FAQ for the Simulation Game
Logistics and Supply Chain Analytics

1. What prep is needed before the game is initiated?

Answer: You must register your team before then. Other than that, there is nothing that you need to do except for checking out details of the game by visiting the links below:

Round 1: http://op.responsive.net/sc/imperial/Assign1

Round 2: http://op.responsive.net/sc/imperial/Assign2

2. What do we need to do after the game is initiated (before the simulation begins)?

Answer: After the game is initiated, you can login the game using your chosen team ID and password, via the link: http://op.responsive.net/sc/imperial/entry.html. Historical sales information is now available for you to download and analyse. In particular, you will have two years' history of demand in Calopeia in round 1; And in round 2, in addition to two years' demand in Calopeia, you will also have 90 days' demand in each of the other four regions.

Before the simulation begins, you need to form a strategy in terms of:

Round 1: capacity of the factory, reorder point and order quantity for the warehouse, shipping method;

Round 2: all decisions from Round 1, plus whether to add new warehouses and/or factories in regions other than Calopeia, priority of warehouses, and service regions for each warehouse.

You are expected to finish all your analysis before the simulation starts.

3. Are we expected to be online when the game is initiated?

Answer: No. You can do your analysis any time before the simulation begins.

4. Are we expected to be online when the simulation begins?

Answer: Yes – this is because you can only change game parameters (such as factory capacity, reorder point and order quantity) after the simulation begins. So at least one of your team members needs to be online then. We will start the simulation at:

Round 1: 1:30pm GMT, Mar 16; **Round 2**: 10am GMT, Mar 26.

5.   What level of participation is required during the game?

Answer: You are expected to be online: (1) at the beginning of the game, when you implement your strategies; (2) when your new factories are ready to use, which happens around 12 hours after the game starts, assuming you commence construction of factories as soon as the simulation starts; (3) A few hours before the end of the game, when you need to change game parameters to deplete your inventories, as they will have zero salvage value at the end of game.

Other than those mentioned above, it is neither expected nor required for you to actively monitor the game. If your strategy requires that you actively monitor the game throughout, then there must be something wrong with your analysis. Having said that, it can be a good idea if you can log in the game on a daily basis to make sure things are progressing as expected. Unless you made some serious mistakes in your analysis/implementation, there is no reason for you to change parameters in the middle of the game.

6.   Will round 1 be assessed? What happens at the end of round 1?

Answer: Round 1 will NOT be assessed and will NOT have any impact on your final grade at all. The game will be reset at the end of round 1, meaning that nothing (such as firm capacity, cash and etc.) will be carried over to round 2.

7.   How can we download the data after the game is initiated?

Answer:

    a.   Click on the headquarters on the map

    b.   Click on the "plot demand"

    c.   Click on the download icon to the right.

8.   Do new factories come with capacity? How long does it take to build a new factory?

Answer: No. By default, a new factory comes with no capacity, so you will need to add it separately. In total, it takes 90 days to build a new factory WITH capacity.

9.   How is "priority level" defined?

Answer: A larger number indicates a higher priority. Let's say we have two warehouses, whose priority levels are "1" and "2". Then the warehouse of level 2 will have priority if both order from the same factory at the same time.