Global Bike Go (Beta) General Instruction

This document is intended to support the instructors managing Global Bike Go. The main focus lies on admin user interface and the general game structure.

Product
SAP S/4HANA 2022
Global Bike

Fiori 3.0

Level
Instructor

Focus
General Instruction

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4.2

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MOTIVATION

The learning objectives of these business games are to understand simple (business) mechanisms and to make decisions in the areas of procurement, production and sales. Gamification elements are used to improve user engagement and learning success.

The main objective of this document is to support instructors managing Global Bike Go. Particularly, the admin user interface is explained and the general game structure is depicted. In addition, important functions as well as information for both game master and players are described.

NOTES

Global Bike Go (Beta) is only available for the Global Bike data set, which has exclusively been created for SAP UA global curricula.

SAP University Alliances

Quickstart Guide

> **Note** The following simple description can be used as a short introduction to Global Bike Go. Nevertheless, it is **recommended** to read **all lecturer notes** once to get the necessary background knowledge.

Game Master: Open „Global Bike Go – Admin Cockpit" app

Login to the SAP system (Fiori Launchpad) by using one of the game master users (e.g. TEACH-###). Navigate to the **Apps for Lecturers** page and open the **Global Bike Go** app to get into the admin user interface (browser based).

Game Master: Add course and create new game

Choose the button ⊞ at the top of the screen to add a new course (including description and number of companies). Thus, you can create any Explore Module for this course.

Game Master: Explain the procedure for the players

As soon as the first game is initialized, player user accounts are created. All necessary information for them (Company ID, Username, Initial Password) can be displayed in the "Company" tab. The players can use the generated user and the initial password to login to the SAP system (Fiori Launchpad). By opening the respective app, they will get to the player user interface. In the detail view, the players have the possibility to set input values and display their results.

Player: Set input values

In the first tab, players can set the input values for the next round. They will get a success message after saving. The players will be able to change the input values multiple times. The last saved ones will be used during the simulation.

Game Master: Simulate round

When all players have set their input values, you can simulate the next round by using the button in the bottom of your browser window. The results will be generated and can be reviewed in the respective tabs.
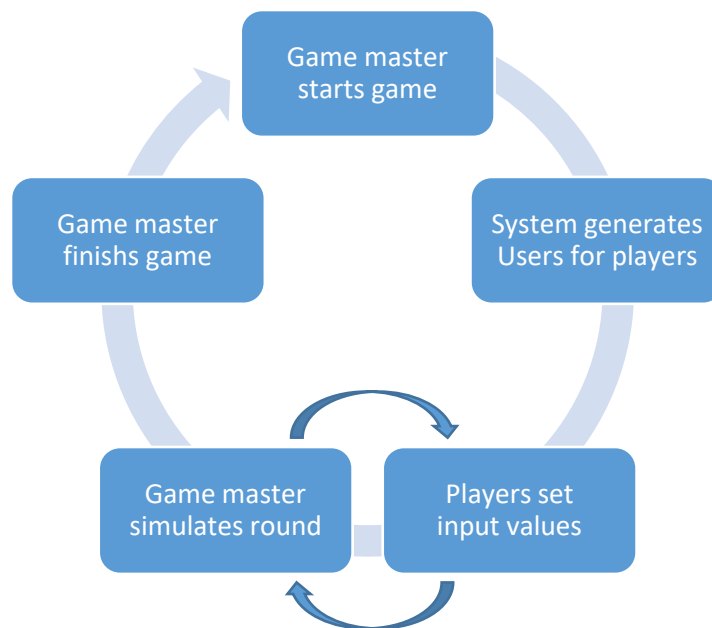
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Game Structure of Global Bike Go

Note The following chapter is used to depict and describe the general game structure of Global Bike Go.

Process figure

The following simplified process illustration shows the structure of any Explore Module.

Process description

As soon as the game master adds a new course and determines the number of competing companies, player user accounts will be automatically generated by the system. The general structure of a round is the following: Players will set their input values, the game master simulates a round and afterwards the players can display their result of the generated round. After any number of simulated rounds, the game master can finish the game.

Perform Prerequisites

Note The following steps need to be performed, if you want to administer Global Bike Go with a user other than TEACH-###.

Assign roles

In case the game master is using one of the **TEACH-###** users, no changes to the assigned roles need to be performed. However, if the game master is using a different user, several roles need to be added.

Apps for Lecturers → User Maintenance (Single User) > select the corresponding user → press Change → select Roles tab

Assign the following roles and save your changes.

- **Z_S4HANA_LECTURE_UCCMD_FIORI**
  to activate the „Apps for Lecturers" page

- **ZUCC_GO_ADMIN**
  to access and use the Admin Cockpit

Role Assignments

	Status	Role	T...	Start Date	End Date	Short Role Description
☐	■	Z_UCC_GBI_SCC_S4	⚒	08.09.2021	31.12.9999	Addional Authorizations for S/4
☐	■	Z_UCC_GB_LECTURER	⚒	24.08.2021	31.12.9999	Single role for lecturer GB curriculum
☐	■	Z_UCC_GB_SCC	⚒	24.08.2021	31.12.9999	All SAP_ALL authorizations (except BC,
☐	■	Z_S4HANA_LECTURE_UCCMD_FIORI	⚒	06.04.2022	31.12.9999	S4HANA Lecture Fiori for SAP UCC MD
☐	■	ZUCC_GO_ADMIN	⚒	06.04.2022	31.12.9999	Global Bike Simulation Admin

Create player user accounts

Player user accounts will be automatically generated after initialization of the course. No further preparations are needed for the setup of the player user accounts. Any users, which were created through this process, can only access the three Global Bike Go apps to open the player user interface.

Open „Global Bike Go – Admin Cockpit" app

In order to create and administer courses as well as games, you have to open the **Global Bike Go – Admin Cockpit** app within the Apps for Lecturers page of the Fiori Launchpad. After successfully starting the app, you will get to the admin user interface (Course Overview).

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Administer Courses and Games

> **Note** Perform the following steps to add a new course, create a new game or continue an existing one.

Add course

After successfully starting the "Global Bike Go – Admin Cockpit" app, you will get to the admin user interface (Course Overview).

Choose the button ＋ at the top of the screen to add a new course. In the following screen, enter a description and specify the number of participating companies. An example can be found in the following screenshot.

Complete this process with a click on the button Create Course. As soon as the course has been successfully added, you will return to the course overview. Afterwards, you can start any Explore Module for the course you have created.

Edit course(s)

You can switch to the change mode by selecting the button ✎. Now you can edit the course descriptions. Save your changes by clicking the corresponding button at the bottom of the screen.

Create new game / Explore Module

In order to create a new game or an Explore Module for your course, select the corresponding button ＋ Create Game. Use this step of the **General Instruction** as a starting point to the other lecturer notes (of the Explore Modules) to familiarize yourself with the respective game parameters. You

can find the documents for Explore Procurement, Explore Production and Explore Sales within the same folder.

Continue selected game

If you want to resume a game that has already been created and played, select the appropriate button → Continue Game. You will be redirected to the details screen of this game.

Delete selected course(s)

If you want to delete a course, select it using the checkbox and click on the button 🗑 at the top of the screen. By deleting a course, **all game data** will also be lost. Therefore, please make sure to select the correct courses. A recovery is not possible for technical reasons.

 Procedure for the Players

Note This section describes the necessary steps to play the game, from a player's perspective.

Login to the SAP system (Fiori Launchpad)

As soon as the first game is initialized, player user accounts are created. All necessary information (Company ID, Username, Initial Password) can be looked up in the "Company" tab.

Company Overview

Company	User name	Initial Password
1	GO-2-1	GlobalBike1
2	GO-2-2	GlobalBike2
3	GO-2-3	GlobalBike3

Please distribute the credentials. Players have to use the generated user and the initial password to log in the SAP system (Fiori Launchpad). There will be a prompt, which requests them to change their password.

Make sure that the groups really use the GO-#-## users. Otherwise, the players will not be able to participate in the game. If, for example, the browser has already saved the login data of a LEARN user, the players may have to open an incognito window or use another browser.

Open "Global Bike Go" app

After successfully logging in to the Fiori Launchpad, players will see the following screen.

Global Bike Go

Global Bike Go
Explore Procurement

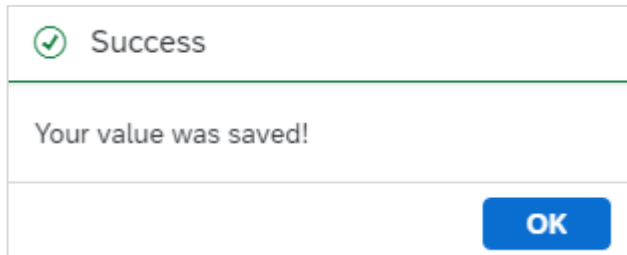Global Bike Go
Explore Production

Global Bike Go
Explore Sales

By opening any app, the players will get to the respective player user interface. In the detail view, the players have the possibility to set input values and

display their results. Module-specific information on the input values can be found in the lecturer notes of the respective Explore Module.

Set input values

In the first tab of the respective app, players can set the input values for the next round. They will get a success message after saving. The players will be able to change the input values multiple times. The last saved ones will be used during the simulation.

Display results of the simulated round

In the second tab, the players can display the results of the simulated round. After successfully completing the simulation, they have to use the refresh button of the browser.

Simulate Next Month

Note Perform this step to simulate a new round. Please make sure that all players have set their input values.

When all players have set their input values, you can simulate the next round by using the button in the bottom of your browser window. The results will be generated, displayed grouped by month and can be reviewed in the respective tabs.

Results of previous months

Company	Change in No. of Employees	Target Production Time per Bike	Actual Production Time	Actual Output	Backorders	Cost of Goods Sold	
May (Month 2)							
1	0	20.00 min.	20.20 min.	886 pc.	809 pc.	1,413.58 €	>
2	1	23.00 min.	22.64 min.	1,342 pc.	0 pc.	956.26 €	>
3	0	20.00 min.	20.20 min.	886 pc.	847 pc.	1,435.03 €	>
April (Month 1)							
1	0	20.00 min.	20.20 min.	913 pc.	409 pc.	1,179.96 €	>
2	1	23.00 min.	22.64 min.	1,266 pc.	56 pc.	961.72 €	>
3	0	20.00 min.	20.20 min.	875 pc.	447 pc.	1,212.94 €	>

[OPTIONAL] Play Global Bike Go on your own (without involvement of any learner)

Note This optional step describes how Global Bike Go can be played on your own (without the involvement of any learner). This is useful to test all functionalities in preparation for the lecture use.

Usage of both user interfaces (admin and player)

To test all functionalities for the game master and player, both interfaces have to be opened. For the first login (e.g. as game master), your login data will be cached by the browser. That is the reason why there is no additional login (e.g. as player) possible in the same browser session. In order to test both interfaces (admin and player) at the same time, please use another browser or rather use the private mode of your standard browser.

Therefore, login to the SAP system (Fiori Launchpad). Open the "Global Bike Go – Admin Cockpit" app to go to the game master interface. There you can create a test course including test games.

Note When creating a game for the first time, the necessary programs (transactions) within the system will be compiled. This could take a few minutes.

Create another session for the Fiori Launchpad using the suggestions above. However, this time log in with a player user (see example credentials below).

Company Overview

Company	User name	Initial Password
1	GO-2-1	GlobalBike1
2	GO-2-2	GlobalBike2
3	GO-2-3	GlobalBike3

Test: Enter input values and simulate rounds

On the one hand, please use the player interface to set the different input values. On the other hand, use the admin interface to simulate some test rounds. For this, refer to the instructions above.