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**YJOPXT**

# M1 IEM + M1 BIT CORE TOPICS: SUPPLY CHAIN MANAGEMENT

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Information Systems (IEBIS)

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# ABOUT ME

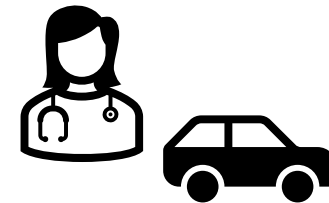
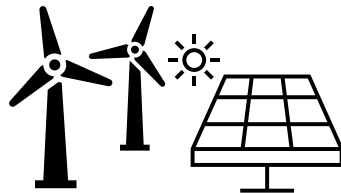
B.Sc. and M.Sc in Business Information Systems, Paderborn University, Germany

2016: PhD from the Decision Support & Operations Research Lab, Paderborn University

2016 – 2022: PostDoc and Assistant Professor, Department of Applied Mathematics and Computer Science, Technical University of Denmark

Since May 2022: Assistant Professor of Stochastic Operations Research at IEBIS section

Research: Optimization, decision-making under uncertainty, energy systems, health care, logistics



# CORE TOPICS?

Supply Chain Management  
Information Management  
Financial Management

## Why?

- To give you a broad overview of topics that you will experience during your studies. See them as teaser for later modules...
- To help you decide, if this is the right study programme for you.

# ITEM MODULE 4

In Q4

202000405

## Supply Chain Management

### Course info

Course module	202000405	Academic year	2022
Credits (ECTS)	0	Starting block	2B
Course type	Module name	Application procedure	You apply via OSIRIS Student
Language of instruction	English	Registration using OSIRIS	Yes
Contact person	dr. D. Guericke		
E-mail	<a href="mailto:d.guericke@utwente.nl">d.guericke@utwente.nl</a>		
Lecturer(s)			
Contactperson for the course	dr. D. Guericke		

### Module consists of the study units

202001222 Calculus 2 for IEM  
202000406 Statistics  
202000407 Demand Supply Planning and Inventory Management  
202000408 Sourcing, Supply Network Design and Transport  
202000409 Business Game

### Module description

SCM is the management of a network of interconnected businesses involved in the ultimate provision of products and service packages required by end customers. The main goal is to profitably match the end customer's demand with the supply. It is not restricted to production and sourcing, but it also includes transportation, warehousing, sales, and even the customers themselves. Within each organization, the supply chain includes all functions involved in receiving and filling customer demand. These functions include new product development, marketing, operations, distribution, finance, and customer services.

In this module, we will mainly focus on how to manage inventories and forecast the demands, plan the required resources, design distribution and transportation networks, and decide on the sourcing and purchasing activities in the supply chain. The content of the SCM module consists of nine blocks, including Math and Statistics. These blocks are:

Block 1- Strategic framework for supply chain analysis  
Block 2- Demand and supply planning and coordination (DSP) in a supply chain:  
Block 3- Inventory management (IM) in supply chain  
Block 4- Transportation  
Block 5- Designing and Planning Transportation Networks  
Block 6- Sourcing decisions in a supply chain  
Block 7- Supply chain network design (SCND)  
Block 8- Mathematics (Calculus 2)  
Block 9- Statistics

### Required materials

Course material  
See listing at associated study unit(s)

### Recommended materials

Course material  
See listing at associated study unit(s)

### Instructional modes

Module  
Presence duty Yes

### Tests

Module

# RESOURCES

## Literature:

Chopra, Sunil: *Supply Chain Management – Strategy, Planning and Operation*, Seventh edition, Pearson Education (2019)

Link to eBook: <https://ebookcentral.proquest.com/lib/itc/detail.action?docID=5601286>

Relevant parts for this lecture:

- Chapter 1 – Introduction
- Chapter 10.1 – 10.4 – Bullwhip Effect

This book will also be used in  
Module 4 - Supply Chain  
Management

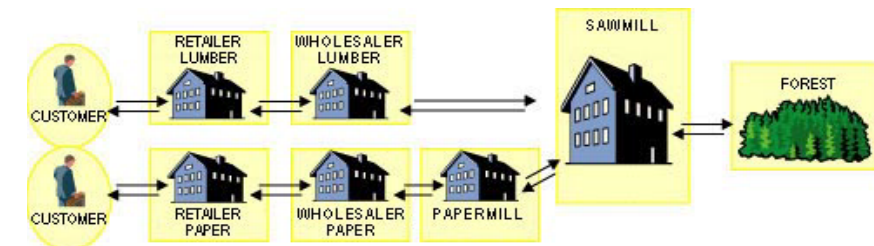
## Mandatory Assignment:

Wood Supply Game

Link to description: [https://www.forac.ulaval.ca/en/transfer/wood\\_supply\\_game/description/](https://www.forac.ulaval.ca/en/transfer/wood_supply_game/description/)

Link to game: <http://forac-old.fsg.ulaval.ca/woodSupplyGame/AideJeuBois/EN/indexEN.htm>

- In your project groups of 4-7 students
- Detailed instructions will follow at the end of this lecture



# AGENDA

1. Introduction Supply Chain Management
2. Coordination in a Supply Chain
3. Assignment: The Wood Supply Game



# INTRODUCTION



HEALTH

## Coronavirus raises fears of U.S. drug supply disruptions

Many pharmaceuticals' active ingredients are made in China

By Laurie McGinley and Carolyn Y. Johnson  
February 26, 2020 at 12:23 p.m. EST

Washington Post, 26-2-2020

<https://www.washingtonpost.com/health/2020/02/26/coronavirus-raises-fears-us-drug-supply-disruptions/>

Crisis Management

## Coronavirus Is a Wake-Up Call for Supply Chain Management

by Thomas Y. Choi, Dale Rogers, and Bindiya Vakil

March 27, 2020

Harvard Business Review, 27-03-2020,

<https://hbr.org/2020/03/coronavirus-is-a-wake-up-call-for-supply-chain-management>

Article • Logistics

## Ukraine war hits supply chain on oil, gas, cereals and CPG

By Sean Ashcroft

March 02, 2022 • 6 mins

SupplyChain 02-02-2022, <https://supplychaindigital.com/digital-supply-chain/ukraine-war-leaves-supply-facing-hits-on-oil-gas-cereals-an>

## U.S. Food Supply Chain Is Strained as Virus Spreads

Disruptions are expected in the production and distribution of products like pork, and localized shortages could occur.

New York Times, 13-04-2020

<https://www.nytimes.com/2020/04/13/business/coronavirus-food-supply.html>

FINANCE • ECONOMY

## 75% of companies report coronavirus has disrupted their supply chains

BY LANCE LAMBERT

March 11, 2020 at 7:30 PM GMT-1

Fortune 11-03-2020, <https://fortune.com/2020/03/11/75-of-companies-report-coronavirus-has-disrupted-their-supply-chains/>

Operations And Supply Chain Management

## How the War in Ukraine Is Further Disrupting Global Supply Chains

by David Simchi-Levi and Pierre Haren

March 17, 2022

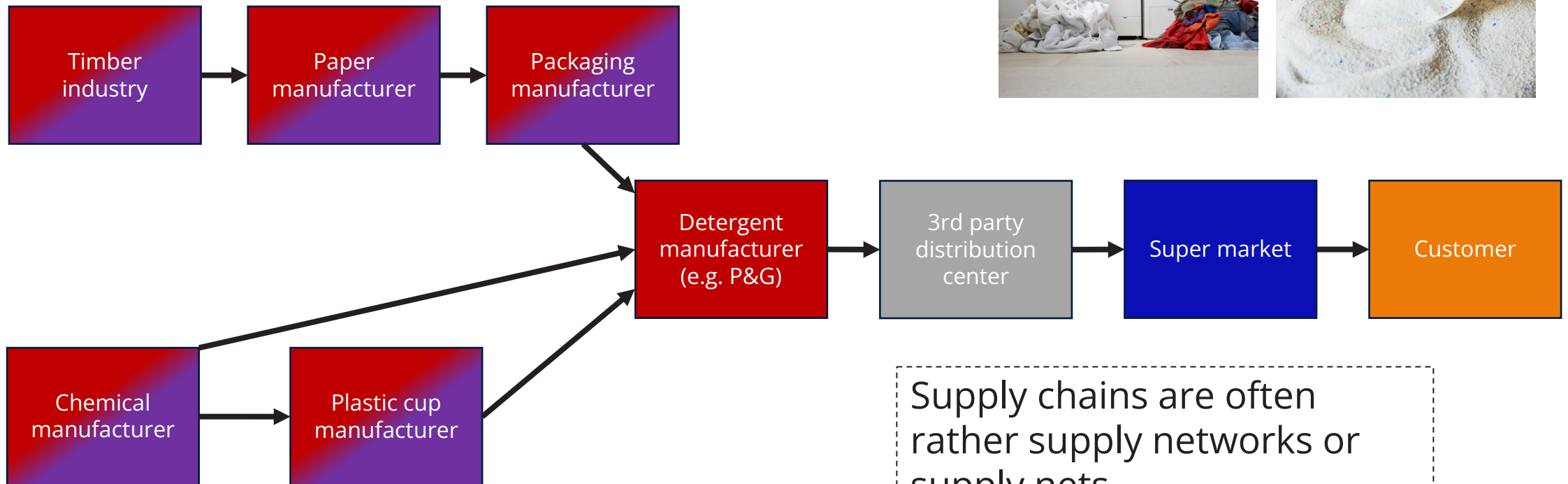
Harvard Business Review, 17-03-2022

<https://hbr.org/2022/03/how-the-war-in-ukraine-is-further-disrupting-global-supply-chains>



# WHAT IS A SUPPLY CHAIN (SC)?

- A supply chain contains **all parties** involved, directly or indirectly, in **fulfilling a customer request**:  
Suppliers, manufacturers, wholesalers / transporters, retailers and customers
- Example: Detergent supply chain

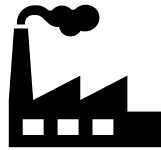


Supply chains are often rather supply networks or supply nets.

# WHAT IS A SUPPLY CHAIN?

A supply chain contains **all functions in receiving and fulfilling a customer order.**

Amongst others:



Operations



Transportation



Customer service



Marketing



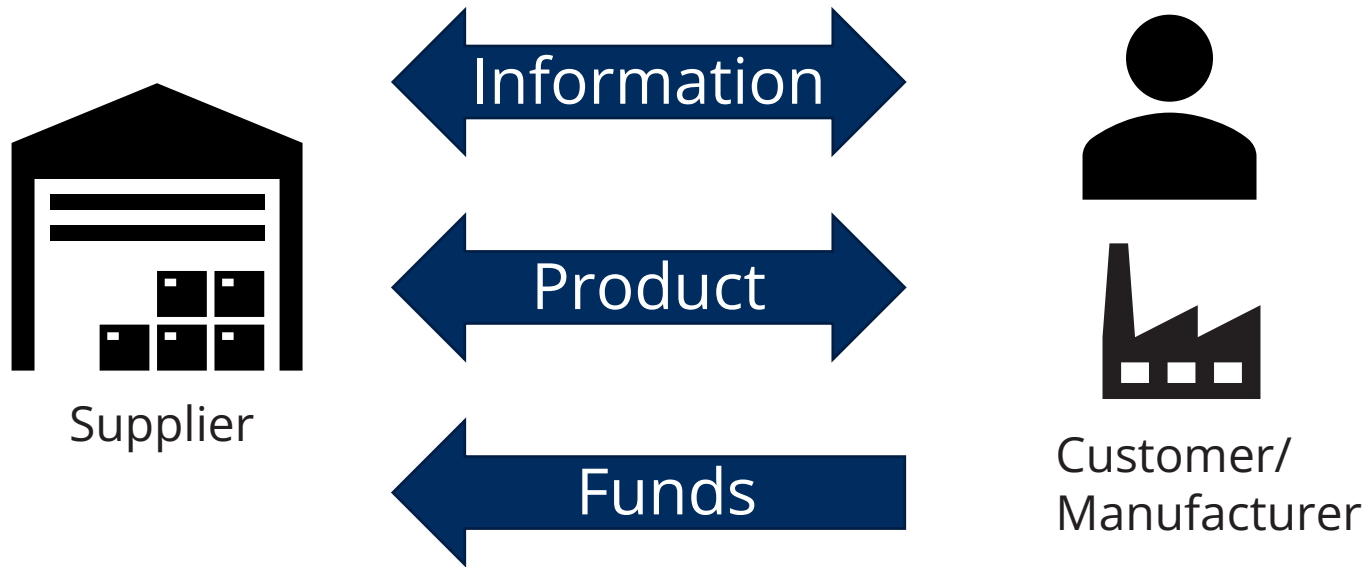
Finance



Product design

# WHAT IS A SUPPLY CHAIN?

A supply chain has **three types of flows** that constantly flow between different stages:



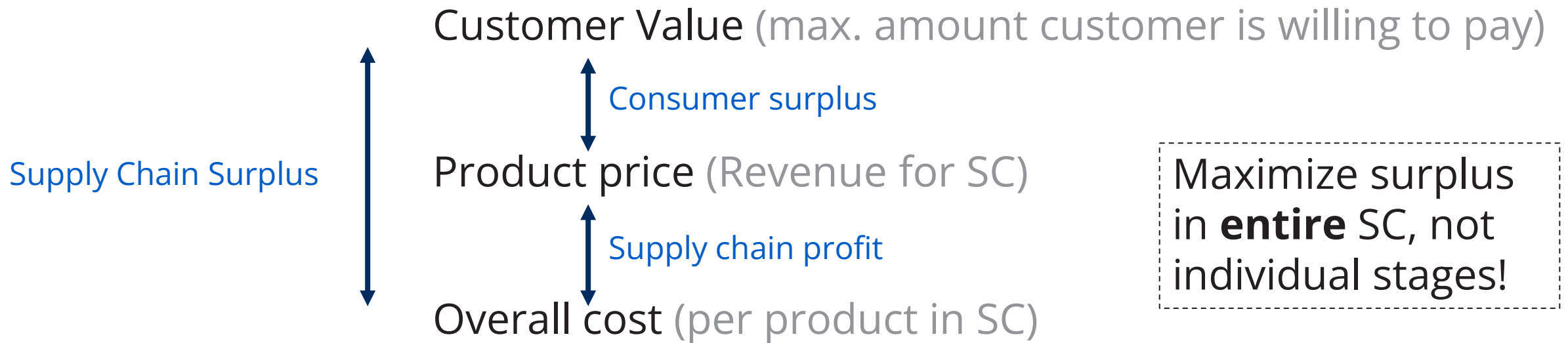
## Goal:

Structure the three flows such that they fulfill the customer needs in a cost-effective manner

# OBJECTIVE OF A SUPPLY CHAIN

A supply chain should maximize the net value generated measured by the **Supply Chain Surplus**

$$\text{Supply Chain Surplus} = \text{Customer Value} - \text{Supply Chain Cost}$$



# EFFECTIVE SCM IS IMPORTANT FOR SUCCESS OR FAILURE

## Walmart:



- Goal: low-cost, product availability
- Supply chain structure: Cluster of stores around distribution centers (DC) for frequent store replenishment (Match supply and demand more effectively)
- Invested heavily in transportation and information sharing
- Information sharing and supplier collaboration improved product availability and reduced costs
- Sales increase between 1980 and 2010: \$1 billion → \$408 billion (22% growth per year)
- SC structure not successful for small format stores and online sales

# EFFECTIVE SCM IS IMPORTANT FOR SUCCESS OR FAILURE

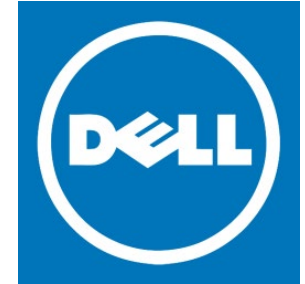


## **Borders:**

- Superstore for books sales (greater variety at lower cost, compared to local bookstores)
- Lower operating cost due to larger stores
- Failed to adapt when Amazon grew (Amazon: even greater variety from a few distribution centers)
- Bankruptcy in 2010

# EFFECTIVE SCM IS IMPORTANT FOR SUCCESS OR FAILURE

## Dell



- Successful supply chain design, planning and operation
- Adaption to changing conditions

1993 – 2006:

- Strategy: Sell customized PCs quickly and at reasonable cost
- Decision: Sell directly to customers bypassing distributors and retailers
- Centralization of manufacturing and inventories in a few locations and final assembly is postponed until the customer order arrives

2006: Market shifted to low level customization (growing power of hardware, customers were satisfied with few models)

- Dell adapts its supply chain by operating two supply chains for two markets
- Additionally sell low-customized PCs through retailers
- Make-to-order for customized and make-to-stock for low customized

# SUPPLY CHAIN MANAGEMENT

## Supply Chain Management (SCM):

Effective management of supply chain assets, products, information and funds to grow the SC surplus

**Decisions** in SCM can be divided in 3 stages (based on frequency):





# SUPPLY CHAIN STRATEGY OR DESIGN



Supply chain design decisions are **long-term and expensive to change on short notice**

→ must consider uncertainty in market conditions over the following years

Goal: Increase supply chain surplus and fit strategic objectives

## Example decisions:

- Locations and capacities of facilities (manufacturing, warehousing)  
Products to be manufactured (where to produce) and stored at various locations (where to store)
- ...

# SUPPLY CHAIN TACTICAL PLANNING



Strategic decision are made and set constraints for decisions for tactical planning

- Planning starts with demand forecast for the coming year
- Demand uncertainty, exchange rates, competition over mid-time horizon need to be considered

Goal: maximize supply chain surplus

## Example decisions:

- Which markets to supply from which locations (locations are fixed)  
Example: decisions regarding production quantities at each location for the next quarter
- Inventory policies for the warehouses
- Timing and size of market promotions
- ...

# SUPPLY CHAIN OPERATION



Goal: Handle incoming customer orders in the best possible manner

- Decisions regarding individual customer orders
- Supply chain structure and planning policies set constraints
- Less uncertainty, exploit this to optimize performance

## Example decisions:

- Allocate an inventory item or release a production order for customer orders
- Set delivery schedules
- Replenishment orders
- ...

# DECISION LEVELS

Supply chain strategy or design

How to structure the supply chain over **several years**

Supply chain tactical planning

Decisions over a **quarter or year**

Supply chain operation

**Daily or weekly** operational decisions

Go to **wooclap.com** and use the code **YJOPXT** UNIVERSITY OF TWENTE.

Match each decision with the decision level that fits best

The most frequent answers are

Decision	Count	Decision Level
Generating lists of items to be picked from inventory to fulfill orders	143	Operational
Outsourcing of some of the manufacturing	111	Tactical
Which information system to install	99	Strategic
Outsourcing of some of the manufacturing	67	Strategic

Click on the projected screen to start the question

wooclap 100 % 198 / 248

# DECISION LEVELS



**Solution: Match each decision with the decision level that fits best**

Which information system to install

→ Strategic (expensive to change, affects information flow in all business units)

Outsourcing of manufacturing

→ Tactical (no change of own assets, temporarily moving production to another company)

Generating lists of items to be picked for customer orders

→ Operational (links to specific orders)

Briefing | Chain reaction

# The structure of the world's supply chains is changing

The pandemic and war in Ukraine have speeded up the transformation



Jun 16th 2022 | NEW YORK AND SAN FRANCISCO

Share

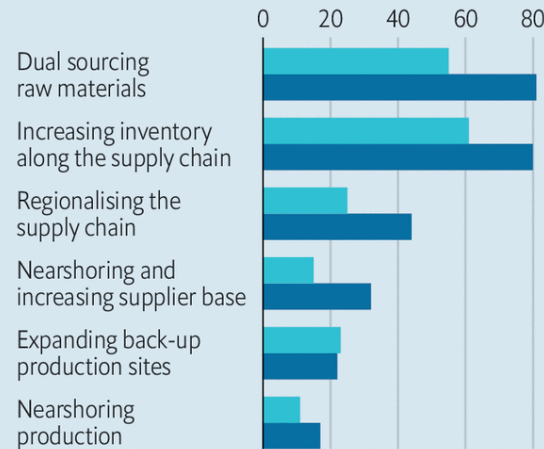
## Yanking the chain

Global supply-chain leaders, % responding  
March-April 2022

Implemented between:

May 2020-Apr 2021

May 2021-Apr 2022



Source: McKinsey & Company

The Economist

Decisions need to be reevaluated and potentially revised in regular intervals.

The Economist, 16-06-2022,  
<https://www.economist.com/briefing/2022/06/16/the-structure-of-the-worlds-supply-chains-is-changing>

Supply Chain Management

## Global Supply Chains in a Post-Pandemic World

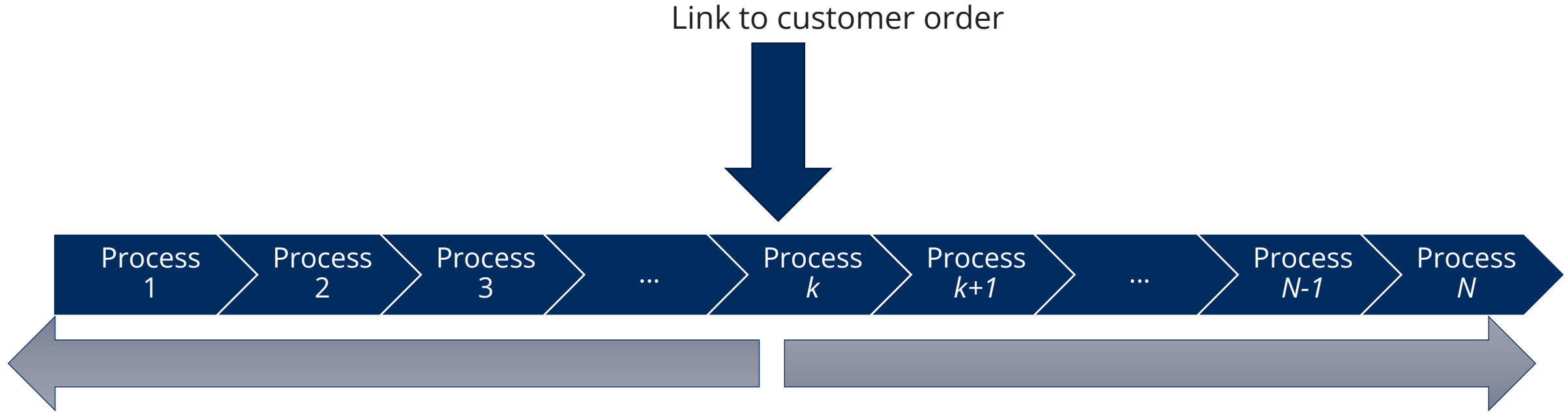
Companies need to make their networks more resilient. Here's how. by  
Willy C. Shih

From the Magazine (September–October 2020)

Harvard Business Review, Issue Sep-Oct  
2020,

<https://hbr.org/2020/09/global-supply-chains-in-a-post-pandemic-world>

# CUSTOMER ORDER DECOUPLING POINT



Processes start **before** customer order is linked.

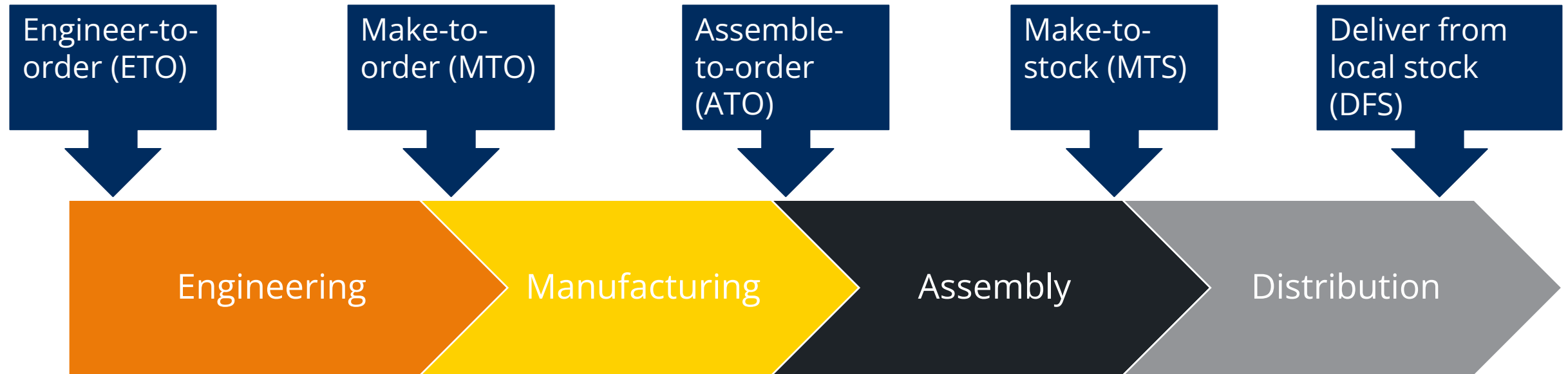
- Processes in anticipation of customer orders (proactive)
- Upstream
- Forecast-driven planning
- Efficiency

Processes start **after** customer order is linked.

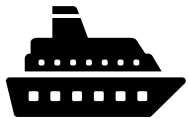
- Processes in response to customer orders (reactive)
- Downstream
- Order-driven planning
- Customer specific products
- Meet customer service levels
- Flexibility



# CUSTOMER ORDER DECOUPLING POINT



## Examples:



Ship



Furniture



Car



Refridgerator



Food



# CUSTOMER ORDER DECOUPLING POINT

What kind of decision is the CODP?

Go to **wooclap.com** and use the code **YJOPXT** UNIVERSITY OF TWENTE.

What type of decision is the CODP?

Option	Percentage	Count
1 Strategic	37%	70
2 Tactical	23%	43
3 Operational	40%	74

Click on the projected screen to start the question

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# CUSTOMER ORDER DECOUPLING POINT

Solution: What kind of decision is the CODP?

The CODP is a strategic decision, since it structures the processes in the supply chain and is the basis for many further decisions.

# EXAMPLE 1 OF CLEVER SUPPLY CHAIN MANAGEMENT:

Example:  (see Chapter 12)

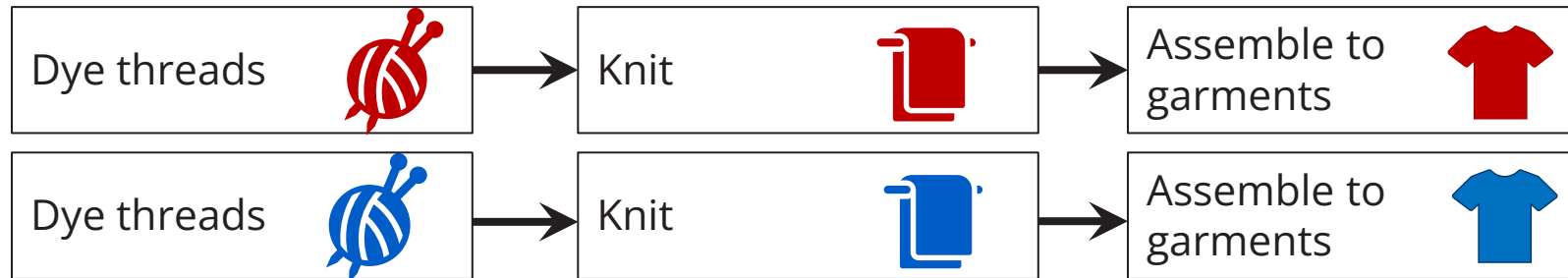
- Apparel company with production of garments in different colors



- Throughput time: up to 6 months

# EXAMPLE 1 OF CLEVER SUPPLY CHAIN MANAGEMENT:

The flows in the supply chain are more or less separated by color (different products):



Demand used for planning: Forecast for each color 6 months ahead

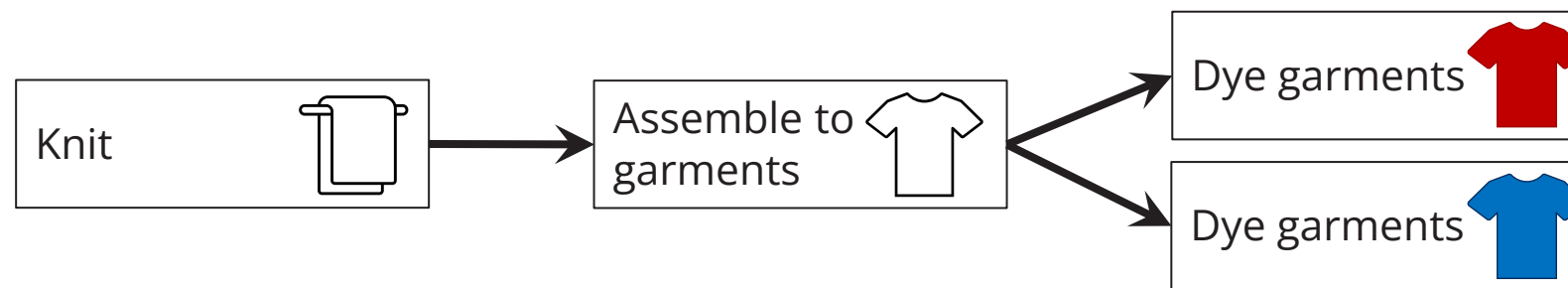
**What did United Colors of Benetton do to improve supply chain performance?**

**Postponement** delays product differentiation or customization until closer to time of product sales.

# EXAMPLE 1 OF CLEVER SUPPLY CHAIN MANAGEMENT:

**Postponement** delays product differentiation or customization until closer to time of product sales.

 rearranged the process steps to achieve postponement.



- Demand used for planning: Forecasted **aggregated** demand for all colors 6 months ahead
- Postpone dyeing until the selling season gets closer
- Less uncertainty → better planning



# EXAMPLE 2 OF CLEVER SUPPLY CHAIN MANAGEMENT

Example: **ZARA**

- Apparel manufacturing and retail company based in Spain

Apparel industry in general:

- Labor-intensive industry
- Many companies outsource production to low-cost countries
- Normal design-to-sales time in the apparel industry > 6 months
- Demand hard to predict

**ZARA**

- Design-to-sales time: **down to 4-6 weeks**



# EXAMPLE 2 OF CLEVER SUPPLY CHAIN MANAGEMENT

**ZARA** uses a **combination** of flexible and quick production in Europe and low-cost sources in Asia

- Low-cost sources (outsourced): Basic products with predictable demand
- Flexible sources: New designs with unpredictable demand
  - Divide 3-month sales season in three 1-month periods
    - Month 1: Decide on production quantities for first period only, no sales data;
    - Month 2: Production decisions based on first week of sales data
    - Month 3: Production decisions based on first month of sales data
- Zara **responds** to trends rather than having to predict them
  - Much smaller forecasting error
  - Reduced inventories
  - Less discounts needed
- Higher manufacturing cost, but larger revenues in retail (ZARA is both, vertical integration)

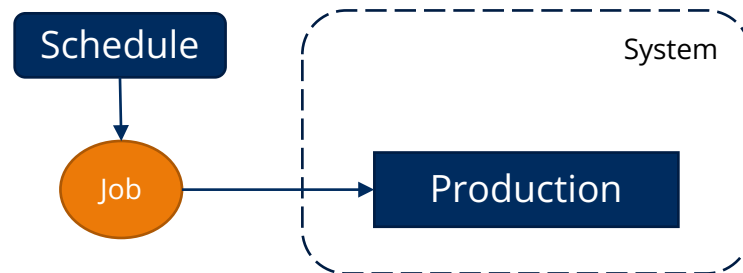


# PUSH/PULL SYSTEM

Two approaches to control production/inventory based on Hopp and Spearman<sup>1</sup> (not book by Chopra)

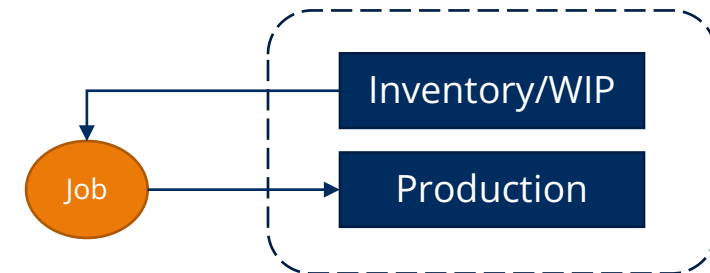
## Push:

- No limit on work-in-process
- Production based on external production schedule (based on forecasted or actual demand)
- Inventory can grow unlimited



## Pull:

- Limit on work-in-process (WIP)
- Production is released based on internal production/inventory status (actual consumption)
- Prevents inventory from growing beyond a certain level



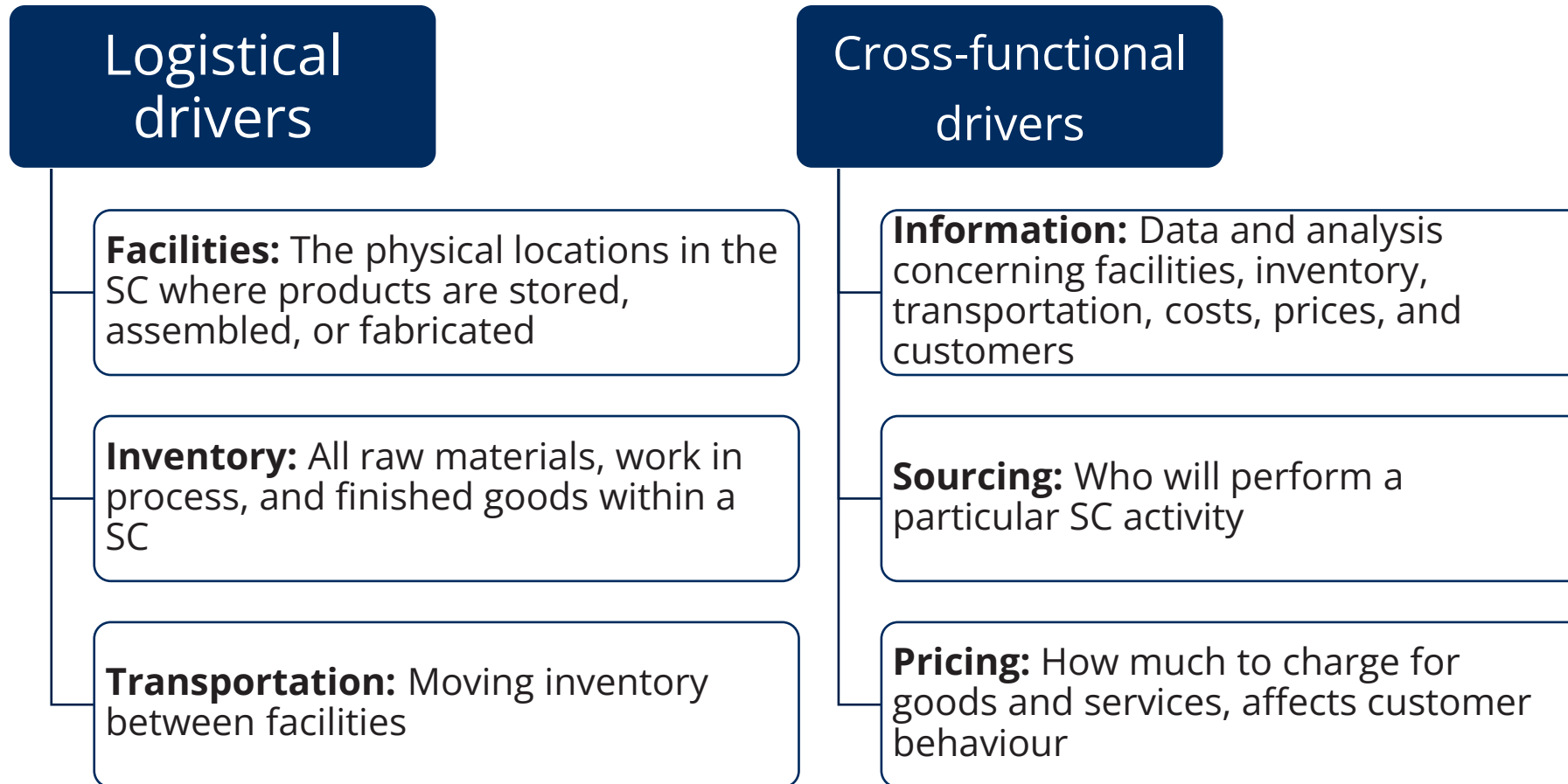
Strategic “pull” decision: Production based on actual consumption on the market (or not), production itself can still be “push”

Tactical “pull” decision: How to implement the limit on work-in-process

<sup>1</sup> Hopp and Spearman (2008): *Factory Physics, Chapter 10 – Push and Pull Production Systems*, McGraw-Hill



# DRIVERS OF SUPPLY CHAIN PERFORMANCE



The **interaction** of those 6 drivers decides on the performance of a supply chain. Decisions need to **fit with the chosen supply chain strategy**.

# COORDINATION IN A SUPPLY CHAIN



# INVENTORY

## **What is inventory?**

All raw materials, work-in-process and finished assets within a supply chain

## **Why do we have inventory?**

Mismatch between supply and demand  
due to

- production processes take time
- economies of scale
- unknown future demand

# TYPES OF INVENTORY

TYPE	PURPOSE	TRADE-OFFS
Work-in-process (WIP)	All work-in-process assets	Always exists $WIP = \text{throughput} \times \text{flow time}$
Cycle inventory	Amount of inventory to satisfy demand between supply shipments	Economies of scale vs. Inventory holding cost
Safety inventory	Amount of inventory to cover demand that exceeds expectations	Product availability vs. Inventory holding cost
Seasonal inventory	Built up to counter predictable seasonal variability in demand	Cost for flexible production vs. Inventory holding cost

# MANAGING INVENTORIES


We are selling sweaters.

5 sweaters on stock.









Suppose we sell on average 3 sweaters per week and it takes one week to get them from the supplier.

When should we reorder latest?  
When **X** sweaters are in stock.  
(Possible answers for **X**: 0 to 5)

When should we reorder latest? When **X** ... 



Top answers		
1.	3	132 
2.	4	19 
3.	2	11 
4.	5	6 
5.	1	3 

# MANAGING INVENTORIES

We are selling sweaters.

5 sweaters on stock.



Suppose we sell on average 3 sweaters per week and it takes one week to get them from the supplier.

When should we reorder latest?  
When **X** sweaters are in stock.  
(Possible answers: 0 to 5)

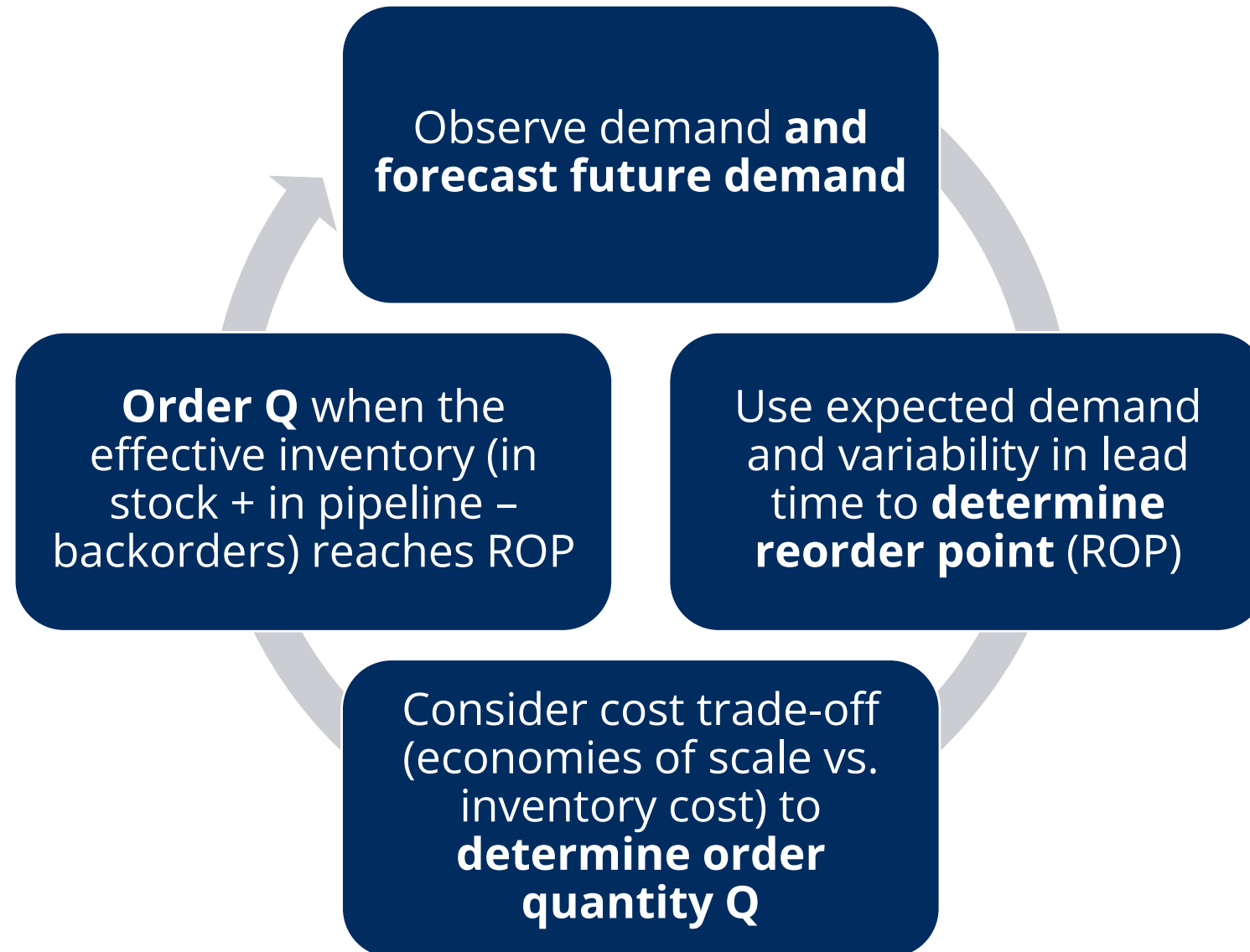
## **Solution:**

Reorder latest when 3 sweaters are in stock.

**But you add buffer for uncertainty**  
(reorder already when 4,5,6,...? are in stock.)

and you consider orders already **in transit to you.**

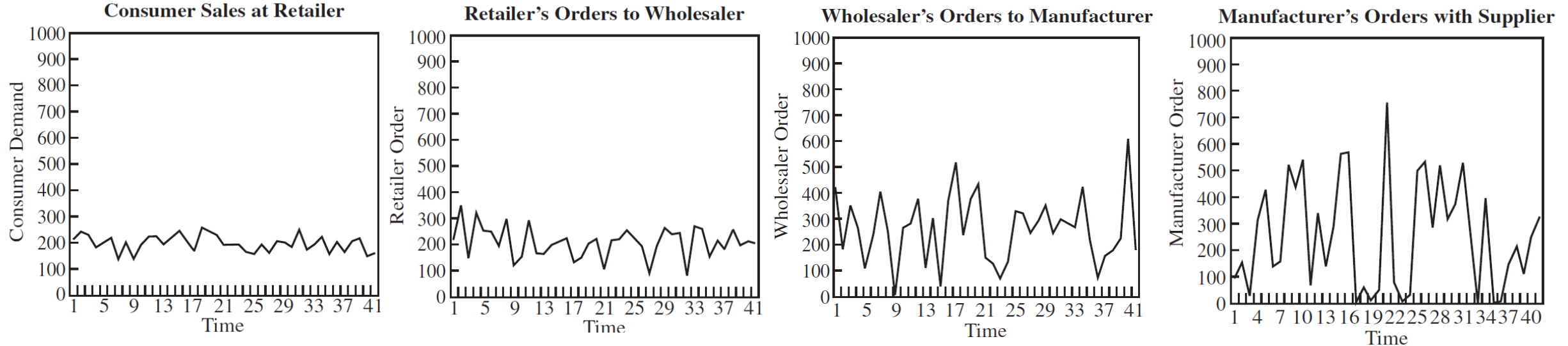
# MANAGING INVENTORIES



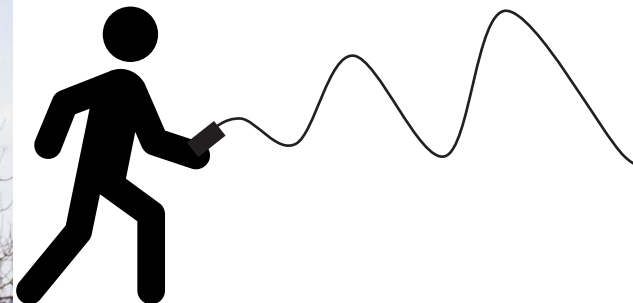
The suppliers observes the replenishment orders as their demand follow a similar procedure.

# DEMAND AT DIFFERENT STAGES

Figure 10-1 on page 259 in Chopra, Sunil. Supply Chain Management: Strategy, Planning, and Operation, Global Edition, Pearson Education, Limited, 2019.



**Fluctuations in orders increase as they move up the supply chain**  
from retailers to wholesalers to manufacturers and suppliers  
→ **Bullwhip effect**





# (LACK OF) COORDINATION IN A SUPPLY CHAIN

The bullwhip effect happens due to distorted demand information.

**Lack of coordination** in a SC happens, if...

- Information flows are missing, delayed and/or distorted
- Local objectives in different stages conflict

Lack of coordination leads **to increased cost and degraded responsiveness.**

**Improve coordination:**

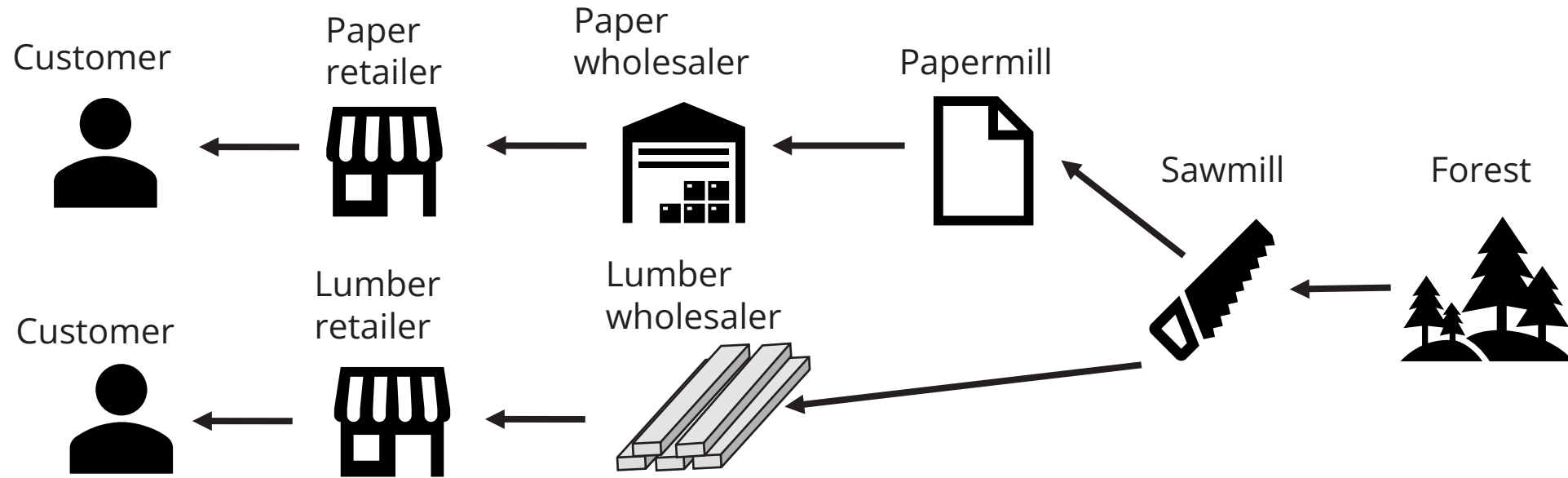
- align goals and incentives of all functions and stages in the SC
- consider effects of actions on other stages
- share information and improve accuracy
- Improve synchronization of supply and demand (reduce lead times, lot sizes)

# GROUP ASSIGNMENT

## THE WOOD SUPPLY GAME



# THE WOOD SUPPLY GAME

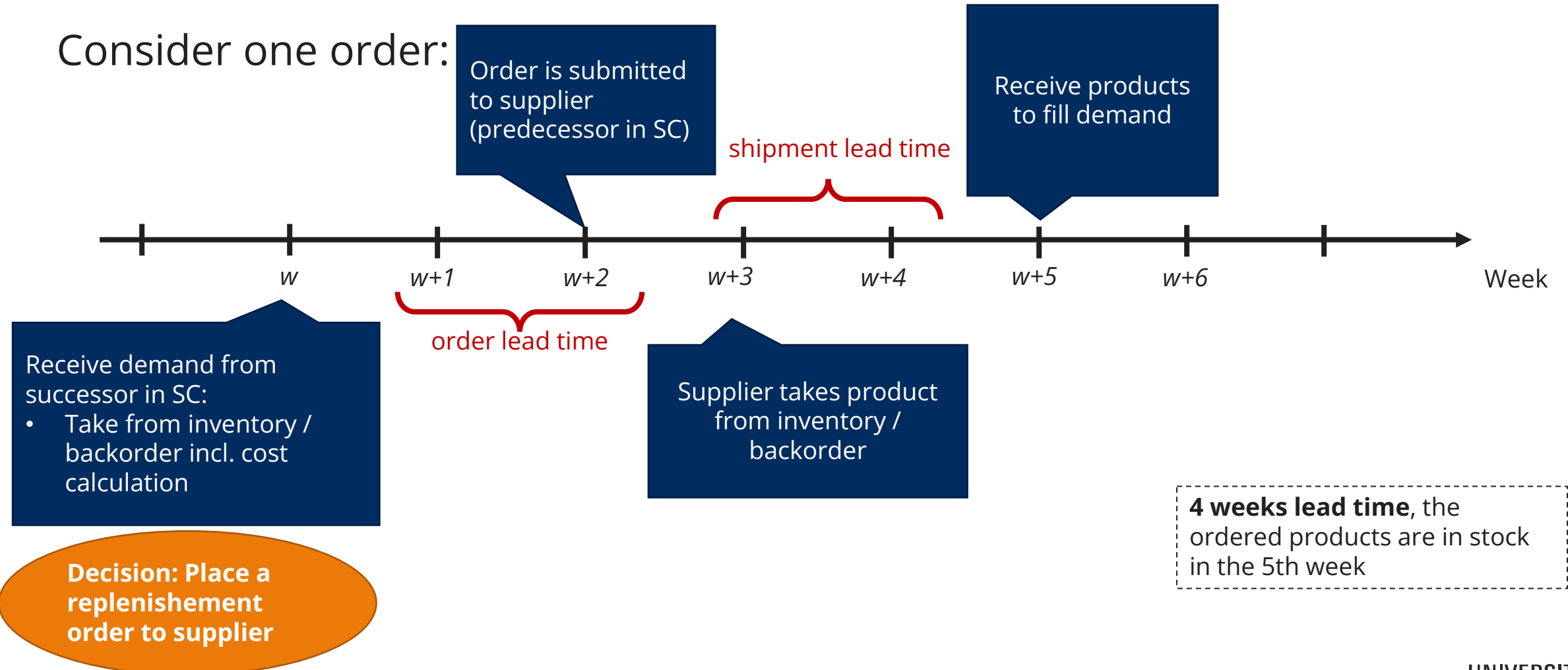


- **Mandatory** assignment
- Divergent supply chain with 7 roles
- Each role can be played by a student or by the computer (defined by the administrator of the game) → Project groups as defined
- Appoint one student as administrator along with his/her role as a player

# PROCESS LOGIC IN WOOD SUPPLY GAME

The game proceeds in weeks.

Consider one order:



# HOW TO PLAY – LEARNING OBJECTIVES

## Link:

<http://forac-old.fsg.ulaval.ca/woodSupplyGame/AideJeuBois/EN/indexEN.htm>

If there are issues opening the game, see if you need to allow Flash Player. Otherwise, try to change the internet browser e.g., use Microsoft Edge or Firefox.

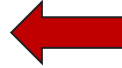
**Read the assignment instructions from Canvas very carefully and follow them.**

## Learning objectives:

- To experience the bullwhip effect (individual, group)
- To understand the causes of the bullwhip effect
- To experience how it affects different levels of the supply chain
- To learn how information mitigate the bullwhip effect

# USER INTERFACE

Demand side / Customer



Supply side / Supplier

Demand /  
Customer order:  
Depleted automatically  
from your inventory

Customer's  
(incoming)  
pipeline  
order

**Information**

Team : test\_game  
Week : 1 of 30

**Lumber Wholesaler**

**Costs**

Inventory cost :	0 \$
Backorder cost :	0 \$
Total cost :	0 \$
Average cost :	0 \$

**Customer order**

Satisfaction : 100%

**Inventory and backorders : 12**

**Purchase order**

**In transit to customer**

2 weeks

**In transit from supplier**

2 weeks

**Team chat room**

☒ Paper retailer  
☒ Paper wholesaler  
☒ Paper mill  
☒ Lumber retailer  
☒ Lumber wholesaler  
☒ Sawmill  
☒ Forest

network

history

**FORAC**  
FOREST TO CUSTOMER

Trade off: If you order more than you sell, your inventory costs will increase. If you have insufficient products, you face backorder (shortage) costs

How much to order  
(only decision)

Your (previous)  
pipeline orders

# USER INTERFACE - SAW MILL

Two products:  
lumber and  
clips

The interface is divided into several sections:

- Information:** Team : test\_game, Week : 1 of 30. Includes a small network diagram.
- Sawmill:** A graphic of a sawmill building.
- Costs:** Inventory cost : 0 \$, Backorder cost : 0 \$, Total cost : 0 \$, Average cost : 0 \$.
- Lumber:** Customer order: 4, Quantity shipped: 4 (with 2 trucks), Satisfaction: 100%, 2 weeks lead time. Inventory: 12. A gauge shows Inventory (green) and Backorders (red).
- Paper:** Customer order: 4, Quantity shipped: 4 (with 2 trucks), Satisfaction: 100%, 2 weeks lead time. Inventory: 12. A gauge shows Inventory (green) and Backorders (red).
- Allocation:** A central slider allows allocating incoming products between wood chips and lumber. For Lumber, 75% wood chips and 25% lumber are selected. For Paper, 50% wood chips and 50% lumber are selected.
- Purchase order:** 2 weeks lead time, 0 quantity, Submit button.
- In transit from forest:** 2 weeks lead time, 8 trucks.
- Team chat room:** A list of participants: Paper retailer, Paper wholesaler, Paper mill, Lumber retailer, Lumber wholesaler, Sawmill, Forest. A message box says "This game does not allow chatting".
- Network/Plan:** Icons for network and harvesting plan.
- FORAC:** Logo with the tagline "FOREST TO CUSTOMER".

Choose how to  
allocate incoming  
products between  
wood chips and  
lumber

# USER INTERFACE - THE FOREST

Information

Team : test\_game  
Week : 1 of 30

Forest

Costs

Inventory cost : 0 \$  
Backorder cost : 0 \$  
Total cost : 0 \$  
Average cost : 0 \$

Customer order

Satisfaction : 100%

Inventory and backorders : 12

Forest operations

1 week  
  
 7

In transit to customer

2 weeks  
 8  
 8

Supply plan

Week:	1	2	3	4	5	6	7	8	9	10
Min:	7	7	7	6	6	6	6	6	6	6
Max:	18	18	18	24	24	24	24	24	24	24

	11	12	13	14	15	16	17	18	19	20	21	22
4	4	4	4	4	4	4	6	6	6	6	4	4
2	26	26	26	26	26	26	28	28	28	28	50	50

Team chat room

☐ Paper retailer  
☒ Paper wholesaler  
☒ Paper mill  
☒ Lumber retailer  
☒ Lumber wholesaler  
☒ Sawmill  
☒ Forest

network

history

FORAC

FOREST TO CUSTOMER

Lead time is 1 week.  
You order in week 1  
and get in week 3.

Min max  
amount that you  
can harvest



# SETUP: THE ADMINISTRATOR

Set to 30

## Administration

### Information

Team name :  
test\_game

Password :  
1234

Number of weeks :  
30

### Options

☐ Use chat  
☐ Network access  
☐ Show end customer demand

Turn duration

☐ 1 min   ☐ 1 min 30  
☐ 2 min   ☒ No time limit

Number of weeks where delays are visible

☐ 1   ☒ 2   ☐ 3

### Players

### Game status

Week: 1

Status: In creation

### Game chat room

☒ Paper retailer  
☒ Paper wholesaler  
☒ Paper mill  
☒ Lumber retailer  
☒ Lumber wholesaler  
☒ Sawmill  
☒ Forest

This game does not allow chatting

Send

Copy

Release

Delete

Complete

End

Parameters

orders

inventory

network

history

**FORAC**  
FOREST TO CUSTOMER

After setting the game, the game will be released when you press "RELEASE" button.

Remaining positions to computer. The administrator should do that by clicking on "COMPLETE" button.

"END" button is to finish the game earlier (stop in one week).

# WHAT MAY GO WRONG

The game automatically moves to the next week once all decisions have been submitted.

What could be the problem if the game does not proceed to the next week?

- Either there are players who did not enter their decisions yet.
- Or the administrator has not assigned the remaining roles to the computer.
  - Then, the computer expects another player to log on to the game and to take a decision.
- Solution by administrator: click on COMPLETE on the admin screen

# WHAT SHOULD YOU DO

- **Scenario 1:** No coordination (inventories, backorders)
  - Comparison of performance (students, roles)
  - Which strategy worked best? How can you improve?
  - What is the SC performance (costs, customer satisfaction)?
- **Scenario 2:** No coordination, improve decisions, change role in the supply chain, (+ some randomness to compensate learning)
  - Did you improve? Why (not)? Impact of student/role?
- **Scenario 3:** Coordinate decisions
  - In advance: discuss and jointly design a coordination strategy

Report: Max 5 pages,  
excluding appendices  
(figures, tables)

Modify the parameters in  
each scenario according  
to the instructions!

Save graphs/take  
screenshots after each  
scenario.

# FURTHER INFORMATION

Estimated work load: 6 hours

- Two unsupervised self-study sessions (Tuesday and Thursday)
- Tutorial on Thursday at 8.45 in SP3, SP4 and SP5
- Check Rooster for details

Questions:

- During tutorial, ask your class mates, use Slack, send an email to TAs or me

Grading: Pass/fail (+ Repair)

Deadline submission and details: **Check Canvas!**

Deadline: Sunday, 10th September, 23:59

Repair: Sunday, 17th September, 23:59

# WHAT KIND OF RESULTS MAY YOU EXPECT?

Some results from the past (under scenario 3 and a few outliers removed):

