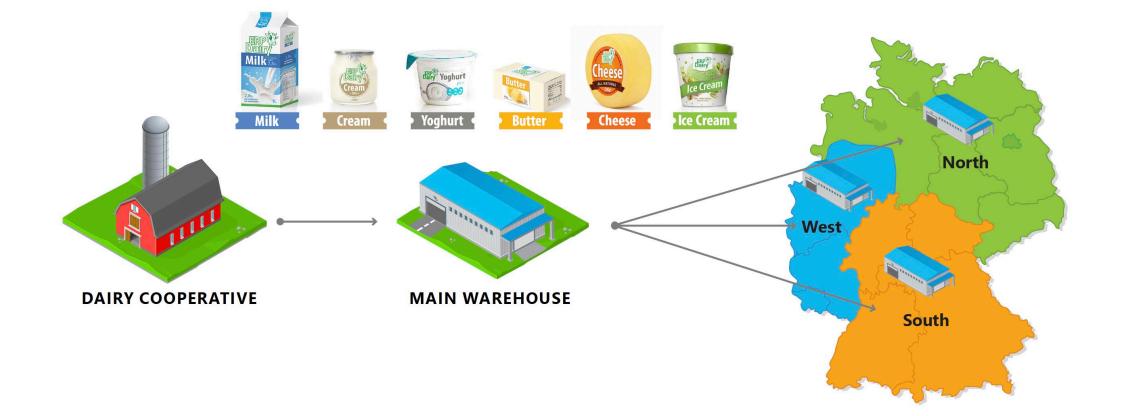
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Game Design

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Logistics (Dairy) Company









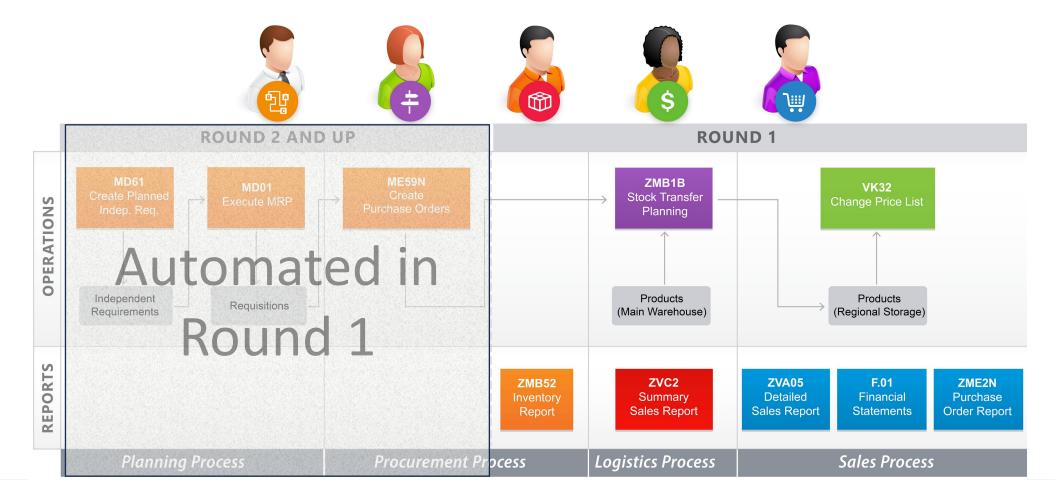
Game's Scenario: Logistics Platinum

- Each round has 10 virtual days
- Game starts with initial inventory for all 6 products in the main WH
- Auto replenishment of inventory in round 1
- Vendor's lead time of 1-2 virtual days
- Warehousing capacity of 4000 units overall (MW + 3 regions)
- PO cost of 1000 euros (flat cost) per order
- Transport cost of 100 euros (flat cost) per regional transfer





The Business Processes







5-Player Game





PLANNING MANAGER

In charge of creating the forecast and procurement processes and tracking the purchases.

LOGISTIC MANAGER

In charge of the transfer strategy (planning mode and scheduling) from main warehouse to regional warehouses.



STOCK MANAGER

In charge of monitoring the inventory report in the main warehouse and regional warehouses. PRICING MANAGER

S

In charge of maintaining/ changing prices for distribution channel 16 for all 6 products



SALES VICE-PRESIDENT

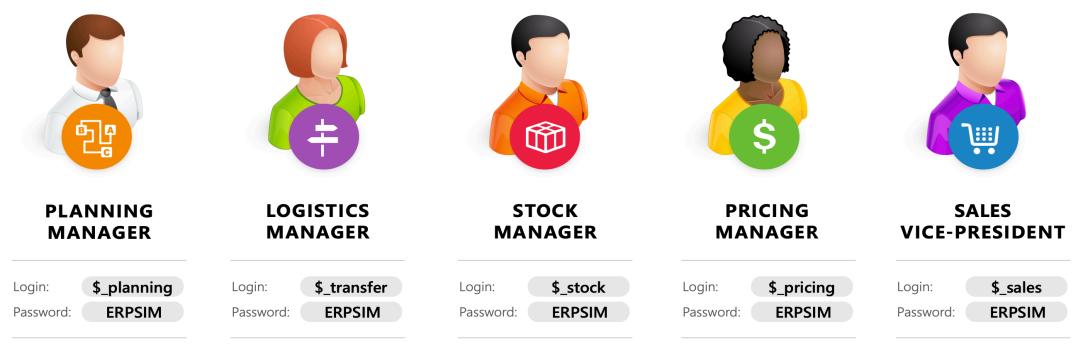
In charge of monitoring summary and detailed sales reports as well as the financial statements.



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SAP Logon and Passwords



\$ is your team letter





4-Player Game



PLANNING MANAGER

In charge of creating the forecast and procurement processes and tracking the purchases.

LOGISTIC MANAGER

In charge of the transfer strategy (planning mode and scheduling) from main warehouse to regional warehouses.



In charge of maintaining/ changing prices for distribution channel 16 for all 6 products

REPORTS MANAGER

In charge of monitoring summary and detailed sales reports, the financial statements as well as the inventory report

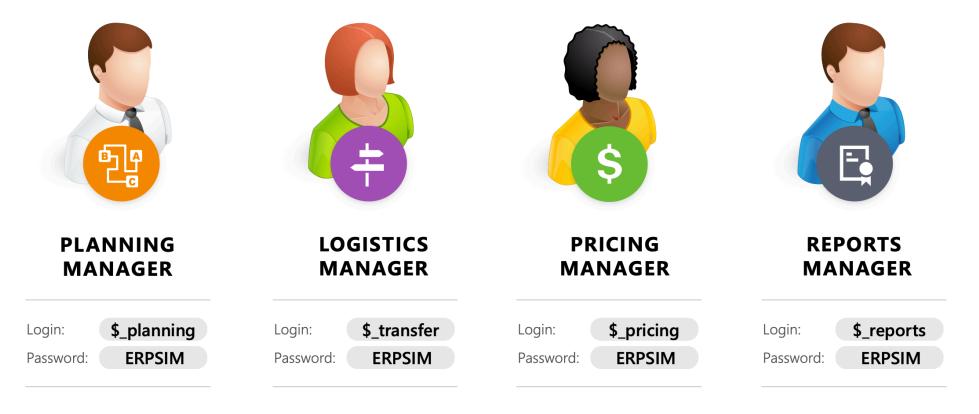








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The Game Rounds





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Example: 1-Day Schedule

- 8h00 9h00 Technical help before
 - 9h00 game Round 1 Plenary
- 9h30 9h45 session Preparation for
- **9h45 10h00** Round 1 Round 1
 - 10h00 Round 1 Debriefing
 - 10h15 Preparation for Round
 - **10h15** 2 BREAK (15 minutes) **10h30**
 - Round 2
 - **10h30** Round 2 Debriefing
 - **10h45** -**11h00** Preparation for Round 3 Round 3
 - 11h00 -Round 3 Debriefing
 - 11h15 Lunch Break (45

11h15 - Lunch Br **11h30** minutes)

11h45

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Plenary session 12h45 -13h00 Preparation for round 13h00 -4 Round 4 13h15 Round 4 Debriefing 13h15 -Preparation for Round 13h30 5 Round 5 13h30 -Round 5 Debriefing 13h45 Break (15 minutes) 13h45 -Preparation Round 6+ 14h00 Round 6 to 8 14h00 -14h15 Final 14h15 debriefing 14h30 HARD FINAL DEAD 14h30 14h45 Commercial version powered by

15h00 -





Example: 4-Day Schedule

Day 2

Round 3 (1h30)

Day 1 Preparation (1 h)

Round 1 (1h)

Round 4 (1h30)

Round 2 (1h)

Day 3 Round 5 (1h30)

Round 6 (1h30)

Day 4 Round 7 (1h30) Round 8 (1h30)





02

Profit Over Time 01 Results from 150K simulation game 140K with HEC 130K Montréal MBA 120K students Spring 110K 2020 100K 90K Company 80K AA Profit 70K BΒ 60K CC 50K DD 40K ΕE 30K FF 20K 10K **ROUND 1 ROUND 2**



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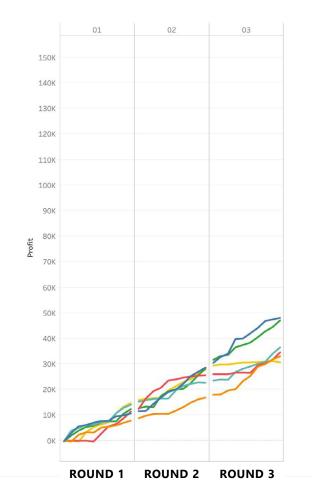
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Profit Over Time

Results from simulation game with HEC Montréal MBA students Spring 2020







Integration



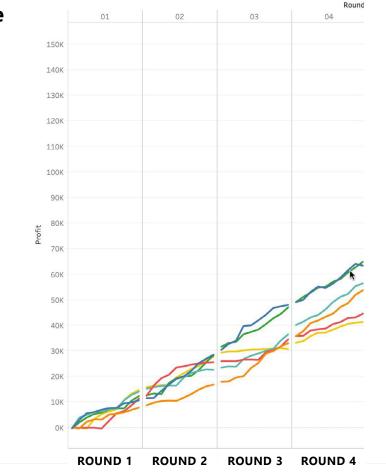
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Profit Over Time

Results from simulation game with HEC Montréal MBA students Spring 2020









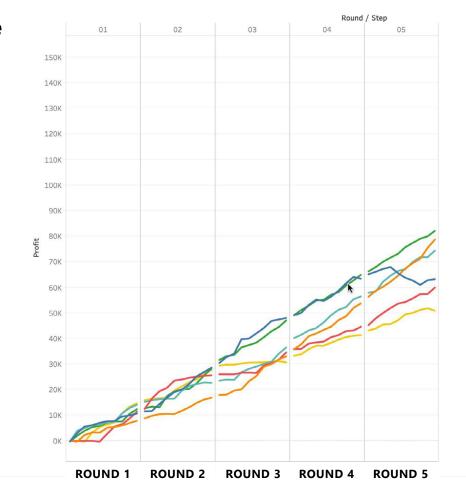
Lagging Analytics

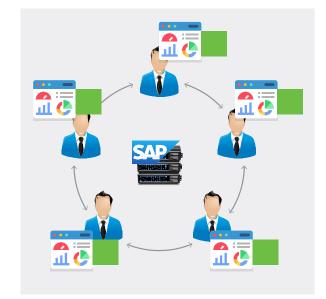


Profit Over Time

Results from simulation game with HEC Montréal MBA students Spring 2020







Predictive Analytics



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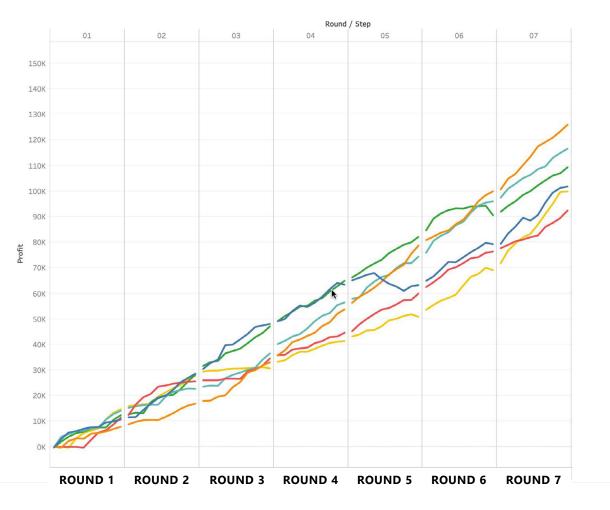


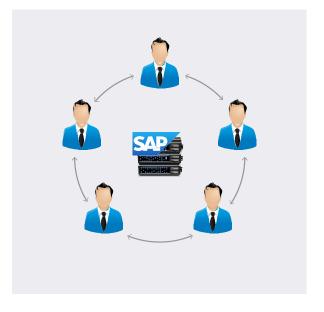
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Profit Over Time

Results from simulation game with HEC Montréal MBA students Spring 2020







Multisource Analytics

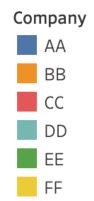


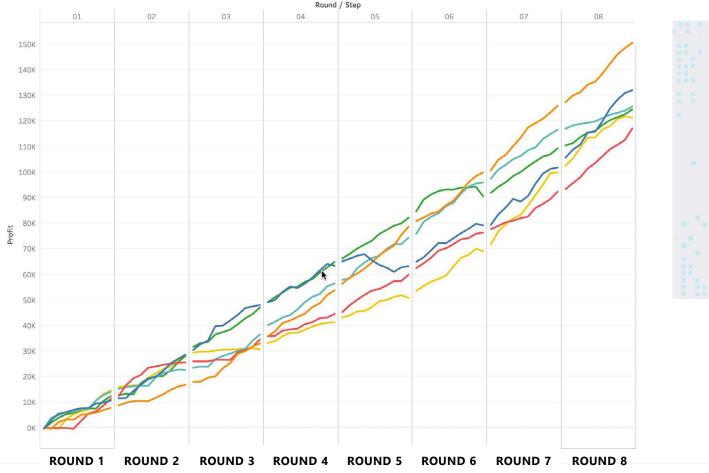
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Profit Over Time

Results from simulation game with HEC Montréal MBA students Spring 2020











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FAQ

- Can I play this game asynchronously?
- What if my MBA students have SAP experience? Does this give them advantage?
- Can I customize the game? play less rounds? Or skip some of the technologies (e.g., AI tool)?
- I am new to ERPsim. Can I use this curriculum in my class?
- Can we use role-based log-ins in other games (e.g., Manufacturing, Maple)?
- Can we teach the same curriculum with another scenario?
- How do we assess students?

Questions



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Thank You!

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