The Beer Game – Developing a Gaming-App about Supply Chain Management

Project context

Within the framework of the practical course “Praktikum Logistik”, students get an overview of the different aspects of logistics engineering. As it is a practical course, we place a high priority on supporting theoretical knowledge with a hands-on learning experience.

One aspect the students learn about is supply chain management. To highlight the difficulties within a supply chain, the students get to play the beer game that lets them be a part of a simulated supply chain producing beer. The game software we currently use relies on flash and therefore needs to be revised.

Your objective

In this interdisciplinary project, your objective is to program an up to date version of the beer game. As many users are going to play simultaneously, reliability and quick response times are important requirements. Structure, functionality and user interface can be based on the existing software and only need minor changes. You are also very welcome to add your own ideas to graphical design, functionalities, structure, etc.

Your profile

- You are interested in programming (gaming) apps
- You work in a structured, independent and diligent way
- You are proficient in English and/or German
- You do not need any existing background in logistics or supply chain management

If you are interested in this IDP please send your application (including CV and grade report) to florian.ried@tum.de.

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