

## What is ERPsim?

**ERPsim** is a business simulation running on a live SAP S/4HANA system. Played in teams of 3 to 5, participants compete in a simulated marketplace where they strive for operational excellence and beat their competitors. Using SAP Fiori transactions, real-time analytics and optional machine learning, players experience realistic end-to-end enterprise processes, and the impacts of their decisions on business outcomes.

Effective with executive stakeholders, project teams and end users, **ERPsim** does not require any prior SAP knowledge and comes with embedded step-by-step help. Whether assessing the latest SAP solutions, planning an implementation, or to motivate your teams, ERPsim helps you provide focus and alignment on your digital transformation goals.



## The Public Sector Simulation

The **Public Sector** scenario allows participants to get hands-on core business processes applicable to most government or public sector organizations: Funds Management, Budget Tracking, Field Allocation/Spend, Procurement and Program Effectiveness. The business context is management of a disaster relief team, and work alongside other teams in order to provide the affected population with products and services necessary for preparing and managing the after effects of a natural disaster. As this process unfolds over time, the players will have to find ways of adapting their strategies according to the changing needs of the community.

Each team is responsible for handling all sorts of tasks ranging from managing a budget to procuring and allocating products and services. The main objective of this simulation is to give a quick overview of the basic concepts of SAP to its participants in a Public Sector context.

The teams start this simulation with most of the tasks already completed and with budgets that have been distributed along 3 funds i.e. community support, material support and inventory management. As the simulation progresses, the most important elements for the teams are accurately allocating products and services while monitoring the changing needs of the population, managing budget spending and making sure to do timely interventions.

In the **Public Sector Extended** version, players also transport and allocate relief products and services for the evolving needs of 3 communities.

### Objectives and Goals

**ERPsim** provides an **authentic business experience**. Participants learn more than the points and clicks of SAP transactions: they see how information flows, process collaboration and the intelligent use of technology

**ERPsim** is a **holistic learning environment** comparable to a flight simulator. By accelerating time, fostering competition and simulating interactions with business partners, ERPsim provides an engaging experience that makes it stand out from typical system demos or training.

**ERPsim** showcases the **latest SAP technology**, from user interfaces, cloud integration, real-time analytics and machine learning. It accelerates the technology discovery process, and allows organizations to **test out innovations**.

# Technical Requirements

ERPsims is completely web-based, so there is no software installation or configuration required. The simulations can also be played on site or remotely where all the participants are connected through a conferencing software that has a breakout room feature, such as Zoom or Microsoft Teams.

An ideal session consists of 10 to 25 participants, supervised by at least 1 certified instructor. For larger groups, more instructors can be brought in, or coaches can be trained.

To participate in the simulation, participants need only access an internet browser on their PC, laptop and other electronic devices, with the latest versions of Google Chrome, Microsoft Edge or Safari.

The simulation runs on SAP S/4HANA and the SAP Business Technology Platform, used by companies all over the world.

# Target Audience

The **Public Sector Simulation** is most suitable for not-for-profit organizations or for any organization that has to work within budget constraints. It is best suited for organizations where smart allocation of resources ensures operational excellence and success. As the time of the simulation varies from half day to full day it is suitable for business executives and most audiences.

The **Public Sector Extended Simulation** adds in Logistics management into the standard Public Sector disaster relief response scenario. Designed for use with leaders, project teams and users in government and defense organizations.

## Public Sector

Minimum time estimated:  
3 to 3.5 hours

In this scenario, it is recommended to do 3 rounds of 20 minutes. In this scenario, the maximum number of rounds is limited to 3 per game. It is sometimes useful to do a "Round 0" if your audience is less familiar with the processes showcased, and then restart a fresh game after. This simulation can be completed over a half day.

## Public Sector Extended

Minimum time estimated:  
4 to 5 hours

In this scenario, it is recommended to do 4 rounds of 20 minutes. In this scenario, the maximum number of rounds is limited to 4 per game. It is sometimes useful to do a "Round 0" if your audience is less familiar with the processes showcased, and then restart a fresh game after. This simulation can be completed over a half day.

## Agenda

- 20 min. Overview and Instructions
- 20 min. System Intro (login, short navigation, etc.) and R1 video and concepts
- 20 min. Play R1
- 20 min. Short debrief of R1 and introduction to R2 video and concepts
- 20 min. Play R2
- 30 min. Break, Short debrief of R2 and introduction to R3 video and concepts
- 20 min. Play R3
- 20 min. Final Debrief

## Agenda

- 15 min. Overview and Instructions
- 20 min. System Intro (login, short navigation, etc.) and R1 video and concepts
- 30 min. Play R1
- 20 min. Short debrief of R1 and introduction to R2 video and concepts
- 20 min. Play R2
- 20 min. Short debrief of R2 and introduction to R3 video and concepts
- 20 min. Play R3
- 20 min. Short debrief of R3 and introduction to R4 video and concepts
- 20 min. Play R4
- 20 min. Final Debrief

