RealGame Sustainable SCM

Business Simulation

REALGAME

About Us

RealGame is a Finnish edtech company providing unique, dynamic business simulation games for the experiential learning of business, supply chain management, and operations management.

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Our business simulations are real-time operated. What does it mean?

RealGame simulations operate in real-time, allowing participants to see the immediate outcomes of their actions in the game. Essentially, RealGame illustrates a modern ERP system that manages the end-to-end supply chain of a company.

Real-time processing generates realistic transaction specific business data for further analysis.

How does RealGame help students learn sustainable practices in SCM?

Active Learning in Teams

Students learn the practicalities of supply chain management and sustainability, and how to operate in authentic settings. From sourcing raw materials to distribution, students learn to navigate the challenges of sustainability in a realistic business setting.

Work Life Relevance

RealGame provides concrete skills for managing a supply chain and competencies for identifying sources of carbon emissions and an understanding of the required actions to eliminate them.

Performance Follow-up

Real-time reporting and RealGame Business Intelligence provide direct feedback on the impact of the decisions to company performance and sustainability KPIs. The teacher can provide guidance and feedback without delay. RealGame reports and KPIs facilitate analysis discussions.

Sustainable and Profitable Supply Chain Management

Students learn to consider both supply chain performance, organisational profitability, and carbon footprint generated in company operations and the supply chain. RealGame teaches how to identify carbon sources, select KPIs to monitor the development and to execute action plans.

Core theoretical concepts displayed in RealGame Sustainable SCM simulation

RealGame Sustainable SCM includes the supply chain functions that you can find in all RealGame simulation models - **procurement, inventory management, manufacturing, customer deliveries.** In addition, it contains a variety of essential aspects related to sustainable supply chain management.

- Carbon Intensity: emissions produced per unit and activity.
- Total carbon emissions across all company operations and the entire supply chain.

- Scope 1, 2, and 3 emissions: direct emissions from owned sources, indirect emissions from purchased electricity, and indirect emissions from the supply chain.
- Renewable Energy Usage.
- Supply Chain Emissions.
- Emission Reduction Targets.
- Carbon Pricing Impact.
- Balancing profitability and carbon emissions.
- Choosing Greener Logistics and Transportation.

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After completing RealGame Sustainable SCM students will

- Understand the range of actions and decisions in operations management and supply chain management,
- Observe supply chain performance and make informed decisions,
- Assess the impact of individual actions and decisions on specific targets and the operative entity,
- Understand the concept of lead time, and how it is reflected in company operations and the supply chain,
- Understand how lead times affect decision-making in consecutive process steps and between corrective actions and their outcomes

- Identify the sources of carbon emissions in business operations and company supply chain,
- Understand the impact of reduced carbon footprint to sales and market shares,
- Understand how minimising carbon emissions affects the lead-times in the supply chain,
- Balance supply chain performance, organisational profitability, and carbon footprint
- Master the relevant KPIs indicating how sustainability develops in each phase of the supply chain.

Ideal for sustainability courses on:

Supply Chain Management

Operations Management

Production Management

Procurement and Inventory Management

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Benefits for the teacher

- Opportunity to teach complex content efficiently,
- High student engagement and motivation,
- Shows the impact of actions in real time with dozens of KPIs,
- Scalability and flexibility: teach classes of variable sizes in hybrid environments, and adjust according to syllabus and learning objectives.

Why choose RealGame

RealGame is founded by educators for educators. Effectiveness of our business simulations is proven by 'peer-reviewed scientific research. RealGame provides:

- Comprehensive teacher training,
- Technical support,
- Teaching and learning materials and assignments,
- Unparallelled learning results and student satisfaction.

Technical requirements

To start teaching with RealGame, you only need

- A computer with Internet connection,
- Online meeting platform for remote teaching.

Would you like to learn how RealGame fits your course?

Book a FREE Demo at realgame.fi

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