A Serious Game for Learning Enterprise Resource Planning Concepts



ERPsim Academic Version 2011-12

Prof. Pierre-Majorique Léger, Ph.D.

Director, ERPsim Lab

Jean-Francois Michon Operation Manager, ERPsim Lab

Pierre-Majorique LÉGER Jacques ROBERT Gilbert BABIN Robert PELLERIN Bret WAGNER

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About PML

Dr Pierre-Majorique Léger is an associate professor in information technologies at HEC Montréal, Director of the ERPsim Lab and Co-Director of Tech³Lab.

He holds a Ph.D. in Industrial Engineering from École Polytechnique de Montréal and has done post-doctoral studies in Information Technologies at HEC Montréal and NYU Stern.

He is one of the primary inventors of ERPsim, a simulation game used to teach ERP concepts, which is now used in more than 150 universities worldwide, and many Fortune 1000 organizations such as SAP, ABB, Conoco Philips and Deloitte.

His current research focuses on NeurolS.







About Jean-Francois Michon

Jean-Francois currently holds the position of ERPsim Lab Operations Manager. He is responsible for supporting faculty members using ERPsim, developing our internal processes and our external activities, managing the support team and contributing to product development. Jean-Francois holds a Master's Degree in Administration (E-Commerce) from Université de Sherbrooke and a Bachelor's Degree in Administration (Information Technology) from HEC Montréal.



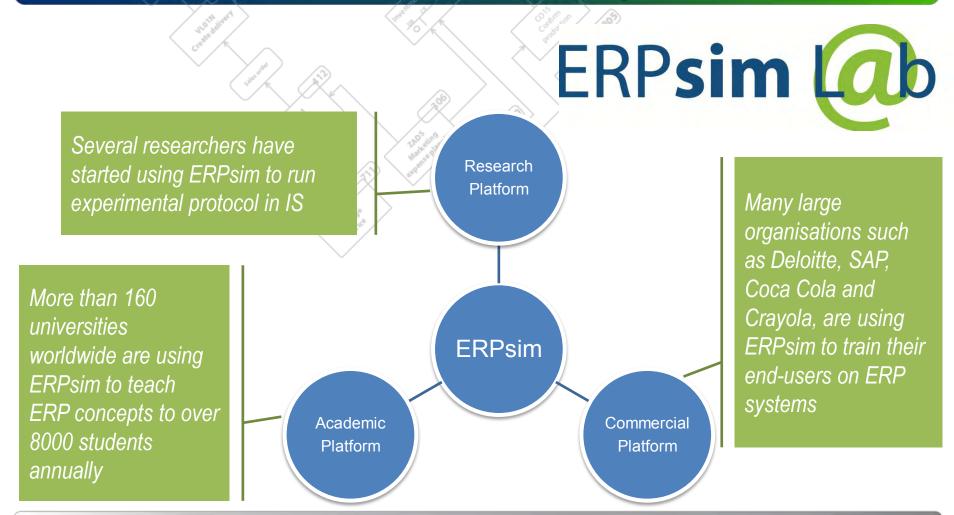




About ERPsim Lab

Version: August 2011

ERPsim Lab's mission is to conduct research, develop new products and bring innovation to the field of IT simulation games.







ERPsim Lab: Our Team

Research Team

- Prof. Pierre-Majorique LÉGER, Ph.D., Director ERPsim Lab (HEC Montréal)
- Prof. Gilbert BABIN, Ph.D. (HEC Montréal)
- Prof. Jacques ROBERT, Ph.D. (HEC Montréal)
- Prof. Robert PELLERIN, Ph.D. (École Polytechnique de Montréal)
- Prof. Bret WAGNER, Ph.D. (Western Michigan University)

2011-2012 Technical Team

- Mr. Jean-François MICHON, M.Sc., Operations Manager
- Mr. Francois PARÉ, Executive Consultant
- Ms. Kym DAWSON, B.A., Communications Manager
- Ms. Stéphanie BOURGAULT-MONGEAU, B.Com., Project Manager
- Mr. Patrick SAPINSKI, Programmer
- Mr. Philippe HÉBERT, B.Com, Analyst

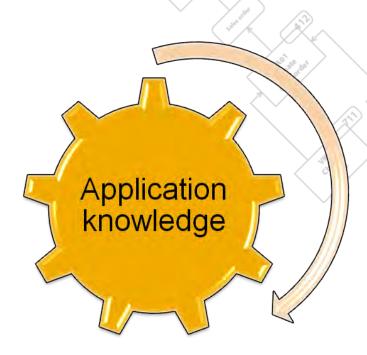
- Mr. Olivier DUBÉ, B.Com, Analyst
- Mr. El-Hassane NDIAYE, Analyst
- Mr. Arnaud PAQUET, Analyst
- Mr. Juan GUILLEN, Analyst
- Mr. Marc HÉBERT ST-PIERRE, Analyst
- Mr. Julien PERRET, M.Sc., Research Assistant
- Ms. Andréa MONGUILOD, MA, Research Assistant
- Mr. Carl ST-PIERRE, MA, Statistician





Moving Toward a Competency Approach

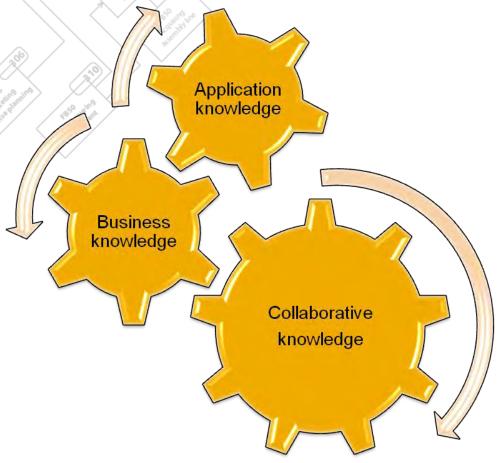
From a standard approach...



Kang and Santhanam, 2004

Version: August 2011

... to a competency approach



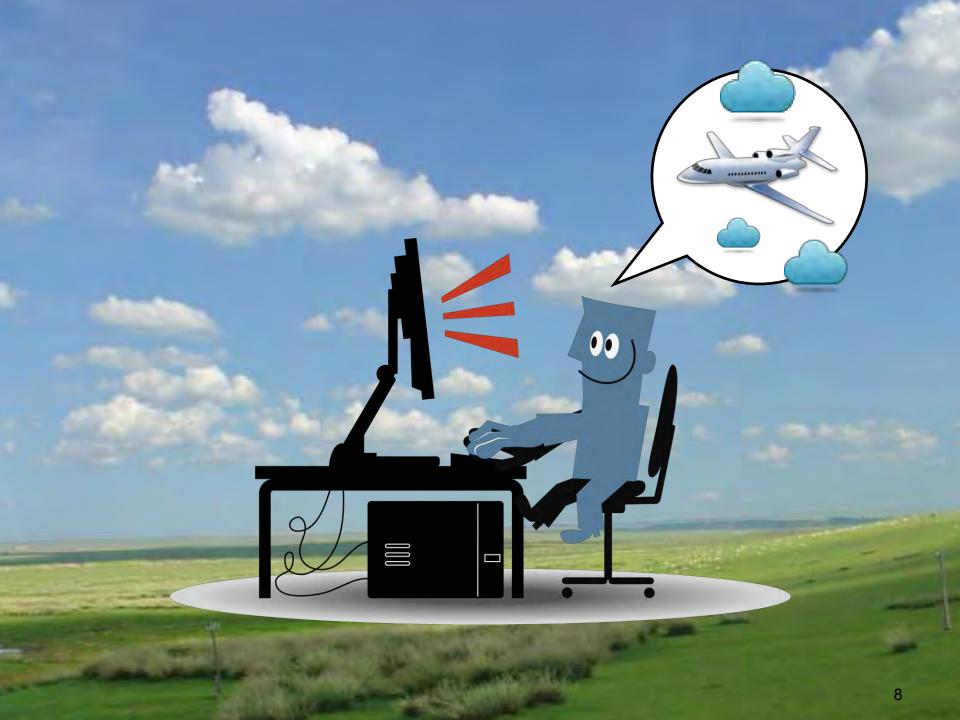


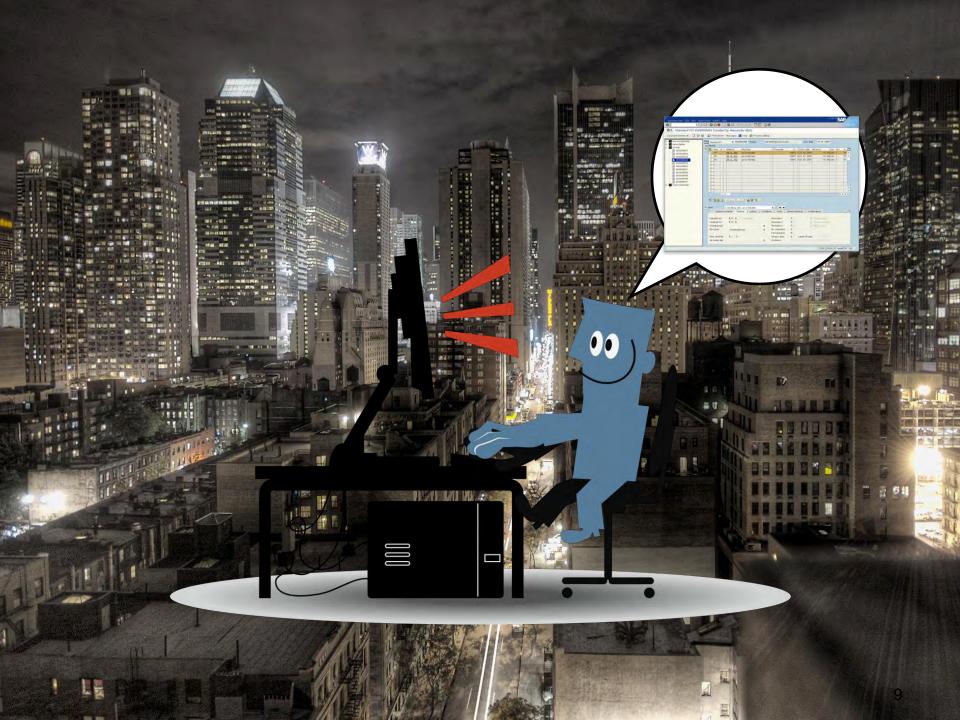
Paradigm Shift in IT Education

- Paradigm Shift in Teaching
 - From instructors to coaches
 - From specialized technical knowledge to holistic business knowledge
- Paradigm Shift in Learning
 - From "point-and-click" to discovery of how SAP can help achieve business goals
 - From technical questions to business strategy issues









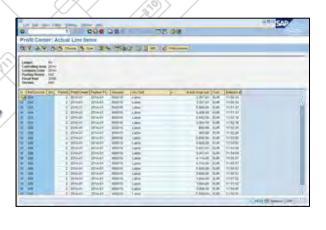
ERPsim

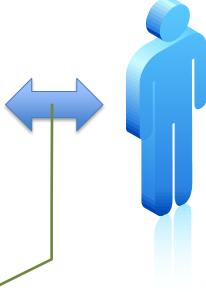
ERPsim

ERP System (SAP)

Participants







- 1) Automation of administrative tasks
- 2) Simulation of a market

Version: August 2011

3) Simulation of passing of time

- 1) Business analytics
- 2) Business decisions





ERPsim







Pedagogical Objectives

- Demonstrate how ERP systems support business strategies
- Develop a hands-on understanding of underlying enterprise system concepts
- Experience the tangible benefits of enterprise integration firsthand
- Develop technical decision making skills using enterprise software



MBA students experiencing ERPsim at HEC Montréal - 2007





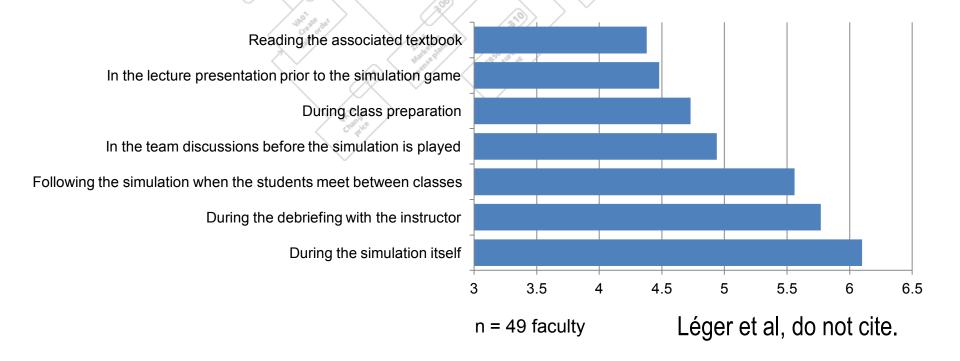
Targeted Simulation Games

- ERPsim for Introduction to MIS: A fun and engaging introduction to ERP systems
- ERPsim for Non-IT: Demonstrates the power of integration to business and engineering students of all disciplines
- ERPsim for Business Analysts: A configuration experience for IT analysts designed to make links between what is experienced in the game and the business roles involved in ERP implementation
- ERPsim for Executives: A simulation designed to let executives experience the different challenges of ERP implementation





When Learning Occurs in ERPsim







erpsim.hec.ca









Available Games



Academic 2011-2012

powered by ERPsim













ERPsim Ecosystem (Academic Version)





Teaching Notes



READINGS ON ENTERPRISE RESOURCE PLANNING

-

12

Videos



Scenarios (Configuration Files)



ERPsIm Release 07.1 (Software)



Working Papers



Games







Job Alds







Slides







Participant's Guide





INSTRUCTORS

New material in 2011-2012

ERPsim Analytics Solution

- The Lab's latest innovation is designed to let students experience the full
 potential of SAP analytics solutions, such as SAP Crystal Dashboard Design,
 while developing their decision making skills in the dynamic ERPsim
 environment.
- Readings on Enterprise Resource Planning
 - A textbook co-authored by over 20 SAP UA faculty members, written to provide a more holistic understanding of ERP. This e-book helps students make links between what they learn in the classroom and ERP in the real world.
- ERP Simulation Game: Changing the Way We Teach & Learn ERP Systems
 - Written by the inventors of ERPsim, this indispensable teaching tool containing a full set of notes about ERPsim and how to use it to keep your students fully engaged.



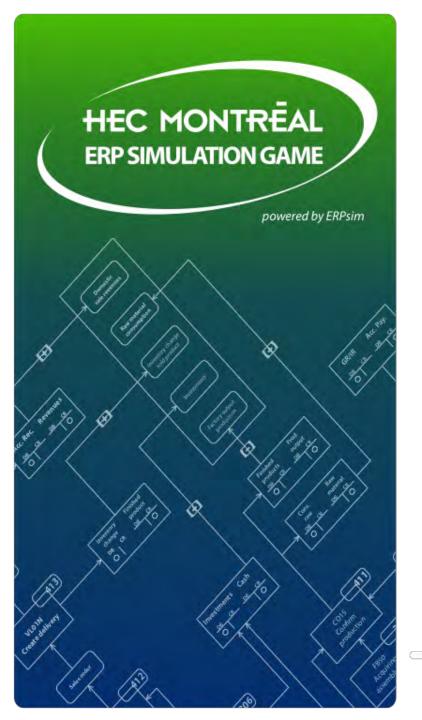


Upcoming development for 2012-2013

- ERPsim Data Extractor
 - An improved way to analyze transactional, configuration, and scenario data using Microsoft ACCESS.
- ERPsim Faculty iPad Application
 - A tool that pre-emptively alerts you when teams need assistance, so that you can help keep them on track and fully engaged.
- Unified SAP Client
 - Coming soon in 2012 all ERPsim games will be configured on a single SAP client, allowing you maximum flexibility when teaching your class.







Introduction to Logistics Game







Logistics Game

- In groups of at most 4 participants, each team has to operate a company selling dairy products.
- Using standard reports, participants must make business decisions in order to ensure the profitability of their operations.





Dairy Products

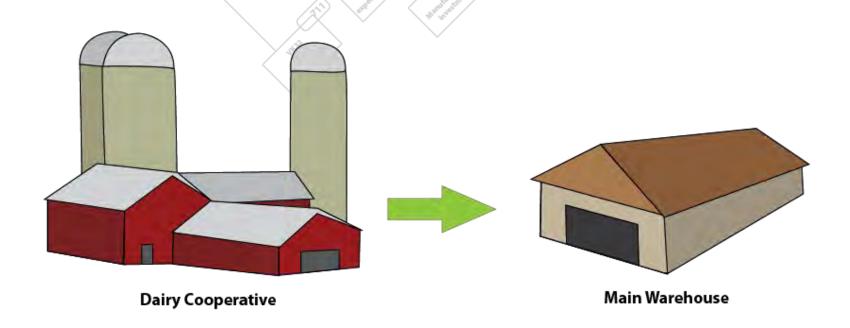






Logistics Game Design

Your company owns a main warehouse which receives and stores products you have purchased from a dairy cooperative.







Products Details

Products



\$\$-T01 Milk

Unit Cost

Box of 9 units **22,95 €**



\$\$-T04 Cheese

Unit Cost

Box of 20 units **82,68** €



\$\$-T02 Cream

Unit Cost

Box of 28 units **72,07 €**



\$\$-T05 Butter

Unit Cost

Box of 20 units **59,88** €



Version: August 2011

\$\$-T03 Yoghurt

Unit Cost

Box of 12 units 25,85 €

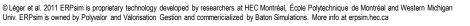


\$\$-T06 Ice Cream

30.45

Unit Cost

Box of 8 units **43,15**€







Market Preferences

Each region has unique preferences related to the products it purchases from your company. Preferences change every game.

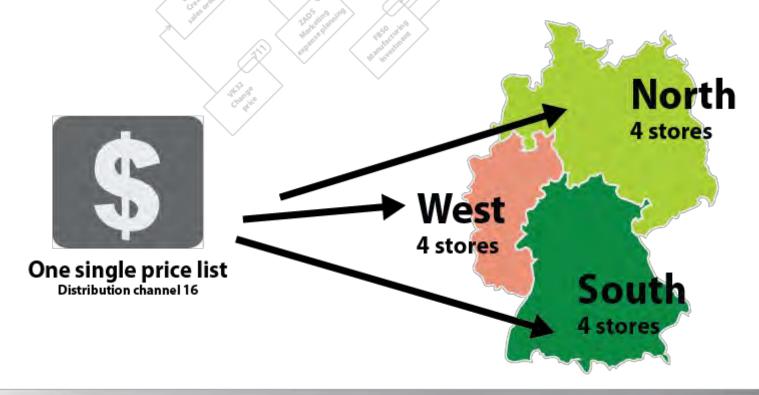






One Price List in Distribution Channel 16

You will need to set-up prices for your products. The price for each product will be applied in all 3 regions.



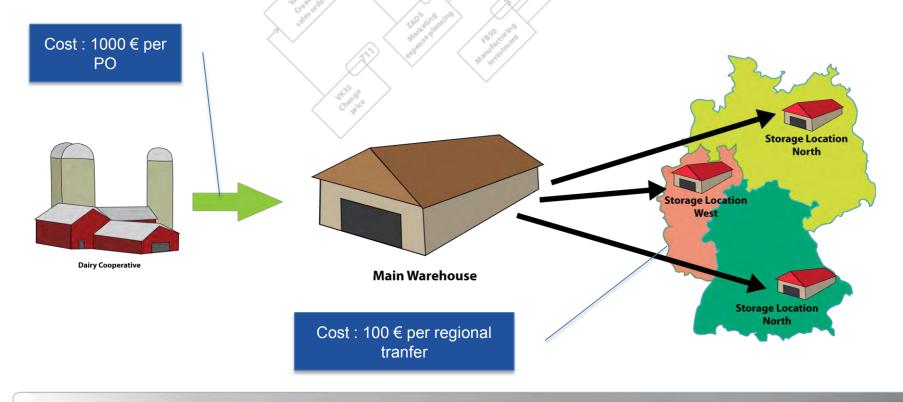




Transportation Fees

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You will have to manage transportation fees carefully in order to maximize your company's profits.

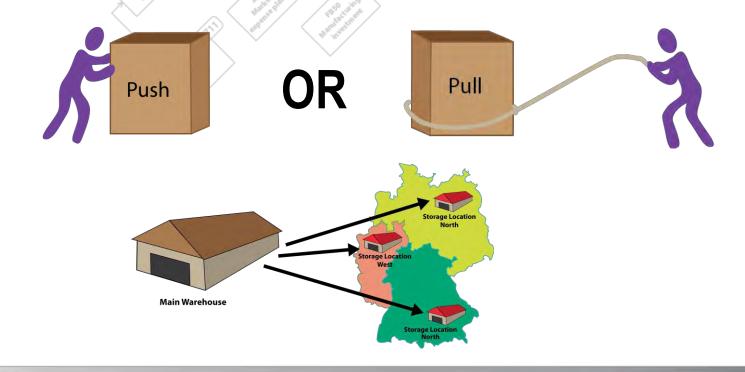






Logistics Strategy

You must determine a logistics strategy in order to make your products available for sale through your regional storage location.





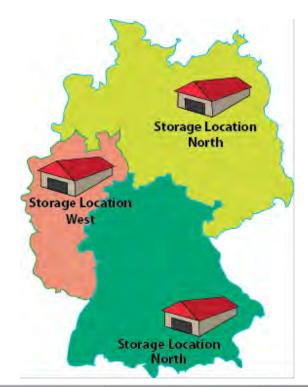


A Push Logistics Strategy

A Push strategy specifies the <u>quantity</u> of each product to be delivered to each area, and the <u>number of days</u> between





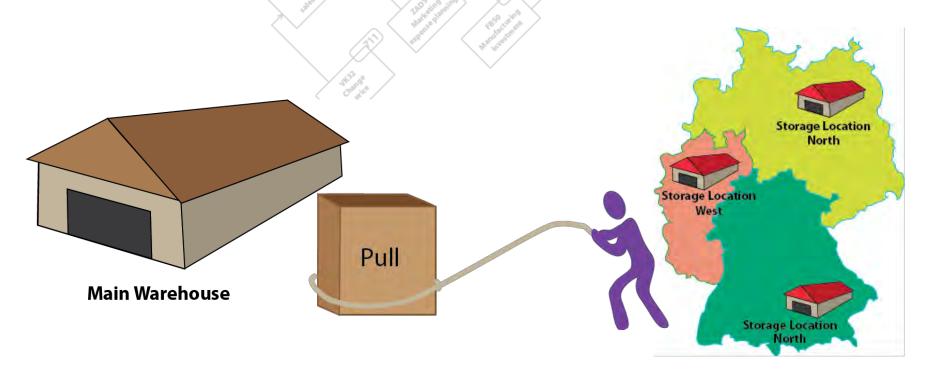






A Pull Logistics Strategy

A Pull strategy specifies the <u>target quantity for each product</u> in each area and the <u>number of days</u> between deliveries.







Rules

- Each round will last 20 days

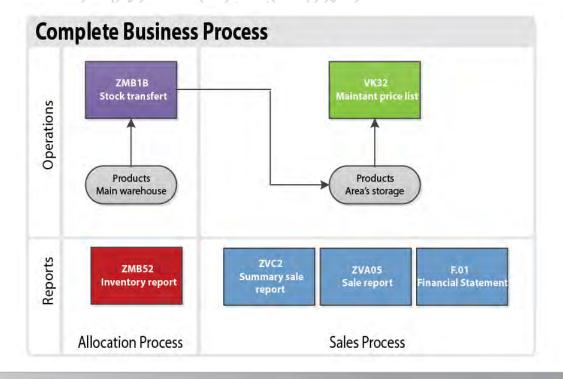
 (a bit more than one minute per day)
- End-of-round inventory is carried over to the next round.
- You may sell a product only if the stock is available through your regional storage location.
- You are competing against other teams.
- Your objective is to maximize profits.





Game Layout









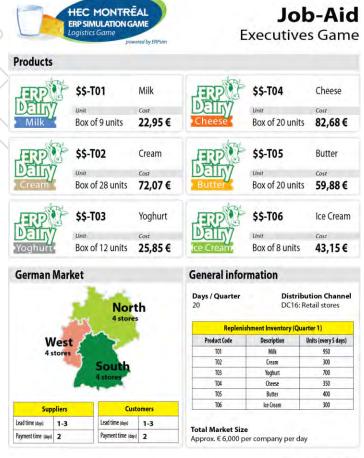
4 Players Per Team







Job Aids (1/2)



Constabl All I, Leger et al., INC Morania All rights exercises





Job Aids (2/2)



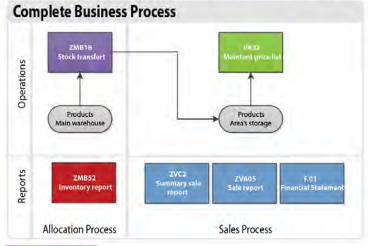
Replenishment Level			
Product Code	Description	Number of Units (every 5 days)	
\$\$-T01	Milk	1400	
\$\$-T02	Cream	300	
\$\$-T03	Yoghurt	900	
\$\$-T04	Cheese	600	
\$\$-T05	Butter	450	
\$\$-T05	Ice Cream	350	

Transportation fees		
Supplier to main warehouse	€ 1000	
Main warehouse to storage location	€ 100	

Logistics Manager

Login \$_TRANSFER Pass

Password ERPSIM

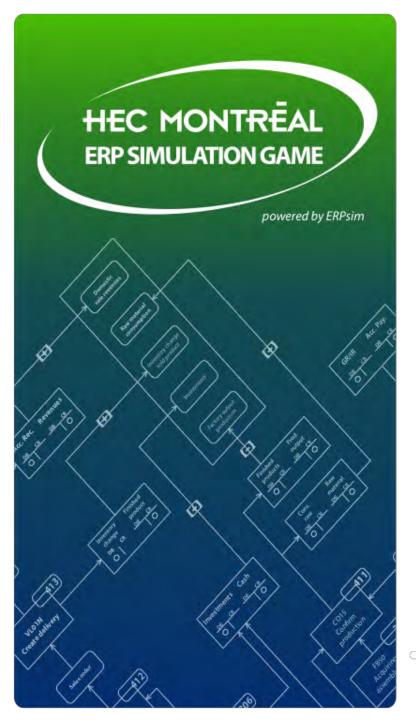




OGenright 2011 (Jamera), Hi Chlombia). Altriants with red







SAP Navigation





4 Players Per Team



Manager

Login: \$_transfer

Password: ERPSIM



Stock Manager

Login: \$_stock

Password: ERPSIM



Pricing Manager

Login: \$_pricing

Password: ERPSIM



Sales **Vice-President**

Login: \$_sales

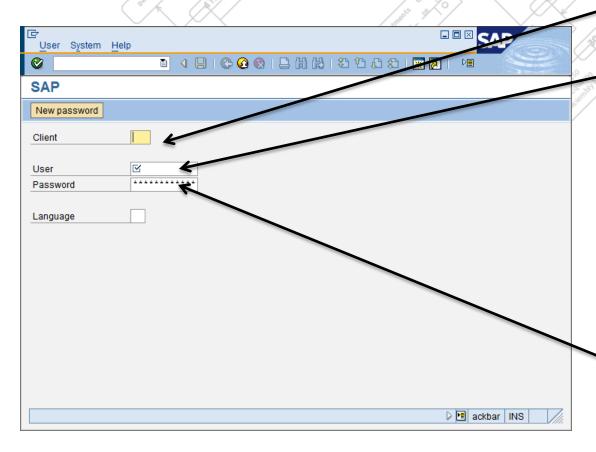
Password: ERPSIM

N.B.: \$ is your team letter





Login Information



Version: August 2011

Client will be provided by the instructor

Login:

According to your role:

\$ transfer

\$ stock

\$_pricing

\$ sales

\$_report

Where \$ is your team letter

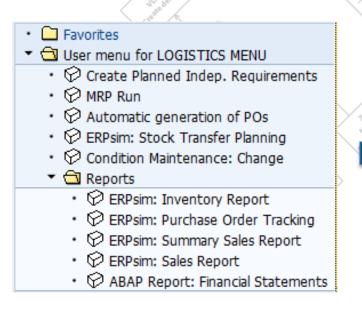
Password: ERPSIM

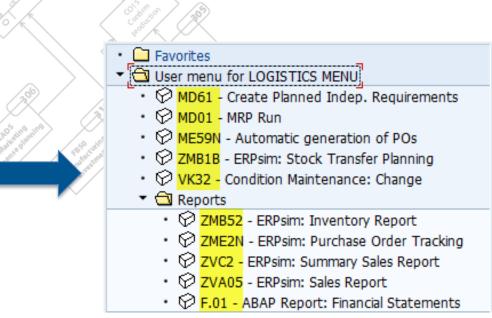
You will have to change your password the first time you enter.





SAP Menu & Navigation

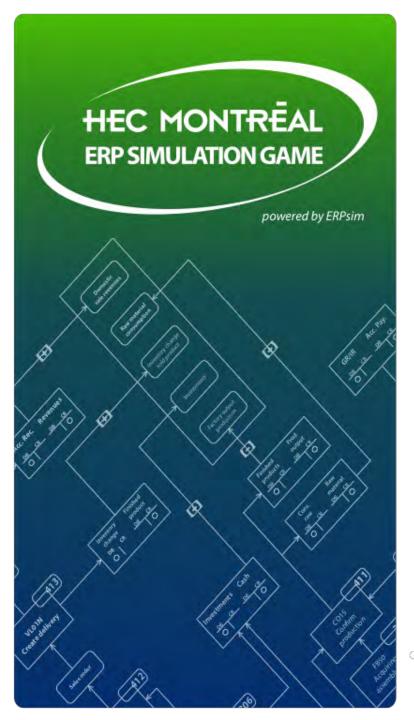




Top Menu: Extras / Settings / Display Technical Names



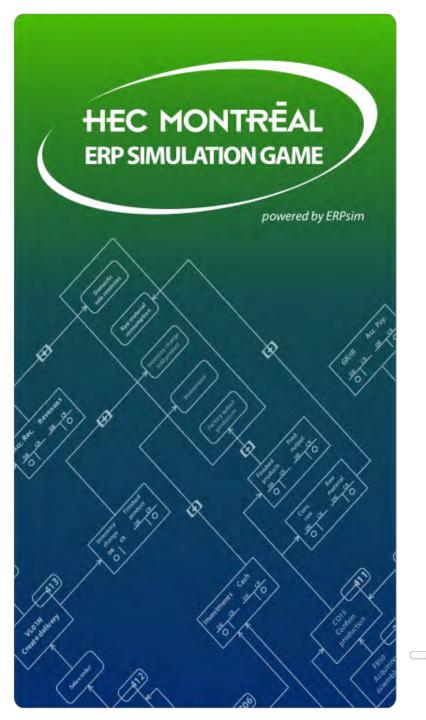




Training for Your New Job!







Logistics Game: **Logistics Manager**





Logistics Manager

Login \$ TRANSFER Password ERPSIM

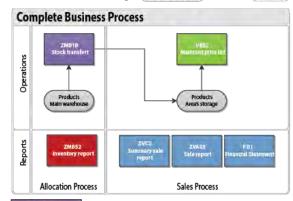
Logistics Manage

tock Manager

Pricing Manager

Replenishment Inventory			
Product Code	Description	Units (every 5 days)	
T01	Milk	950	
TO2	Cream	300	
T03	Yoghurt	700	
T04	Cheese	350	
T05	Butter	400	
T06	læ Cream	300	

Transportation	lees
Supplier to main warehouse	€ 1000
Main warehouse to storage location	€ 100



Stock Transfer Planning (ZMB1) push and a pull stock

© Copyright 2011, Litgeret al., HEC Montréal. All rights reserved. Login **\$_TRANSFER**

Password **ERPSIM**

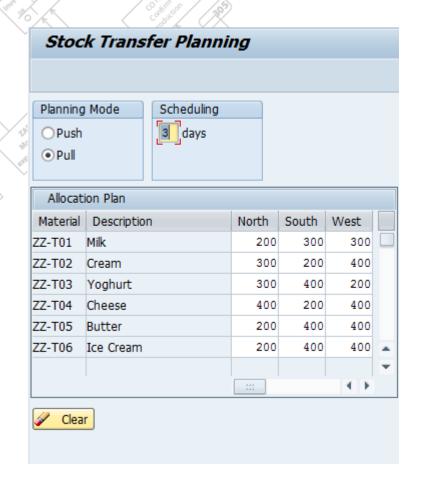




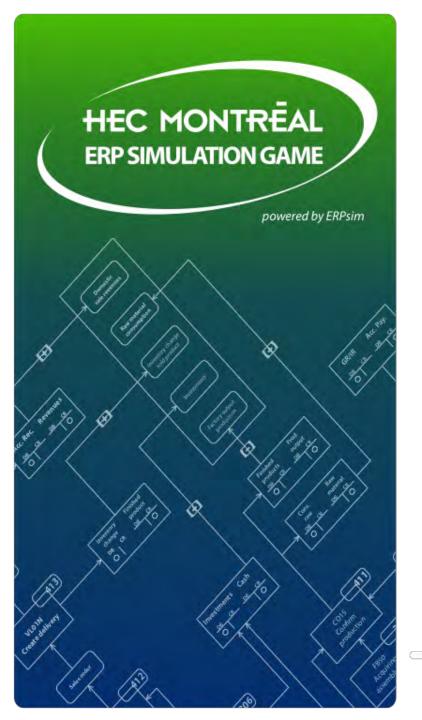
Transfer Planning Logistics



Stock Transfer Planning (ZMB1B) Choose between a push and a pull stock allocation logistic Choose your delivery schedule Enter the amount of products you wish to send/maintain in each region







Logistics Game: **Stock Manager**



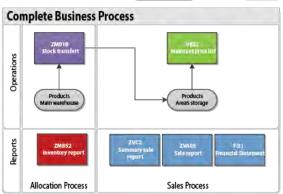


Replenishment Inventory				
Product Code	Description	Units (every 5 days)		
T01	Milk	950		
TOZ	Cream	300		
T03	Yoghurt	700		
T04	Cheese	350		
T05	Butter	400		
T06	lce Cream	300		

Transportation	iees
Supplier to main warehouse	€ 1000
Main warehouse to storage location	€ 100

Stock Manager

Login \$ STOCK Password ERPSIM





Logistics Manager Stock Manager Pricing Manager

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Login **\$_STOCK**

Password **ERPSIM**





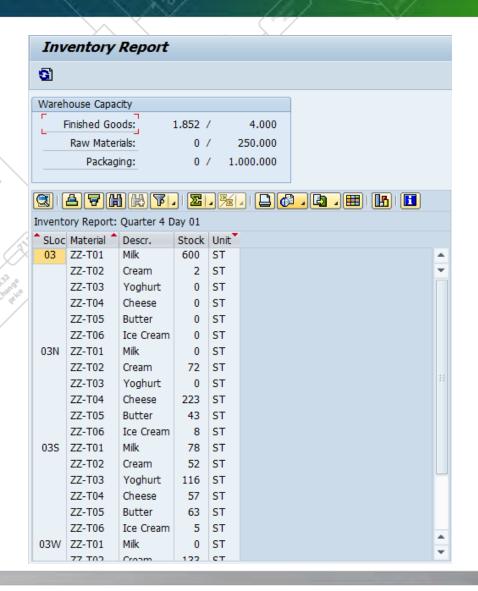
Stock Levels in Material Overview



stock levels

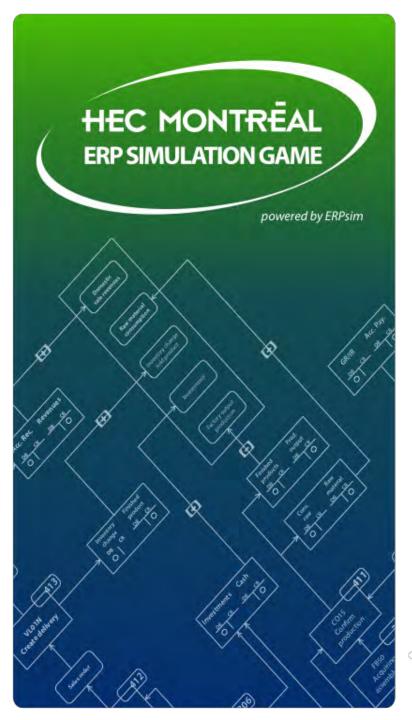
Inventory report(ZMB52)

Shows all stock levels.









Logistics Game: **Pricing Manager**





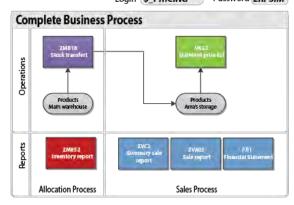
ERP SIMULATION Logistics Game	GAME
p	owered by ERPsIm
Deal and the cost for	7-2-2-

Replenishment Inventory			
Product Code	Description	Units (every 5 days)	
T01	Milk	950	
T02	Cream	300	
T03	Yoghurt	700	
T04	Cheese	350	
T05	Butter	400	
T06	Ice Cream	300	

Transportation	fees
Supplier to main warehouse	€ 1000
Main warehouse to storage location	€ 100

Pricing Manager

Login \$ PRICING Password ERPSIM





Logistics Manager Stock Manager Pricing Manager

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Login

\$_PRICING

Password **ERPSIM**

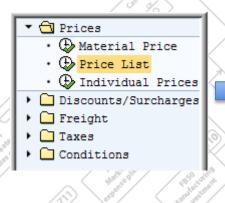


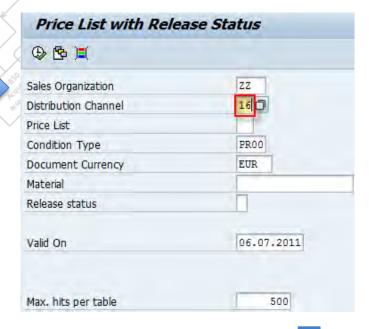


Maintain Prices for DC 16



Change price Condition Maintenace: Change (VK32) Open prices folder and dbl click on Price list In Distribution channel, enter DC 16 In Material, enter product code (optional) Enter your prices Enter your prices

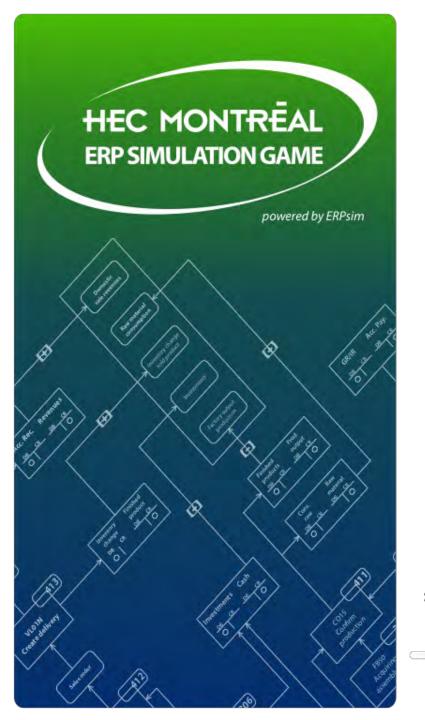




S	Varia	ble key			Amount	
	CnTy	Curr.	Material	ReSt		
g	PR00	EUR	ZZ-T01	Milk		25,25
9	PR00	EUR	ZZ-T02	Cream		79,28
9	PR00	EUR	ZZ-T03	Yoghurt		28,43
9	PR00	EUR	ZZ-T04	Cheese		90,95
Q	PR00	EUR	ZZ-T05	Butter		65,87
	PR00	EUR	ZZ-T06	Ice Cream	ı	47,47







Logistics Game: Sales 👗 **Vice-President**



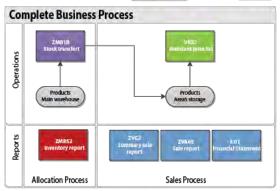


Replenishment Inventory				
Product Code	Description	Units (every 5 days		
T01	Mik	950		
Toz	Cream	300		
T03	Yoghurt	700		
T04	Cheese	350		
T05	Butter	400		
T06	læ Cream	300		

ees
€ 1000
€ 100

VP Sales

Password ERPSIM Login \$ SALES







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Login \$_SALES

Password **ERPSIM**





Checking the Sales Summary Report



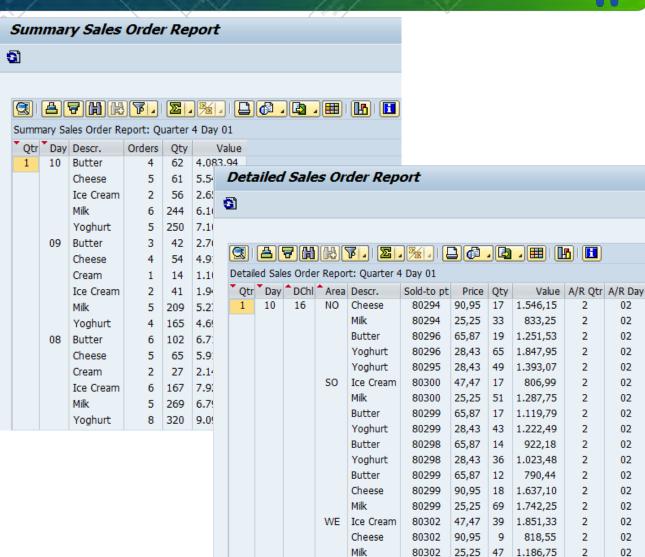
sales and market data

Sales order report (ZVA05)

Shows sales transactions: time, sales revenues, bottles sold and price per box.

Summary sales report (ZVC2)

Shows daily sales



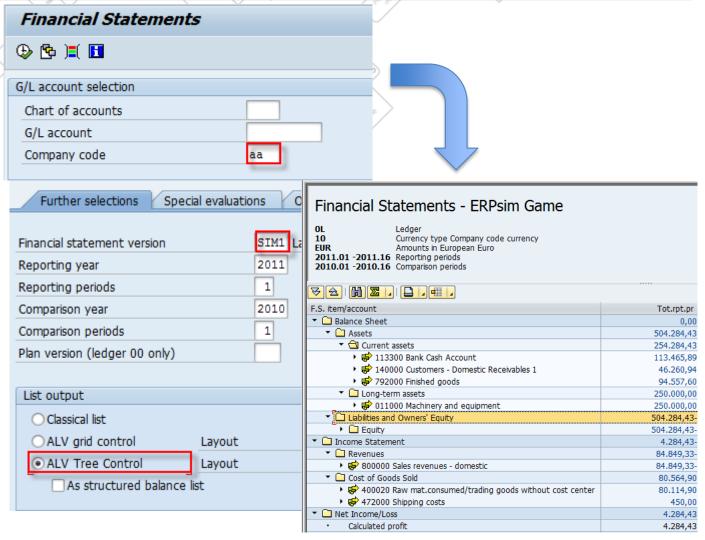




Checking the Financial Statements

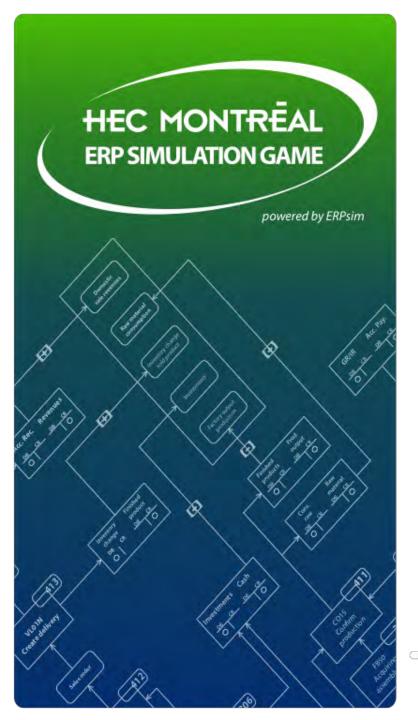


financial statement Financial Statements (F.01) In company code, enter your company number (\$\$) Select AVL Tree Control









Logistic Game: Round 1





Game timing



20 days





Cost, Inventory, and Initial Pricing

Material	\$\$-T01	\$\$-T02	\$\$-T03	\$\$-T04	\$\$-T05	\$\$-T06
Name	Milk	Cream	Yoghurt	Cheese	Butter	Ice Cream
Number of Units per Package	Box of 9 units	Box of 28 units	Box of 12 units	Box of 20 units	Box of 20 units	Box of 8 units
Initial Cost	€22.95	€72.07	€25.85	€82.68	€59.88	€43.15
Initial Price	€25.25	€79.28	€28.43	€90.95	€65.87	€47.47
Initial Stock	950	300	700	350	400	300





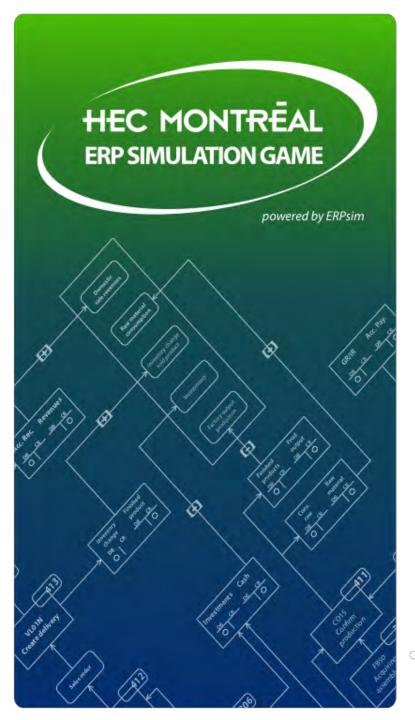
The Logistic Game: Round 1 (10 days)

Version: August 2011

Let's start the simulator for 20 days!





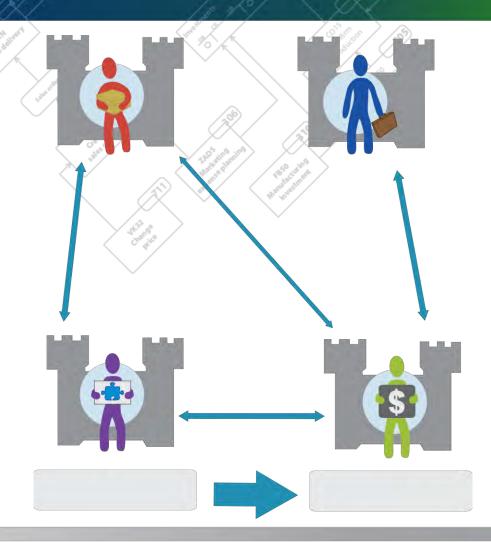


Debriefing: Round 1



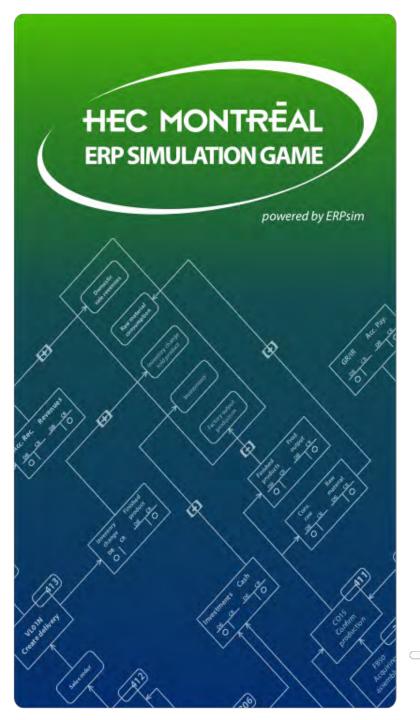


Working in Silos









Logistics Game: Round 2





New Logins

Login: ERP_#\$

Password: ERPSIM









Login: ERP_1\$

Login: ERP_2\$

Login: ERP_3\$

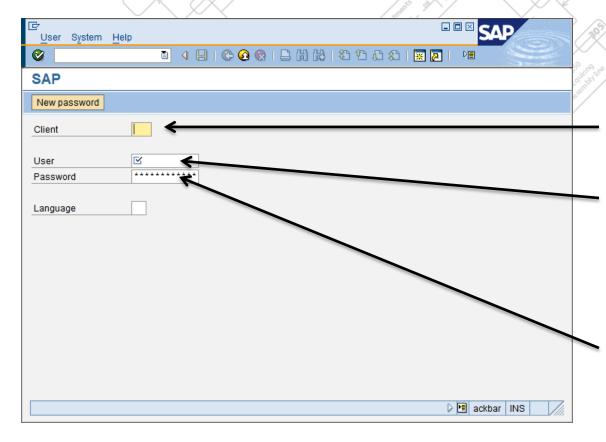
Login: ERP_4\$

Password: ERPSIM Password: ERPSIM Password: ERPSIM Password: ERPSIM





Login Information



Version: August 2011

Client will be provided by the instructor.

Login:

ERP_\$#

Where \$ is your team letter, and # is your team number.

Password: ERPSIM

You will have to change your password the first time you enter.





News Job-Aid



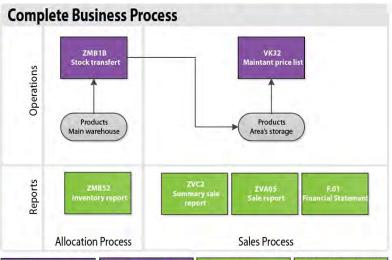
Logistics Game

Login ERP_\$#

Password **ERPSIM**

	Replenishment Level				
Product Code	Description	Number of Units (every 5 days			
\$\$-T01	Milk	1400			
\$\$-T02	Cream	300			
\$\$-T03	Yoghurt	900			
\$\$-T04	Cheese	600			
\$\$-T05	Butter	450			
\$\$-T05	Ice Cream	350			

Transportation	fees
Supplier to main warehouse	€ 1000
Main warehouse to storage location	€ 100



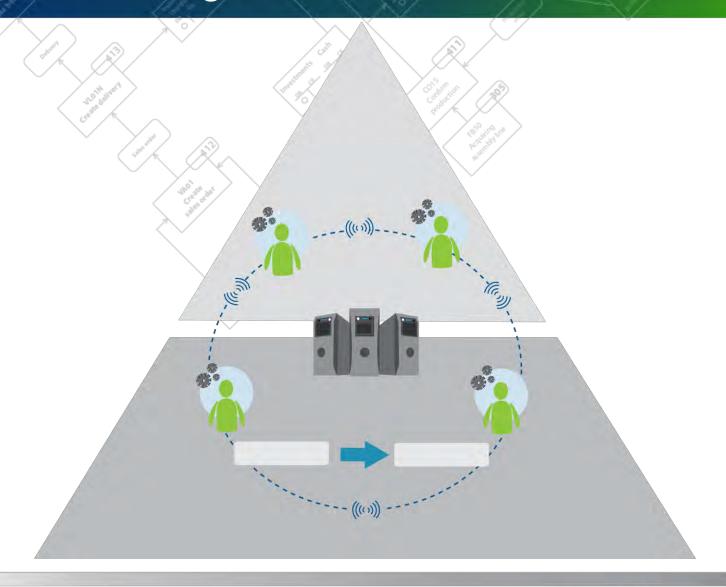
stock transfer	change price		financial statement		Sales and market data Sales order report (ZVA05)
Stock Transfer Planning (ZMB1B)		Condition Maintenace: Change (VK32)		Financial Statements (F.01)	
Choose between a push and a pull stock	0	Open <i>prices</i> folder and dbl click on <i>Price list</i>	0	In company code, enter your company number (\$\$)	Shows sales transactions: time, sales revenues, bottles
allocation logistic Choose your delivery	0	In Distribution channel, enter DC 16	0	Select AVL Tree Control	sold and price per box. Summary sales report (ZVC2)
schedule	6	In Material, enter product			Shows daily sales
Enter the amount of products you wish to	•	code (optional)	stock levels		
	0	(D)		77777	
send/maintain in each	0	Enter your prices		Inventory report(ZMB52)	
region	0			Shows all stock levels.	

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Game Design







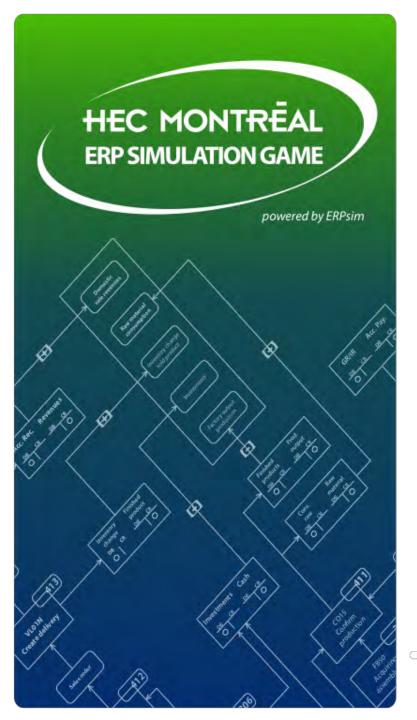
The Logistics Game: Round 2 (20 days)

Version: August 2011

Let's start the simulator for 20 days!





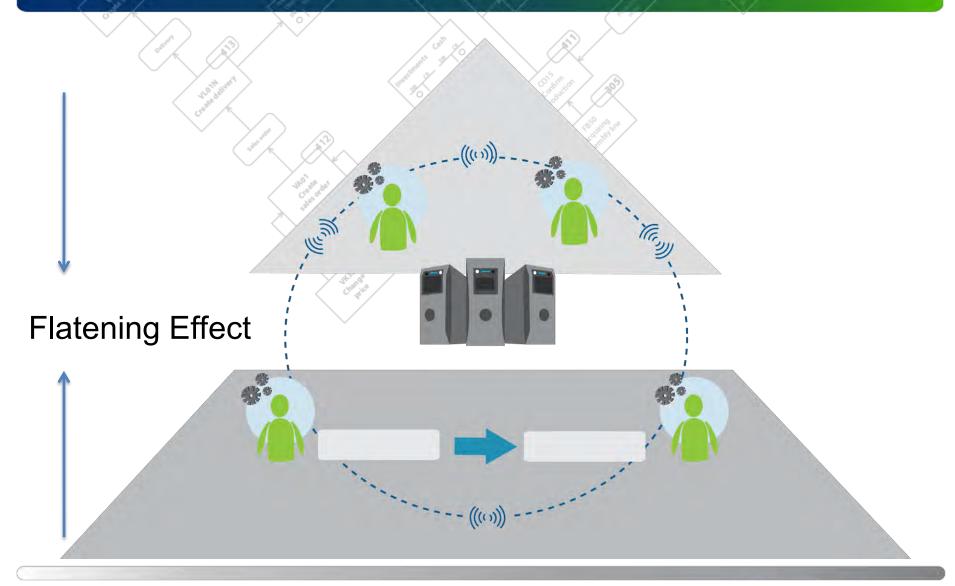


Debriefing: Round 2



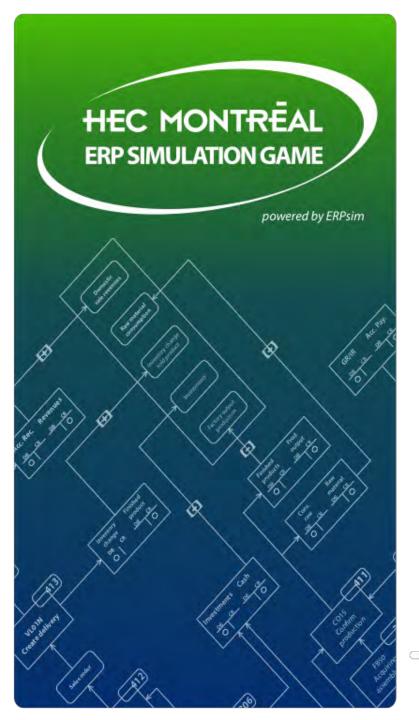


Flatening Effect







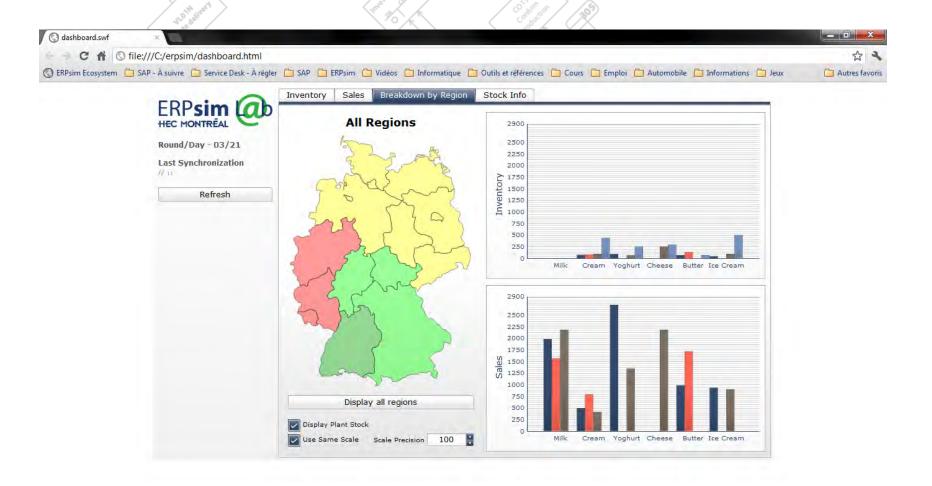


Logistics Game: Round 3





SAP Crystal Dashboard for ERPsim







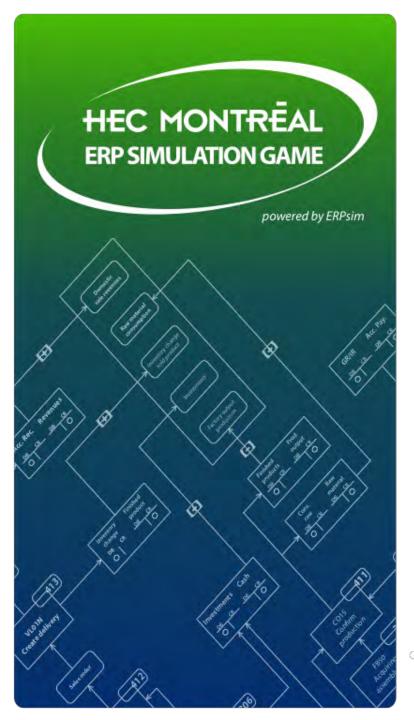
The Logistics Game: Round 3 (20 days)

Version: August 2011

Let's start the simulator for the last 20 days!



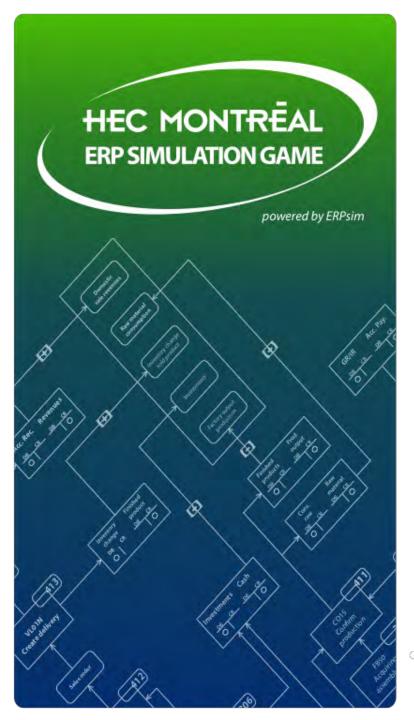




Final Debriefing







Conclusion





Pedagogical Material and Resources ERPsim Participant's Guide

- The ERPsim Participant's Guide (eBook) is the main source of ERPsim R&D funding.
- Authors of the eBook have transferred copyrights to ERPsim Lab.
- ERPsim Lab's mission is to ensure the continued development and support of this simulation software.
- Proceeds from the sale of this eBook are used to fund the faculty support website and the team behind it.





Requirements

- HEC Montréal grants a free educational ERP
 Simulation Game license to members of the SAP
 University Alliance (client request subject to a fee from the UCC).
- Students must purchase electronic material and access to the simulation for the manufacturing game.
- In order to have access to the game, interested
 Faculty members require ERPsim Instructor Training
 (Level 1) from one of our ERPsim Certified Trainers.





SAP Summer Workshop

- Montreal, June 18 to 22, 2012
- Two Concurrent Tracks:
 - Level 1 : ERPsim Instructor
 - Level 2 : ERPsim Trainer
- Symposium on Experiential Learning in IT Education: June 17th





Level 1: ERPsim Instructor



Version: August 2011

Objectives:

- Learn how to use ERPsim effectively and become confident in using the solution
- Understand how to implement ERPsim and SAP in a curriculum
- Coverage:
 - Before the workshop
 - Distribution game (pre-workshop game)
 - During the workshop
 - Manufacturing Introduction
 - Manufacturing Extended
 - ERPsim Console administration
 - Simulation game and enactive learning pedagogical approaches
- Additional notes
 - A pre-workshop game is required. The remote game will use the Distribution game as an introduction to ERPsim.





Level 1: ERPsim Instructor



Day	Description
1	Intro Manufacturing
2	SAP related knowledge for manufacturing scenario
3	ERPsim console admin
4	Extended Manufacturing and pedagogical approaches





Level 2: ERPsim Trainer



- Pre-requisite
 - Level 1 training required
- Objectives:
 - Learn advanced ERPsim functionalities
 - Obtain Level 2 certification to become a "Train-the-Trainer"
- Coverage:
 - Logistics game
 - ERPsim BI and SAP Business Object
 - Advanced pedagogical approaches and troubleshooting
- Level 2 Certification Exam





Level 2: ERPsim Trainer



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0	Day	Description
	1	Logistics game
	2	Enactive approach to learning BI
<	3	Enactive approach to learning BI and
		configuration
	4	Advanced pedagogical approaches and
		ERPsim troubleshooting, and Level 2
		certification exam





Symposium on Experiential Learning in IT Education: Call for Participation

- Organizers: Pierre-Majorique Léger (HEC Montréal), Paul Cronan (University of Arkansas), Jacques Robert (HEC) and Gilbert Babin (HEC Montréal)
- The purpose on this conference is to bring together researchers and educator willing to share their pedagogical experience and ongoing research related to the use of experiential learning in IT education.
- Workshop topics include, but are not limited to:
 - 1) Presentation of novel pedagogical material using experiential approach in IT, such as serious games, business simulation games and role playing simulations
 - 2) Research on the impact and benefits of experiential learning in IT.
- June 17, 2012 at HEC Montréal, Montreal, QC.





A Serious Game for Learning Enterprise Resource Planning Concepts



ERPsim Academic Version 2011-12

Prof. Pierre-Majorique Léger, Ph.D.

Director, ERPsim Lab

Jean-Francois Michon
Operation manager, ERPsim Lab

Pierre-Majorique LÉGER Jacques ROBERT Gilbert BABIN Robert PELLERIN Bret WAGNER

Version: August 2011

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