

MANAGEMENT GAME REVIEW SYSTEM DEVELOPMENT

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ABSTRACT

Management game review system is developed to allow participants to view competitor's decisions made and bids offered throughout the game. This system is an effective debriefing tool as it allows students to compile reports or establish plans for the following term.

INTRODUCTION

Musashi Inst. of Tech. and Hokkaido Inst. of Tech. are using the Internet to execute a business simulation on a system called Internet Management Game (Internet MG) for their students who major in Industrial Engineering. Musashi Inst. of Tech. uses the game for their freshman and sophomore students while Hokkaido Inst. of Tech. offers it to their juniors. After executing the game on the Internet for several periods the students are responsible for writing reports, however, the students sometimes have difficulty remembering the finer details of the exercises.

Management Game Review System is a system that has been designed to allow the students having difficulty retaining information to log back on so as to better understand and verify some of the finer details and contents of the game. As a result, students are better able to compile more accurate, complete and professional reports. It is an effective tool that allows the students to review the information more closely providing an opportunity to establish plans for the following term.

Table1: Contents of Decision Card

- Submit bids for sale of products
- Purchase materials
- Purchase machines
- Transfer units to factory
- Hire new employees
- Buy R&D chips
- Do Nothing

Table2: Contents of Risk Card

- President gets sick
- Salesperson retires
- Warehouse burns down
- Machine breaks down
- Failure in R&D
- Accident in the factory
- Excursive sales
- Successful new development
- etc .(Total of 18 items)

THE GOAL OF MG

The rules of the Internet Management Game are stated in the "Board MG" which was created by CDI(Career Development International) Corporation under the umbrella of Sony. The students must manage a company with small capital. It is an optimum management education tool for the institutions' beginner management

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class. Four to six students draw cards and make management decisions in order, concerning the company just as they would in reality. The decision-maker is responsible for determining the

Internet MG. They participated the game very positively and enjoyed the game

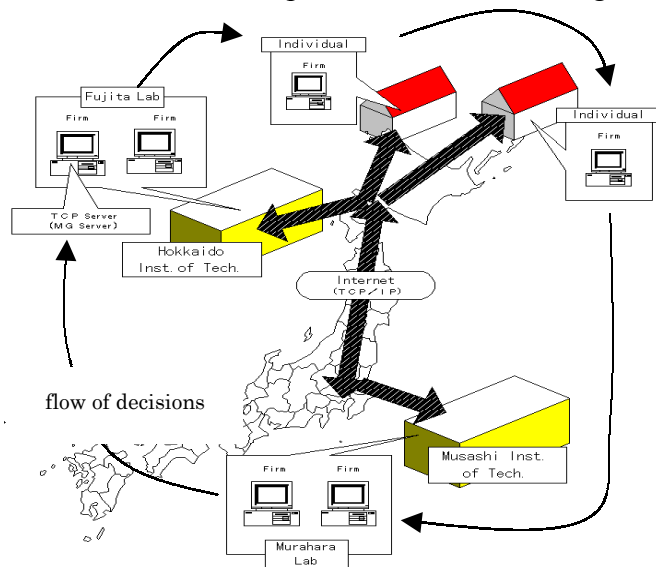


Figure 1: Map and Flow of MG. The diagram shows the flow of decisions between various locations connected to the Internet (TCP/IP). The locations include Fujita Lab, Hokkaido Inst. of Tech., Murahara Lab, Musashi Inst. of Tech., and Individual Firm. The flow of decisions is indicated by arrows.

After several periods of Internet MG the students are responsible for submitting reports detailing whether or not the six objectives were achieved. Objectives one through four must be clearly represented in a financial statement, however, the ability to analyze data, seek out cause and effect solutions of failure and success, as represented in objectives five and six, must be thoroughly understood by the complete review of the game.

REVIEW OF MG CONTENTS

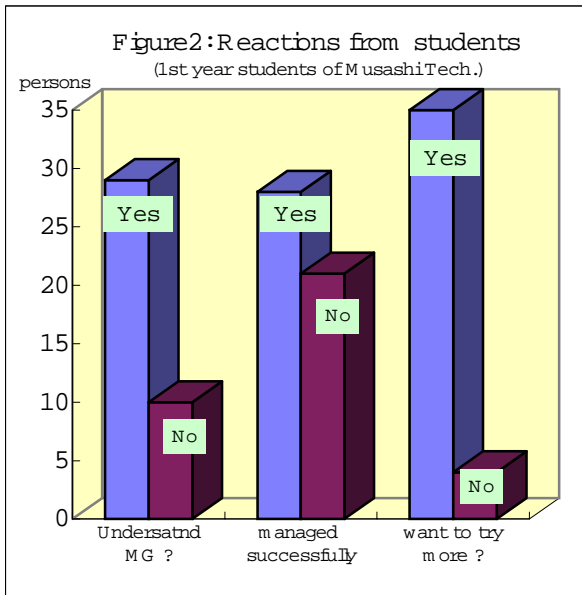
At the Board MG site, students must compile the cash flow table during the process of the game and are able to revisit certain parts of the game. As well as compiling financial reports, students are able to collect data concerning other company's finances and recent decisions through computer network correspondence during the Internet MG. However, the game information concerning the details and contents of any bids or offers made, which is the most dramatic part of the game, will not be displayed. The number and value of bids and companies who made successful bids will remain undisclosed.

There are six major objectives of the Internet MG.

- 1) To experience managing a company for a short period of time
- 2) To understand all relevant elements within a company structure
- 3) To master basic accounting skills
- 4) To understand the importance of proper planning
- 5) To master the ability to analyze past data and data from other companies
- 6) To seek out cause/effect solutions that lead to failure or success

Figure 2 shows one of the student responses to the

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MG REVIEW SYSTEM CONTENTS

This system allows students to view decisions made by competitors, risk cards taken and number and value of bids. This information can only be seen on the MG Review System. The purpose of this system is to allow the students to achieve the objectives in numbers five which is to master the ability to analyze past data and data from other companies and six which is to seek out cause/effect solutions that lead to failure or success. From the beginning all sites can be revisited at any time according to the desire of the individual companies. It is also possible to study how the competition sets up bids and to review the cost of each bid. By this system, MG can be revisited any time and so is expected to be an effective debriefing tool as it allows students to compile reports or create better management strategies

CONCLUSION

Through utilization of the MG Review System, students can review each decision, bid etc. made throughout the course of the game. This system will be made available from the new school term in October. When the system is introduced there will be a demonstration performed on the conference

day and a more detailed explanation of the contents of the system will be made available.

REFERENCES

Fujita, K., S. Murahara and J. Mitamura, "Inter Institutional Use of Educational Resources", Developments in Business Simulation and Experimental Learning, Vol.26, pp.255-259, 1999

期首	会社名	意思決定内容	項目	対象	単価	個数
期首	fujita2株式会社	期首処理	資本金増減		300	1
期首	Azuma屋	期首処理	資本金増減		??	??
期首	株式会社(仮)	期首処理	資本金増減		??	??
期首	西村 拓哉株式会社	期首処理	資本金増減		??	??
1	株式会社(仮)	保険購入	一般管理費	保険購入	??	??
1	株式会社(仮)	PAC生産性	製造経費	PAC生産性	??	??
1	株式会社(仮)	マーチャンデザイナー	一般管理費	マーチャンデザイナー	??	??
1	株式会社(仮)	マーケットリサーチ	販売費	マーケットリサーチ	??	??
1	西村 拓哉株式会社	PAC生産性	製造経費	PAC生産性	??	??
1	Azuma屋	保険購入	一般管理費	保険購入	??	??
1	株式会社(仮)	材料購入	材料	札幌	??	??
1	株式会社(仮)	材料購入	材料	仙台	??	??
1	Azuma屋	マーチャンデザイナー	一般管理費	マーチャンデザイナー	??	??
1	西村 拓哉株式会社	マーケットリサーチ	販売費	マーケットリサーチ	??	??
1	Azuma屋	マーケットリサーチ	販売費	マーケットリサーチ	??	??
1	西村 拓哉株式会社	マーチャンデザイナー	一般管理費	マーチャンデザイナー	??	??
1	西村 拓哉株式会社	保険購入	一般管理費	保険購入	??	??
1	西村 拓哉株式会社	材料購入	材料	仙台	??	??
1	西村 拓哉株式会社	材料購入	材料	東京	??	??
1	fujita2株式会社	材料購入	材料	東京	-12	4

Figure3: Display of All Company's Decisions



Figure4: GUI of MG Review System