

# Nomadic Computer Network Beer Game

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This manual is simple explanation for the usage of Nomadic Computer Network Beer Game. The guide to the beer game rules can be found lots of System Dynamics papers or books, listed in the paper.

## 1. How to build the gaming environment

Both of the client and server programs run on Microsoft Windows XP (32bits). We have not checked other platforms. However, according to architecture documents, these pieces of software can run on other 32 bit MS-Windows OS.

You can find two folders and a document in downloaded a zip file. The folders named “BeerGameClient6E” and “BeerGameServer6E” contain programs and setting files for the players’ client PCs and a facilitator’s server PC. Installation of them is simply to copy either or both folders to each PC’s local disk (or removable disk including Floppy disks). Both of the folders’ contents are under 1.44MB so that the files can be stored in one floppy disk. “Beergame.pdf” is this document.

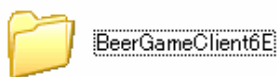


Figure 1: zip file’s contents

## 2. Start the server

First of all, double click the icon of BeerGSrv.exe in the folder “BeerGameServer6E,” and the server starts.

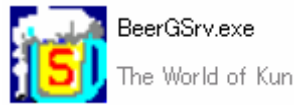
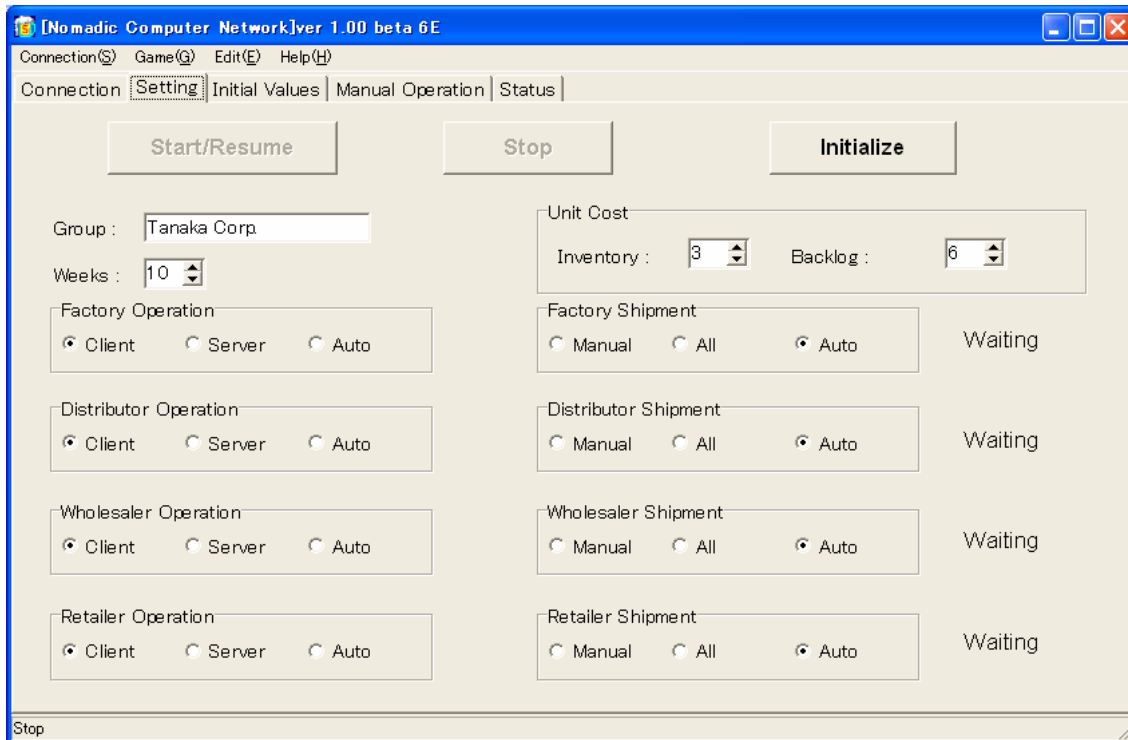


Figure 2: Server program icon

The Panels of “Setting” and “Initial Values” show the current gaming environment. The facilitator needs to set his/her values in these.



Group: Supply chain's nick name

Weeks: Number of a round

\* Operation: To whom assign each operation

Unit cost: How much each operation/round costs

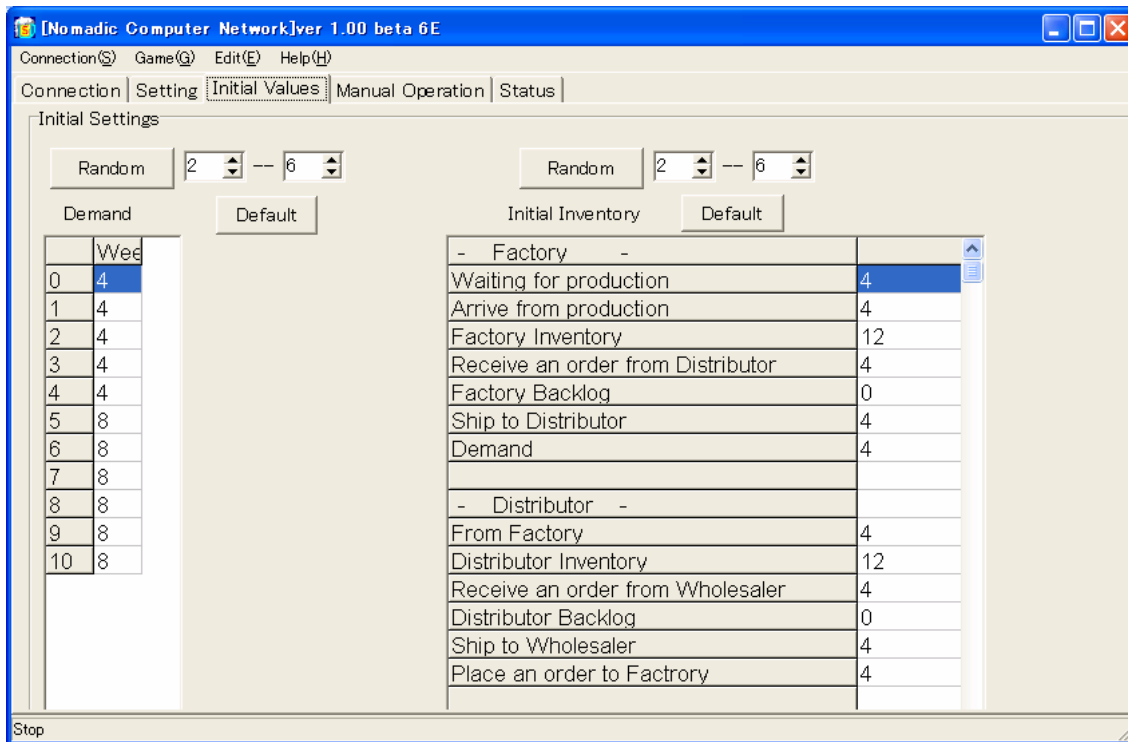
\* Shipment: How to decide the volume of shipment

Start/Resume button can be pressed when the connection is sufficiently established.

Stop button can work when the game is running.

Initialize button can be used to reset each setting.

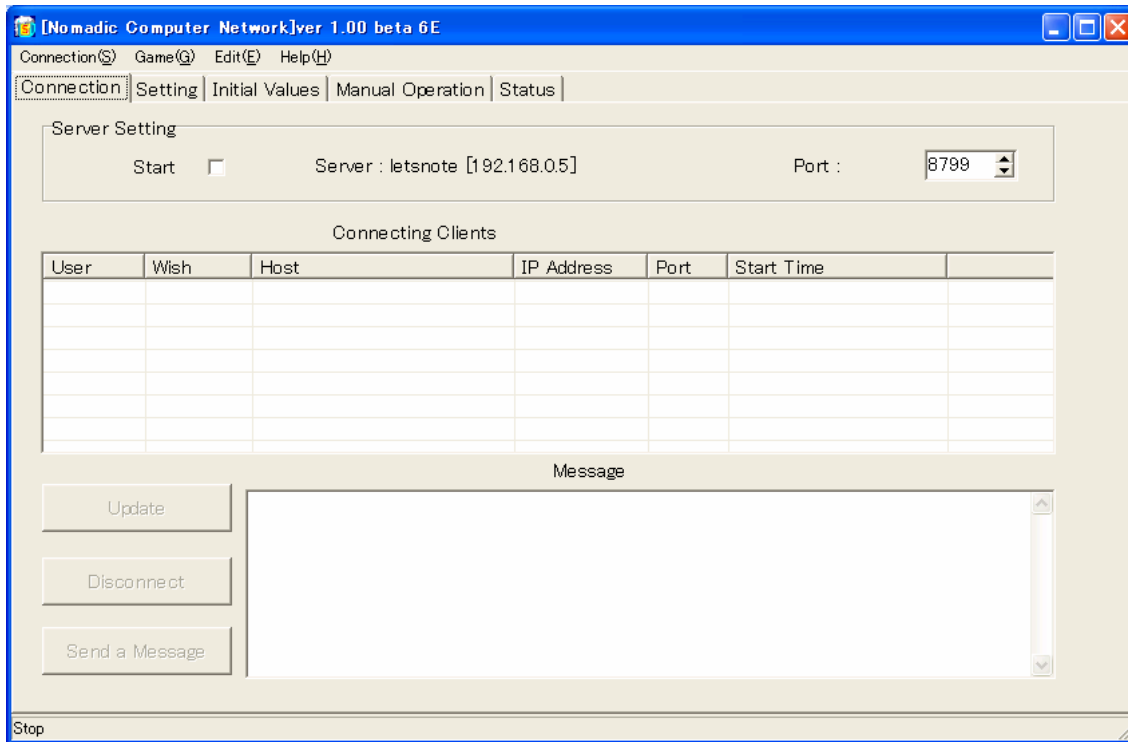
Figure3: Setting panel



Facilitators can set the volume of the market demand and each inventory.

Figure 4: Initial Values panel

Next, check the left of “Start” in “Connection” panel. The server starts to wait for requests for connections by clients.



Port: This server’s port. All clients in this supply chain must know this number.

Server: The server’s IP address is indicated here.

Start: If this is checked, the server is active.

Facilitators can always set the server active or inactive.

Notice: Facilitators needs to have already done settings in Setting and Initial values panels.

Figure 5: Connection panel

### 3. Start each client

Double click the icon of BeerGClt.exe in the folder “BeerGameClient6E” on each PC of players and a client starts.

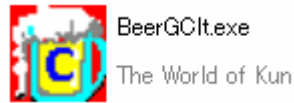
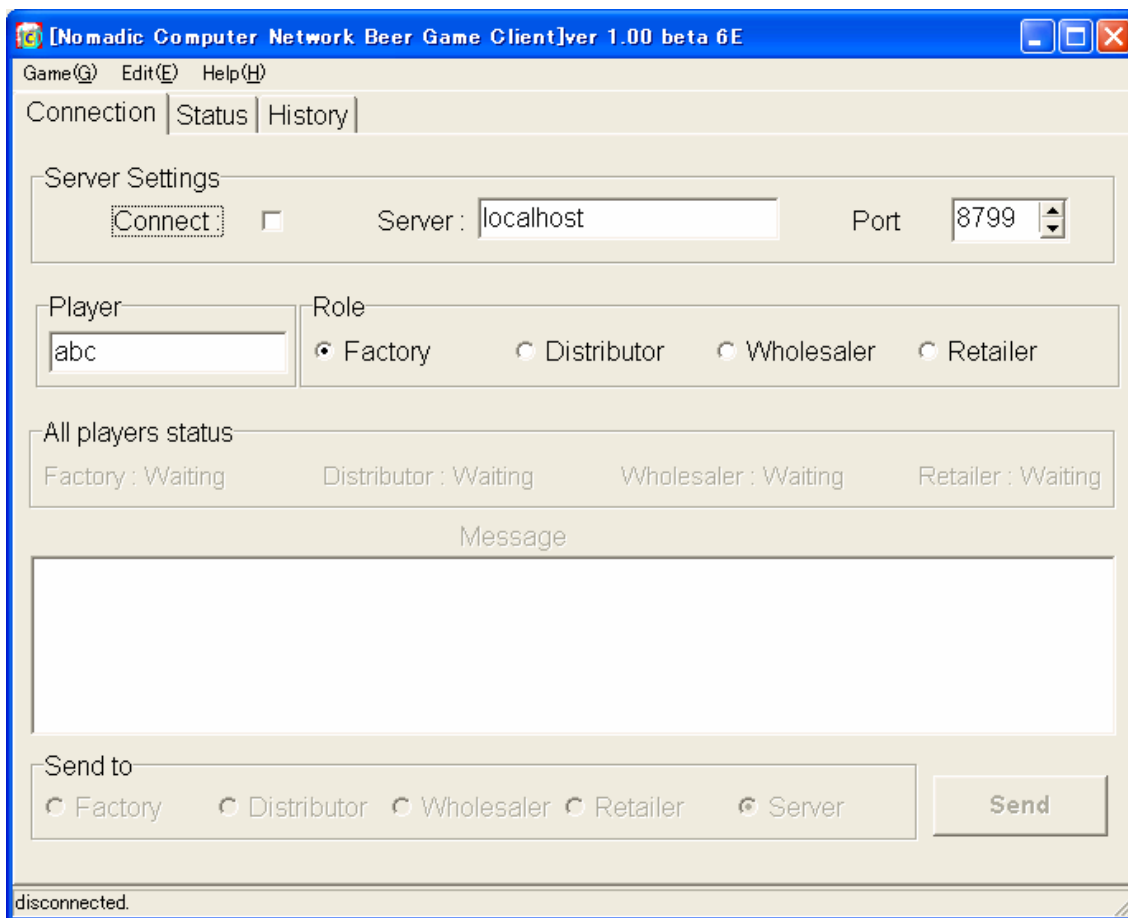


Figure 6: Client program icon

Each player has to set which supply chain he or she choose what kind of role he or she would like to do in Connection panel.



Players can check “Connect” after setting data in this panel. Each player can set their own name (or nickname) in “Player” blank.

Notice: All clients must know their server’s IP address or FQDN and port number which are set in the server program.

Figure 7: Connection panel

#### 4. Begin the game

The “Connection” panel of server program’s window indicates requests from all clients when a request of connection arrives from a client.

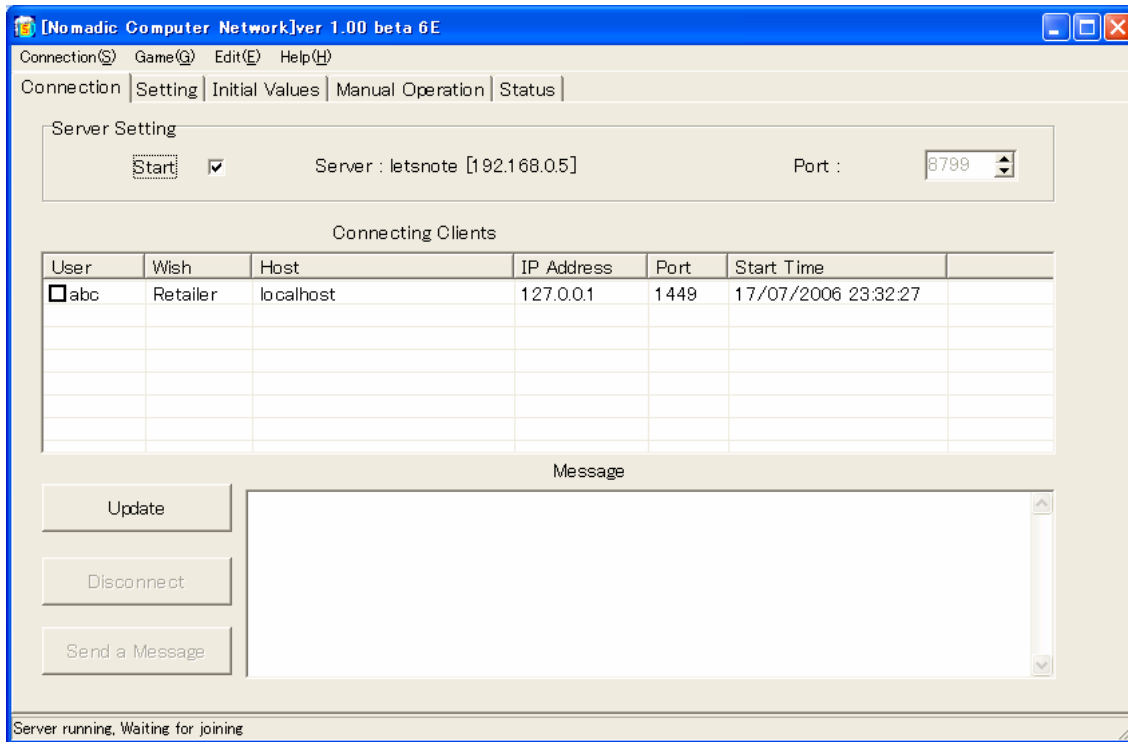
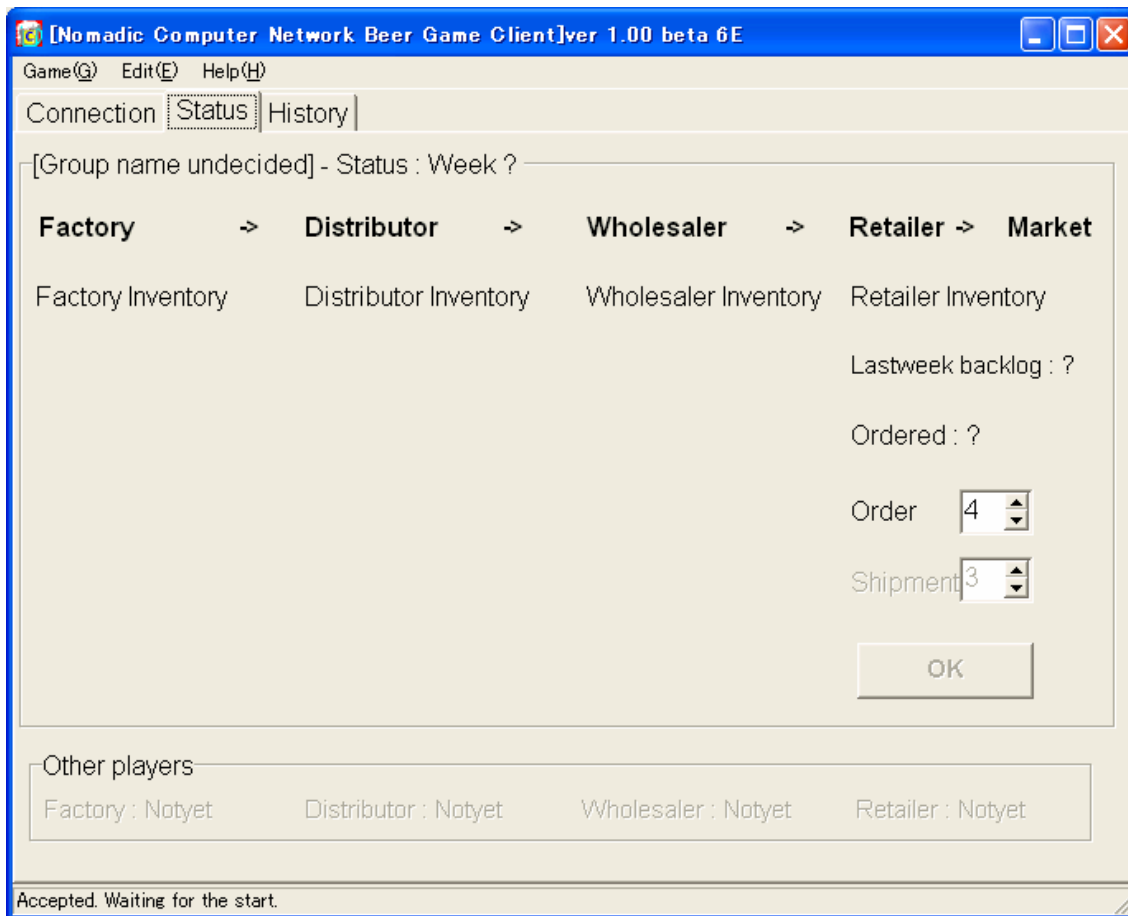


Figure 9: If the square under “User” is checked, this client can begin the game.

After all set, click the “Start/Resume” button in “Setting” panel of the server program.

## 5. During the game

Each player has to decide how many boxes they should order and ship every time unit. It can be set in the “Status” panel of the client program.



Each client set simply the volumes how many items to order to one's supplier and how many items to ship to one's demand.

When all clients respond to the server, the server calculate and renew all data and synchronising the process of all players.

Facilitators do not need to be careful to keep the game process among supply chains.

Figure 10: Status panel

## 6 Finish

Facilitators and all players retrieve their own result data over the game.

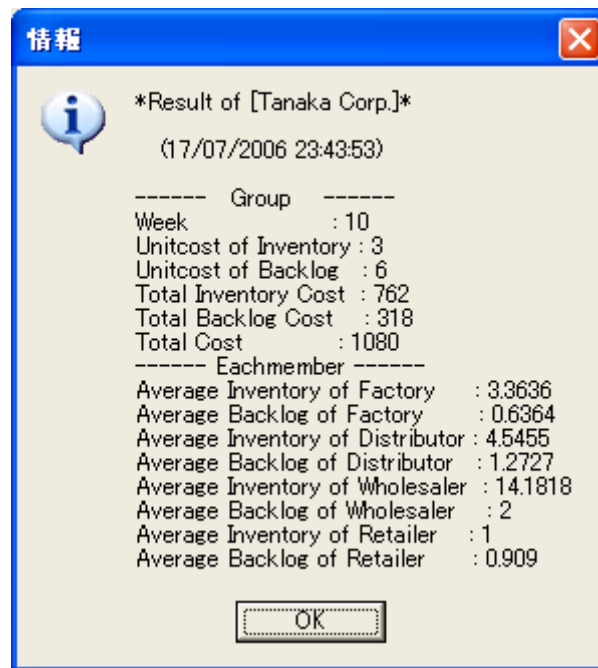


Figure 11: Total and Average data over the game.



In addition, each player can get their history in History panel. It is useful to check one’s thought.

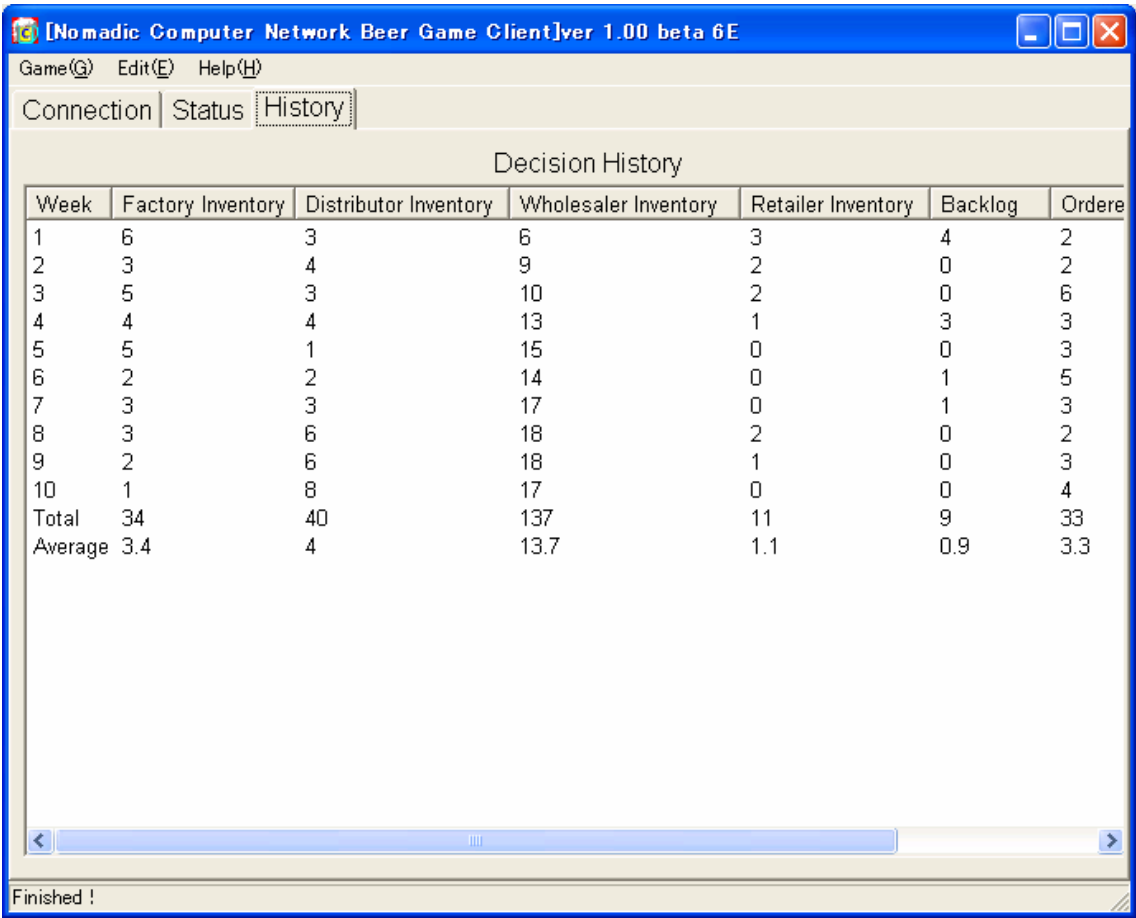


Figure 12: History panel

Enjoy!