



"The students absolutely love this experience."
Engineering Professor

"I enjoyed applying the knowledge from class to a real-world situation."
Student

"Since the simulation started on Monday afternoon the student response has been very positive. Some describe it as 'addictive'."
Business Professor

"The most innovative technological application that I expect to encounter in my career."
Engineering Professor

"The lessons learned with regards to operations management, demand variance, and teamwork were quite valuable."
Student

"This has become an incredibly important part of our curriculum – it has actually achieved 'legend' status."
Professor

Have your students ever asked to do a case a second time?

Have you tried online games?



For Operations Management:

Littlefield Technologies is an award winning, highly engaging online game for introductory operations courses, focusing on capacity, utilization, queuing, inventory control, and lead time management. Students compete to run a factory efficiently and profitably. *Littlefield Technologies* was developed by Sunil Kumar, a faculty member at Stanford University and Sam Wood, a former Stanford faculty member who is now the president of Responsive Learning Technologies. They were awarded the 2004 Wickham Skinner Award for Teaching Innovation for their development of *Littlefield Technologies*.

For Supply Chain Management:

The Supply Chain Game covers supply chain management topics, focusing on forecasting, logistics, advanced inventory control, and supply network design. Students compete to manage their supply network to maximize profits.



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