

“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* is an online competitive simulation for introductory operations courses, focusing on capacity, utilization, queuing, inventory control and lead time management. Students compete to run a production or service system profitably. *Littlefield* was developed by Sunil Kumar, dean at the University of Chicago and Sam Wood, formerly on the Stanford faculty and now president of Responsive Learning Technologies. They were awarded the 2004 POMS Wickham Skinner Award for Teaching Innovation for their development of *Littlefield*.

## **For Supply Chain Management:**

*The Supply Chain Game* is an online competitive simulation for supply chain management courses, focusing on forecasting, intermediate inventory control, logistics, and supply network design. The game was developed under faculty supervision from Sunil Chopra at the Kellogg School of Management at Northwestern and Philipp Afeche at University of Toronto.



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