

BEER GAME SIMULATION

To help your work

To clarify :

Novice mode was just there to introduce the topic in an ideal world.

You are not obliged to keep 10 or 15 cases as well as having only one customer

Your goal is to build on your own a simulation of beer industry supply chain.

Features :

Beer industries Specificities impacting your tasks identifying course topics

From Novice mode to move to a realistic simulation

through Excel or listing condition at each step stressed by a diagram for instance

Your work is welcome to include

Session 1 the scope of logistics and supply chain

(supply, production, market)

Session 2 Capacities and aggregate planning

Session 3 Uncertainty management and forecasting

Session 4 will be about Inventories Management

In terms of tasks, problems and solutions.

FOR EACH PLAYER having role of

Supplier, producer, distributor and carrier (the last one for group of 4 students)

Identification of your tasks

Identify your goals

Through an individual report

And a collective report after arbitration on final decisions needed as well