

# Presenting the PLIS Course

## 191852640, Master IEM and Master BIT

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In the PLIS course (191852640, Master IEM and Master BIT) we have been evolving from a standard ERP implementation course to the adoption of serious games and simulations for networked business problems. In this course students currently collaboratively learn and develop a serious game/simulation using a cloud based low complex simulation environment on <http://forio.com/>

Last year (2011) we developed a BEER game, but with an advanced simulation and game engine underneath (i.e. Ours offers some advanced functionalities like **order acceptance** and **Sales forecasting** compared to the “standard run your own beer business game”)

This year we will continue our course objective and again using an agile (SCRUM) set-up we will develop a serious game and simulation for a real problem in a business network or supply chain, perhaps this time even for a real contractor (we are still negotiating about that)

If you think this topic is interesting, pay a visit to the examples underneath and maybe even enroll for the course.

Our experiences from last year show this is NO 100% die-hard coding course. It is a multidisciplinary development project in 10 weeks in which the typical master IEM and BIT students all can participate and contribute to the final game environment.

Further info is available upon request by [c.p.katsma@utwente.nl](mailto:c.p.katsma@utwente.nl)

The examples can be found under

- 1 **Last Years Course Result:**  
<http://forio.com/simulate/simulation/c.p.katsma/peter>

This one as a somewhat “difficult” User interface and therefore some time is necessary to really comprehend and play the game, (*this is something we want to do better this time, btw :*)

Login Using:

User ID: [beer@beer.com](mailto:beer@beer.com)  
Pword : beer

- 2 **Another serious beer game** developed by 2 IEM Master Students (Rick van Urk and Arturo Pérez Rivera) coached by Katsma & Schuur

<http://forio.com/simulate/c.p.katsma/bis1/simulation/>

You can test the single user game of this one. User ID's for the Multiplayer game are available upon request.

<http://forio.com/>  
Forio uses the system dynamics simulation methodology, developed at MIT, which works well for explaining the consequences of managerial decisions over time.

**Welcome to this Demo!**  
You are the Packaging Purchaser.  
Current week is 6.

Amount to purchase from:	Amount that will be purchased:	Warehouse Capacity
Pilsner Stickers: <input type="text" value="3350"/>	3350	10.5%
Bottles: <input type="text" value="1800"/>	1800	2.5%
Kegs: <input type="text" value="275"/>	275	0.3%

**SUBMIT AMOUNTS**

**Overall Customer Satisfaction: 94%**  
**Overall Profit: 83329 euro**

Week change:	Product in stock:	Material inventories:
😊	Pilsner beer (L): 7950	Hop (g): 12907
	Pilsner bottles: 1395	Barley (g): 8594
	Pilsner kegs: 638	Empty bottles: 2500
	Herfstbok beer (L): 6640	Empty kegs: 323
	Herfstbok bottles: 852	Pilsner stickers: 10522
	Herfstbok kegs: 125	Herfstbok stickers: 12480

**Financial Data of team No Team up to week 6**

Costs (in euros) in week:	4	5	6
Purchasing Costs	4094.99	4094.99	4094.99
Inventory Costs	2031.73	2249.27	2432.79
Production Costs	1061.25	1061.25	1061.25
Advertisement Costs	0.00	0.00	0.00

**Profit per week**

**Cumulative Revenues per Product**

Lost Revenue (in euros)	4	5	6
Pilsner Bottles	0	0	0
Pilsner Kegs	0	0	0
Herfstbok Bottles	7	0	0
Herfstbok Kegs	4050	3240	1980

**Additional information:**

Item	Forecast	Inventory Level
Pilsner stickers:	3,076	VERY HIGH
Empty bottles:	2,290	MEDIUM
Empty kegs:	154	VERY HIGH