

A large, stylized purple 'X' graphic composed of two thick, rounded rectangular bars crossing each other. The bars have a slight gradient and rounded ends.

INVENTORY MANAGEMENT

SIMULATION GAME: **DEBRIEF**

Debrief

- **What decisions the leading team got right?**
 - $EOQ = 11,215$ (*What is the role of Shrinkage Units & Seasonality in EOQ's deviation?*)
 - Place order after every 15 days (*but one order can only be placed per month*)
- **You were required to consider the following before taking the decision:**
 - *EOQ, ROP, MOQ, Shrinkage, Seasons, Order every X? Months, MAD, Forecasting*
 - *Which one is lesser evil: Going towards Carrying or Shortage? Carrying or Ordering?*
 - *Elements of carrying cost, ordering cost, and shortage cost? VC vs. FC?*
 - *Implications of: Back-Order's provision? Bought /Sold Product? Fixed Period vs Fixed Order? Safety Stock Calculations? Maintaining defined Service Levels? ROP?*
 - *What impacts the Beginning Inventory? Quantity Discounts?*
- **After the game, Can you better handle the complexity (that is involved in managing inventory)?**