

Implementation plan Finished

Study unit	Customer-based Supply Chain Management (R0427), 10.0
Implementation	CCA1721: 2/2017-2018 (19.01.2018 - 18.05.2018)
Type	LOGISTICS AND INTERNATIONAL TRADE (R068)
Groups	Primary: CCA17SY Others :
Involved in the project	
Lecturers	
Number of participants	Minimum: Maximum:
Enrolment period	27.11.2017 08:00 - 08.12.2017
Main timing for implementation	On working days during daytime
Applicability	For exchange students: Yes For elective studies: Yes Open UAS student: Yes Suitable for virtual UAS: Yes
Teachers	Saarela Mervi (Teacher in charge)
Campus	Laurea Leppävaara
Main location for implementation	At the campus
Implementation method	Optima realization/student group, Other method of implementation, Project/venture/R&D, Web/virtual Language: English Virtuality: 4 cr Integration of R&D: 4 cr
Implementation class	LbD supporting knowledge and skills development
Focus areas	
Evaluation at the latest	15.06.2018 Storing of graded material ends.: 15.06.2019
Exam days	Real: No exam
Having completed the study unit the student is able to	The student is able • to produce added value for his/her customers in e.g. an online store • to assess the effects of procurements, the supply chain and sales on the profitability of the organisation • to utilise and draw up instruments and tools for the management of a supply chain • to take into account different customer relationships and adjust the supply chain's activities so they meet with the customers' needs • to utilise information on customer needs and demand volumes in procurements • to take into account the typical characteristics of exports in logistics
Previous studies	
Contents	Role play: Roles focus on demand forecasting, sales, purchasing and supply chain management. Roles are played in teams of 4 persons -> teams simulate companies which compete with each other. Role play is played with the help of a computer simulation and learning is connected to the game.
Study material	Will be informed in Optima.
Tutoring and communication	More detailed time schedule will be in Optima. The study unit will start on week 3.
R&D methods	SCM-game played in teams in virtual environment. Learning connected to the game.
Other arrangements	Maximum number of participants is 20 because of the amount of game licences.