

Implementation plan Finished

Study unit	Business Game (A9141), 5.0
Implementation	HBA1621: 2/2016-2017 (15.05.2017 - 31.07.2017)
Type	SERVICE INNOVATION DEVELOPER (A861)
Groups	Primary: HBA215SN Others :
Involved in the project	
Lecturers	
Number of participants	Minimum: Maximum:
Enrolment period	15.03.2017 08:00 - 18.04.2017
Main timing for implementation	
Applicability	For exchange students: No For elective studies: Yes Open UAS student: No Suitable for virtual UAS: Yes
Teachers	Tissari Lassi (Teacher in charge)
Campus	Laurea Leppävaara
Main location for implementation	Virtually
Implementation method	Optima realization/student group, Web/virtual Language: English Virtuality: 5 cr Integration of R&D: 0 cr
Implementation class	
Focus areas	No connection to focus areas
Evaluation at the latest	31.08.2017 Storing of graded material ends.: 20.06.2018
Exam days	
Having completed the study unit the student is able to	The student is able to • use planning, analysis and decision-making tools and techniques in strategic planning • analyse financial statements and different kinds of business reports and use them as a basis for decisions • make business decisions in various business contexts and consider the multidimensional aspects of these decisions • make business decisions in groups
Previous studies	
Contents	COURSE DESCRIPTION Having completed the study unit the student is able to • use planning, analysis and decision-making tools and techniques in business • analyse financial statements and different kinds of business reports and use them as a basis for decisions • make business decisions in various business contexts and consider the multidimensional aspects of these decisions • make business decisions in groups Contents • Management decision making • Group decision making • Business Simulation Game Textbooks and MaterialsBook 1 : Business strategy : a guide to effective decision making Author(s):Kourdi, Jeremy.Published:London : Profile Books, cop. 2003.Chapters: 3 Pitfalls , 4 Rational or Intuitive.Frameworks for decision making, 8 Competitive Strategy and 12 Sales, marketing and brand management

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	decisions Book 2: Financial analysis & decision making: tools and techniques to solve financial problems and make effective business decisions Author(s): Vance, David E. Published: New York : McGraw-Hill, 2002. Chapters: 1 Financial Statements and Accounting Concepts, 2 Financial Ratios and Other Measures of Performance, 12 Product Costing, 13 Break-Even Analysis and Modeling, 15 Master Budgets Variance Analysis and 16 Pricing Theory. Both books are available as ebooks, follow links below Other material : TBAeBooks (open links as a new window) Kourdi: http://site.ebrary.com.nelli.laurea.fi/lib/laurea/detail.action?docID=10210694 Vance criteria and methods Assessment of this study unit is based on team assignments (70%), and individual assignments (30%). Detailed descriptions: • The contents of assignments • Assessment scale. Business Simulation Game (used as a learning tool) • Game is Cesim's Global Challenge (modified) • Is played in teams (4 students per team) • Teams compete which each other
Study material	Textbooks and Materials Book 1 : Business strategy : a guide to effective decision making Author(s): Kourdi, Jeremy. Published: London : Profile Books, cop. 2003. Chapters: 3 Pitfalls, 4 Rational or Intuitive. Frameworks for decision making, 8 Competitive Strategy and 12 Sales, marketing and brand management decisions Book 2: Financial analysis & decision making: tools and techniques to solve financial problems and make effective business decisions Author(s): Vance, David E. Published: New York : McGraw-Hill, 2002. Chapters: 1 Financial Statements and Accounting Concepts, 2 Financial Ratios and Other Measures of Performance, 12 Product Costing, 13 Break-Even Analysis and Modeling, 15 Master Budgets Variance Analysis and 16 Pricing Theory. Both books are available as ebooks, follow links below Other material : TBAeBooks (open links as a new window) Kourdi: http://site.ebrary.com.nelli.laurea.fi/lib/laurea/detail.action?docID=10210694 Vance
Evaluation criteria and methods	Assessment Scale Assessment of this study unit is based on team assignments (70%), and individual assignments (30%). Both types of assignments have to be passed. Assignment Points Notes Individual Assignments Quiz 175 points Quiz 225 points Individual decisions during the Game If no individual decisions: minus 50 points Missing individual decision: minus 10 - 30 points Individual "P2P evaluation" Peer-to-peer (P2P) evaluation is optional Individual Assignments Total 100 points Conversion table: points - > grade 86 -

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	100: grade 5 76 – 85: grade 4 61 – 75: grade 3 51 – 60: grade 2 45 – 50: grade 1 under 45: grade 0 Team assignments Team Strategy 15 points Team Memos 91 points Missing memo or memo late = 0 Each memo max 13 points. (7 memos) Team Final report 14 points Success in the game Extra points: Winner 15 points, Second 10 points, Third 5 points Team Assignment total Max 120+ Extra points Conversion table: points - > grade 106 – 120: grade 5 96 – 105: grade 4 81 – 95: grade 3 71 – 80: grade 2 65 – 70: grade 1 under 65: grade 0
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