Games that are being used in SMU

LKCSB

Beer game
The Beer Game is a logistics game that was originally developed by MIT in the 60’s and has since been played all over the world by people at all levels, from students to presidents of big multinational groups. This version of the beer game is free of charge.

Used by: DING Qing, Assistant Professor
          ZHU Wanshan Adam, Assistant Professor
          WEE Kwan Eng, Assistant Professor
URL: http://www.masystem.com/o.o.i.s/626

Little Technologies Factory Simulator - Management Science
This game provides students a simulated environment, where they can tackle design and analysis a complex management problem through computer software.

Used by: DING Qing, Assistant Professor
          LIM Yun Fong, Assistant Professor
URL: www.responsive.net

Global Supply Chain Management Simulation - Supply Chain Management
The simulation will give students better understanding the basic concepts and complex decision analysis in supply chain management. The managerial issues include product design, demand forecasting and management, double source coordination and etc.

Used by: DING Qing, Assistant Professor
URL: www.enspire.com
**Capstone Business Simulation**
The Business Simulation Foundation is a basic business simulation. It teaches business R&D, HR, Finance, Marketing, Production, Strategy, Tactics, Leadership and Teamwork.

Used by: LU Wenzhen Jane, Assistant Professor
URL: [http://www.capsim.com/](http://www.capsim.com/)

**The Business Policy Game: An International Strategy Simulation**
This game is an instructional supplement for courses dealing with strategic management and business policy, both domestically and internationally. Formulation of mission, objectives and strategy are emphasized, with opportunity to implement strategies and policies that will lead to the realization of objectives.

Used by: ROBINS James, Associate Professor

**SOA**

**Bidding game**
A bidding (or tendering) “game” that will require students (working in groups) to make pricing (i.e. bid prices or tender prices) under changing economic environment. The “game” will help students learn about the contingent usefulness of various costing and other information – i.e. when specific information become “relevant” under different circumstances.

Used by: LEONG Kwong Sin, Associate Professor
URL: [http://elcontdev02:8080/soa_bidding/index.jsp](http://elcontdev02:8080/soa_bidding/index.jsp)

*We are collecting information on simulation games that are being used in SMU. If you know of a game that is used in SMU but not being featured here then please let us know*

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