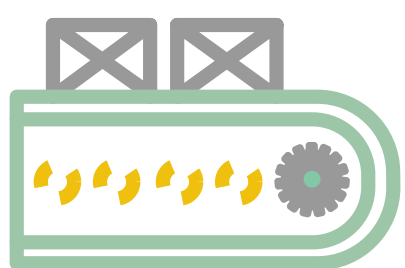


What is ERPsim?

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 Manufacturing Simulation

The Manufacturing simulation is built around a make-to-stock manufacturing scenario suitable for any organizations transforming raw materials or components into finished goods. Participants manage a company producing Muesli cereals and are responsible for all decisions in the business cycle including planning in MRP, procurement, production, sales, marketing and finance. These processes are practically universal, which explains why manufacturing companies across industries, from aerospace to high tech, leverage the scenario.

In this scenario, clerical or back office functions such as goods receipt, payments to vendors, invoicing, and receipt of customer payments are automated by the simulator. This allows teams to focus on the more strategic aspects of operating their companies. There are 3 models of this manufacturing scenario: **Manufacturing Short**, **Manufacturing Introduction** and **Manufacturing Extended**.

In all these versions, companies maintain their inventory, plan their future sales through forecast, replenish raw materials, produce their finished goods, manage their prices and invest in marketing.

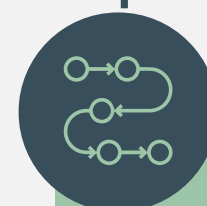
In **Manufacturing Introduction**, companies start with 100,000 units of 6 finished goods with rounds of 30 days. **Manufacturing Short** includes only 4 finished goods with rounds of 20 days, allowing for faster play. In both scenarios teams start with a full inventory of finished goods and raw materials.

In the **Manufacturing Extended Scenario**, companies begin with no inventory and must execute the process from scratch. This scenario also offers a more complex set of rules, providing greater challenges and requiring more time.

Value



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 **create value**.



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

ERPsim 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, Microsoft Teams or WebEx.

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. It is also possible to play the simulation with SAP GUI or WEB GUI and then transition to Fiori, allowing participants to compare both user interfaces.

Target Audience

ERPsim proves useful for Business executives and business unit leaders, process owners, project team members, business users, IT specialists and new hires.

The **Short** version of the manufacturing simulation is best suited for business executives and the **Introduction** version for project teams, end-users and most audiences. The **Extended** version, which requires at least a full day, can be played with more advanced teams and as a complement to other trainings.

01

Manufacturing Short

Minimum time: 3hrs

In this scenario, 3 rounds of twenty minutes are recommended. A fourth or even a fifth round can also be run if time allows but take the time in the first 3 rounds for participants to master the different transactions, rules and business process of the game.

Agenda

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

02

Manufacturing Introduction

Minimum time: 3hr 30min- 4hrs

In this scenario, it is recommended to play 3 rounds of thirty minutes. A fourth or even a fifth round can also be run if time allows but take the time in the first 3 rounds for participants to master the different transactions, rules and business process of the game.

Agenda

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

03

Manufacturing Extended

Minimum time: 5hrs - 8hrs

This scenario can be played for up to 12 rounds of 30 minutes, but generally 4 to 5 rounds are enough. It is strongly recommended that enough time is allowed in between rounds to help participants analyze data and reflect on their strategies. The extended manufacturing game is designed to be a challenging game which is not intended for all audiences.

Agenda

- 30 min. Overview and introduction
- 20 min. System Intro (login, short navigation, etc.)
- 20 min. Introduction to R1 concepts
- 20 min. Prepare strategy for R1
- 30 min. Play R1
- 30 min. Debrief of R1 and introduction to R2 concepts
- 30 min. Play R2
- 30 min. Debrief of R2 and introduction to R3 concepts
- 30 min. Play R3
- 30 min. Debrief of R3 and introduction to R4 concepts
- 30 min. Play R4
- 20 min. Final Debrief

