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Game-based Enhancement of Teaching Logistics and Supply Chain Management

Abstract

The paper focuses on the selection, application and evaluation of games suitable to enhance teaching and learning processes in two courses related to logistics and supply chain management (SCM) at the Faculty of Organizational Sciences, University of Belgrade. The selection procedure of logistics and SCM games which incorporates the database of these games and a multi-criteria analysis are designed and applied. Based on requirements to support practicing the distribution requirements planning (DRP) a new game has also been designed. The outcomes of post-game evaluation have shown that students like playing logistics and SCM games and that playing these games helps them learn something they have not previously known. The results of this study are useful for both academics and practitioners interested in training and education of logistics and supply chain (SC) professionals.

Key words: *games, games-based learning, logistics, supply chain management, education.*

Introduction

Educational institutions have a major responsibility to deliver appropriate courses in the right way to future logistics and SC professionals, and this will play an increasingly important role in modern business. One of the promising ways to improve efficiency of courses related to these fields is the introduction of games in combination with other teaching approaches. There are a number of logistics and