

Using a Simulation Game Approach to Teach Enterprise Resource Planning Concepts

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ABSTRACT

This paper proposes an innovative “learning-by-doing” approach for teaching Enterprise Resource Planning (ERP) concepts. Based on turn-based simulation games, students are put in a situation in which they have to run their business with a real-life ERP (mySAP ERP). Using standard reports and the business intelligence module of the ERP, students must analyze these transactional data to make business decisions and ensure the profitability of their operations. The pedagogical objectives of this game are threefold: i) to develop a hands-on understanding of the concepts underlying enterprise systems, ii) to experience the benefits of enterprise integration firsthand, and iii) to develop technical skills at using ERP software. This approach was successfully tested with both undergraduate and graduate business administration students majoring in information technologies in an AACSB school.

Keywords: Enterprise Resource Planning, Business Simulation Game, SAP, Education