



Development of the Portfolio Management Game

Master Project

UNIVERSITY OF ZURICH - DEPARTMENT OF BANKING AND FINANCE

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Contents

1	Motivation	1
2	Project Description	1
3	Procedure	1
3.1	Basic Requirements Engineering	1
3.2	Student Observation	1
3.3	Implementation	1
4	Architecture	2
5	Application Overview	2
5.1	Administration	2
5.2	Team View	2
6	Future Development	2

1 Motivation

Both members of the project team work at the Department of Banking and Finance UZH besides their studies achieving their Master's degree in Informatics. TODO

2 Project Description

The "Portfolio Management Game" was initially developed in 2001 by an external company for the Department of Banking and Finance. This simulation of a portfolio manager was being used from the DBF over several years by multiple seminars of their department. A course named "Advanced Portfolio Seminar" has given insights to the Portfolio Management process for Master students by playing the game in between different rounds playing the game. For the final seminar of the "Executive Education" the game was being played for two days on Uetliberg with all the executive students. The game has been deprecated by its implemented technologies and after each round the supervisors had to collect a USB-stick where all decisions of the students have been saved to. The supervisors had to collect this data of each group on a central device with administrative access to calculate the result of the teams decisions.

3 Procedure

3.1 Basic Requirements Engineering

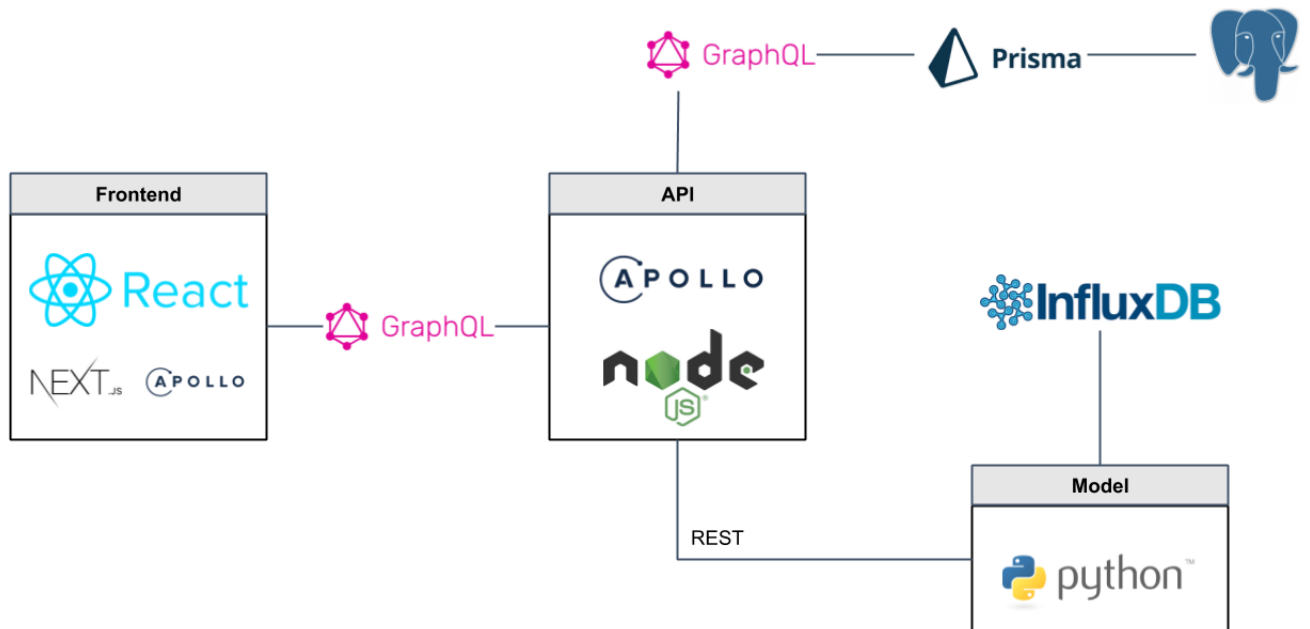
User stories

3.2 Student Observation

3.3 Implementation

Iterative Prototyping

4 Architecture



5 Application Overview

5.1 Administration

5.2 Team View

6 Future Development