Event Name	SOLS Club Event: Beer Game
Topic:	LSCM
Date: (DD/MM/YYYY)	20/03/2024
No. of Days:	1
Start Time: **End Time:**	2 pm to 4:30 pm
Venue Campus Name & Place:	CMSBS, Bengaluru
Section/Semester:	LSCM & SOM. 2nd Semester
Batch:	2023-25
Mod of Event Offline/ Online (Provide Virtual Link)	Offline
Name of Chief Guest/Dignitaries/Speaker:	NA
Chief Guest/Dignitaries/Speaker Designation:	NA
Chief Guest/Dignitaries/Speaker Company/ Institute Name:	NA
Event Coordinators Name & Contact No.	Dr Rupesh Kumar Sinha, 7010980460
Collaboration & Association (Company Name,	NA
Guest Email Id:	NA
Guest Contact Number:	NA
Moderator (if any)	Dr Abhinav Tiwary, Dr Rupesh K. Sinha
No. of Participants	14
Professional Photographer Name & Contact No.:	NA
Feedback:	Yes
Brochure/Poster: (if any)	Yes
Budget of the Program (if any):	None
Revenue Collected: (if any)	No

1. Introduction: SOLS Club is the club of DS area that involves various student centric activities that include simulation games. In this event, the Systems, Operations, Logistics, and Supply Chain management club decided to have a fun filled activity for the students of second

semester in the form of Beer Game. The game is a renowned activity to expose students to the business challenges related to LSCM.

2. Program Objectives:

PO	Program Objective (PO)
PO1	Apply knowledge of management theories and practices to address and resolve business challenges
PO2	Demonstrate analytical and critical thinking abilities for information-based decision making
PO3	Analyse global, economic, legal and ethical aspects of business
PO4	Apply trans-disciplinary tools and techniques towards effective problem solving
PO5	Assist others and self in accomplishing organizational objectives and contribute effectively to a collaborative team setting.
PO6	Exhibit an entrepreneurial mind-set for the establishment of sustainable businesses and societies.
PO7	Exemplify value-based leadership for excellence

3. Relevance to PO, Relevance to PEO and PSOs

PO	Program Objective (PO)	Relevance
PO1	Apply knowledge of management theories and practices to address and resolve business challenges	High
PO2	Demonstrate analytical and critical thinking abilities for information-based decision making	High
PO3	Analyse global, economic, legal and ethical aspects of business	Medium
PO4	Apply trans-disciplinary tools and techniques towards effective problem solving	High
PO5	Assist others and self in accomplishing organizational objectives and contribute effectively to a collaborative team setting.	Medium
PO6	Exhibit an entrepreneurial mind-set for the establishment of sustainable businesses and societies.	Medium
PO7	Exemplify value-based leadership for excellence	Medium

4. Activity Overview:

The Beer Game stands as a renowned simulation utilized in business education to depict the intricacies of supply chain management. Participants were grouped into teams representing diverse entities within a supply chain. They were made manufacturer, distributer, wholesaler, and retailers

selling beer. They partook in the ordering, production, and distribution processes associated with beer. The customer generated different but predictable demands. The retailer placed order to wholesaler, and so on..This immersive experience enabled participants to grapple firsthand with the intricacies of inventory management, communication, and coordination across different stages of the supply chain.

5. **Guest/Speakers' Profile:** NA

6. **Summary and Key Learnings of the session:**

The event required students to sit in groups and role-play as Manufacturer, Distributer, Wholesaler, and Retailer. Then the retailer was given some demand and they tried to fulfill demands through the supply chain. The event led students to discover first hand challenges of LSCM and Bull-Whip effect. Finally, faculties introduced solutions to the challenges. As the simulation unfolded, participants confront challenges such as bullwhip effects, stock outs, and excessive inventory, underscoring the significance of collaboration, information sharing, and effective decision-making in enhancing supply chain performance. Beyond its educational value, the Beer Game cultivates teamwork, strategic acumen, and problem-solving abilities among its participants.

7. **Participant details:** Students who just studied SCM subjects (2nd Semester) who could see in practice the challenges of inventory management.
8. **Details of Winners (if applicable): -**
9. **Details of the judges (if applicable): -**
10. **Attendance records:**

Name	USN
Sonica Ponnamma A L	23MBAR0636
Bala Srinivas S	23MBAR0850
Ch S M V Jithendra Reddy	23MBAR0182
Dheeraj R Hejamady	23MBAR0220
T J V Vara Prasad Reddy	23MBAR0344
Vinay N	23MBAR0868
P S Nagachyuth	23MBAR0645
Saurav Kumar	23MBAR0258
Jaiganesh R	23MBAR0589
Kavishree R	23MBAR0612
Sriram R	23MBAR0417

Sudharshan R	23MBAR0637
Amrish Sanjeev Kumar	23MBAR0871
Abhi Aravind S	23MBAR0659

11. Participants' Feedback, Feedback Analysis, and Attainment Calculation: (if Applicable)

	Wt Score	5	4	3	2	1			
Questions to Map Pos	**List of Pos & PSOs**	**Strongly Agree**	**Agree**	**Neutral**	**Disagree**	**Strongly Disagree**	**Wt. Score**	**Max score**	**%age**
The program/activity was relevant to my area of specialisation	PO1 PO2 PO3 PO4 PO5 PO6 PO7	4	0	0	0	0	20	20	100%
The program/activity enabled me to undertand application of concept(s)	PO1 PO2 PO3 PO4 PO5 PO6 PO7	4	0	0	0	0	20	20	100%
The program/activity provided an opportunity to apply my skill set	PO1 PO2 PO3 PO4 PO5 PO6 PO7	4	0	0	0	0	20	20	100%

POs	Q1	Q2	Q3	Q4	Captured By	Total Attainment Score	Level Achieved
PO1	100%	100%	100%		Q1 Q2 Q3	100%	**3**
PO2	100%	100%	100%		Q1 Q2 Q3	100%	**3**
PO3	100%	100%	100%		Q1 Q2 Q3	100%	**3**
PO4	100%	100%	100%		Q1 Q2 Q3	100%	**3**
PO5	100%	100%	100%		Q1 Q2 Q3	100%	**3**
PO6	100%	100%	100%		Q1 Q2 Q3	100%	**3**
PO7	100%	100%	100%		Q1 Q2 Q3	100%	**3**

12. Proposals for the Event/Programme:

From: **Rupesh Sinha** <rupesh.sinha@cms.ac.in>

Date: Mon, Mar 18, 2024 at 1:15 PM
Subject: Beer Game approval!
To: Dr. Jaykumar Padmanbhan <dr.jaykumar_padmanabhan@cms.ac.in>, Dr. Navaneetha Kumar <dr.navaneethakumar@cms.ac.in>, Dr. G.S. Vijaya <dr.vijayags@cms.ac.in>

Dear Sir,

Please find the attached proposal for a beer game, which we would like to do for students of LSCM and SOM (2nd Semester).

We would like to do it in seminar hall 5. We need students to bring their laptops.

There is no any prerequisite for it.

with warm regards
Dr. Rupesh Kumar Sinha
Associate Professor
Department of Decision Science
CMS Business School
No.17, Seshadri Rd, Gandhi Nagar} Bengaluru, Karnataka 560009} Mob: 9844906169
My YouTube Channel : Dr. Rupesh Kumar Sinha - YouTube

2 Attachments • Scanned by Gmail

SOLS Club Activity Beer Game 20th Mar
61 KB

Faculty Coordinator
Decision Science
Signature

Programe Coordinator
Approval Authority
Signature

13. Minutes of Meetings:

Meeting Title	LSCM & SOM Area Meeting	
Date of Meeting	13-03-2024	
Meeting Venue	SH-5, CMS Business School, Sheshadri Road, Bengaluru	
Meeting Agenda	• Preparation of all ISO audit documents • SOLS Club Activity(Beer Game)	
In Attendance	**Name**	**Title/Department/Organization**
1	Jaykumar Padmanabhan	Associate Professor, Area Chair
2	G S Vijaya	Professor, Programme Coordinator
3	Navaneetha Kumar V	Professor, Area Chair
4	Ravishankar S Ulle	Assistant Professor
5	Yogananthan S	Assistant Professor
6	Vinoth Kumar V	Associate Professor
7	Yavana Rani S	Professor
8	Abhinav Tiwary	Assistant Professor
9	Balaji Gopalan	Assistant Professor
10	Rupesh Kumar Sinha	Associate Professor
Key Meeting Outcomes		
	• ISO Inspection document preparation • SOLS Club Activity discussion (Beer Game)	
Action Plans, if any (along with the First Person Responsible)		
	• Maintain all documents digitally – Dr. Vinoth Kumar • Maintain all documents physically – Mr. Chinmayaaditya • SOLS Club Activity (Beer Game) – Dr. Rupesh Kumar Sinha	

14. Budget: NA

15. Trailing Emails/communications:

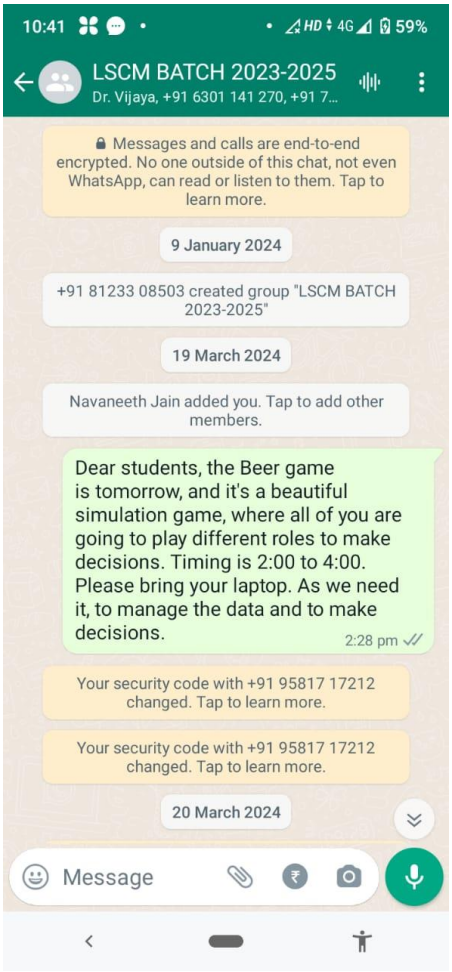
Dear Faculty Members,

A meeting of LSCM & SOM faculty members will be conducted on 13.03.2024 at 02:10 PM in SH-5.

Agenda:

1. Preparation of all ISO audit documents
2. SOLS Club Activity

Area Head



16. Brochure/Poster:

17. Pictures for the Event: (Geo-Tag format only):

Figure 1 DS area faculties briefing about the game and preparing materials.

Figure 2 Students seated according to their role and Dr Vijaya addressing queries