



RUB

RUHR-UNIVERSITÄT BOCHUM

MANAGEMENT GAME GENERAL MANAGEMENT

GENERAL INFORMATION

INTRODUCTION MANAGEMENT GAME-TEAM

- **Dr. Martin Seidler (Lecturer)**
- **Dr. Roland Düsing (Organisation & Moodle)**

COURSE DESCRIPTION

- **Content:** The management game models the structure and functions of industrial companies. Participants represent the boards of directors and have to make decisions in all management fields. The groups are in competition with each other and have to cope with challenging scenarios. The students are supposed to handle complex problems and to make group-decisions under uncertainty and time pressure. Thus they get to know interdependencies of different aspects of management while acting together in small groups and having fun in learning.
- **Module description:** The course is an optional compulsory module of the Bachelor's degree program. 5 ECTS can be achieved through successful active participation in the management game.
- **Participation requirements:** **It is necessary to work through the participant handbook before the start of the course.** Knowledge of cost accounting (Kostenrechnung), financial accounting (Jahresabschluss) and financing and investment (Finanzierung und Investition) is assumed. Knowledge of strategic management (Strategisches Management) can also be helpful.
- **Grade determination:** The grade determination in the management game results from the assessment of a project work, which consists in the management of a company. It is thus a matter of mastering a holistic task (and not several individual examinations).

GRADING OF THE MODULE

Requirements for the award of credit points: Credit points are awarded for active participation (free riders are excluded!) in and successful completion (no bankruptcy in period 1 or 2) of the project work.

Grading:

Base Grade

Successful market presence
(i.e. no bankruptcy at the end of the period)
0-1 period successful on the market: **5.0 (0 points)**

→ No improvement possible through
individual performance
(see Module Handbook)

2 periods successful on the market: **4.0 (1 point)**

3 periods successful on the market: **3.7 (2 points)**

4 periods successful on the market: **3.3 (3 points)**

5 periods successful on the market: **3.0 (4 points)**

6 periods successful on the market: **2.7 (5 points)**

Ranked in top 3 companies
(share price): **(1 point)**

+

Special Games

- Excellent estimate of staff utilization in period 2
- Successful Explanation of a management decision of period 2
- Contribution at the Investor Conference
- Excellent estimate of cash flow in period 5
- Excellent investment decision
- Successful explanation of the management decision of the last active period on the market

A successfully completed individual task results in **one point each**.

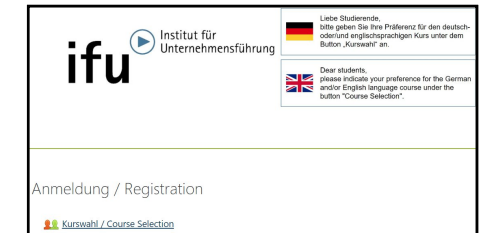
i **Deregistration from the module** and grading is possible only up 1 day after the announcement of the results of the 2nd period.

REGISTRATION FOR THE MANAGEMENT GAME

1

Application for module participation

- The registration for the Management Game takes place via **Moodle Course** „Anmeldung zum Unternehmensplanspiel / Registration Management Game (General Management-WiSe26/27)“
 - **Link to Moodle:** <https://moodle.ruhr-uni-bochum.de/course/view.php?id=72084>
 - Enter your preference for the German or English language course under "Course selection"
- If you do not have a Moodle account yet, please create one using the following link: <https://moodle.ruhr-uni-bochum.de/?lang=en>



2

Admission to participation

3

Registration via FlexNow



A registration in FlexNow is absolutely necessary. Please register for the module **"Management Game General Management"** (not for the module "Planspiel General Management"). When registering you can optionally assign the module to a specialization.

Students coming from foreign universities should register via FlexNow. If this is not possible or if there are any questions, please contact wiwi-pa-nebenfach@rub.de.



TIME TABLE FOR THE MANAGEMENT GAME I

Date	Topic
1.10.26 (9 a.m.) - 16.10.26 (4 p.m.)	Registration for the management game via Moodle
20.10.26	Information about admission via E-Mail
21.10.26 - 25.10.26 (4 p.m.)	Group arrangement by participants via Moodle
29.10.26 (9 a.m.) - 9.11.26 (4 p.m.)	Work on - Period 1 - Special game 1
until 9.11.26 (4 p.m.)	File upload via Moodle - Decision period 1 - Decision special game 1
11.11.26	Presentation of the results of period 1 via Zoom
11.11.26 (9 a.m.) - 16.11.26 (4 p.m.)	Work on - Period 2 - Special game 2
until 16.11.26 (4 p.m.)	File upload via Moodle - Decision period 2 - Decision special game 2
18.11.26	Presentation of the results of period 2 via Zoom

TIME TABLE FOR THE MANAGEMENT GAME II

Date	Topic
18.11.26 (9 a.m.) - 23.11.26 (4 p.m.)	Work on - Period 3 - Special game 3
until 23.11.26 (4 p.m.)	File upload via Moodle - Decision period 3 - Decision special game 3
18.11.26 (9 a.m.) - 25.11.26 (4 p.m.)	Explanation of a management decision of period 2 and file upload via Moodle
25.11.26	Presentation of the results of period 3 via Zoom
25.11.26 (9 a.m.) - 2.12.26 (4 p.m.)	Preparation of the Investors' meeting
until 2.12.26 (4 p.m.)	Upload Investors' conference presentation via Moodle
7.12.26	Investor conference in presence
4.12.26 (9 a.m.) - 8.12.26 (4 p.m.)	Submission of the individual investment decision (special game 4) via Moodle
9.12.26 (9 a.m.) - 14.12.26 (4 p.m.)	Work on period 4
until 14.12.26 (4 p.m.)	File upload of decision period 4 via Moodle
16.12.26	Presentation of the results of period 4 via Zoom

TIME TABLE FOR THE MANAGEMENT GAME III

Date	Topic
16.12.26 (9 a.m.) - 11.1.27 (4 p.m.)	Work on - Period 5 - Special game 5
until 11.1.27 (4 p.m.)	File upload via Moodle - Decision period 5 - Decision special game 5
13.1.27	Presentation of the results of period 5 via Zoom
13.1.27 (9 a.m.) - 18.1.27 (4 p.m.)	Work on period 6
until 18.1.27 (4 p.m.)	File upload of decision period 6 via Moodle
18.1.27 (9 a.m.) - 27.1.27 (4 p.m.)	Filling out the feedback form
until 27.1.27 (4 p.m.)	File upload of feedback form via Moodle
29.1.27	Participation in final presentation in presence
29.1.27 (9 a.m.) - 5.2.27 (4 p.m.)	Explanation of a management decision of the last active period on the market and file upload via Moodle

ORGANIZATIONAL ASPECTS

General Information

- Parallel simulation game blocks with up to 10 teams each
- Limited number of participants
- Drawing of the participants

During the management game

- Mastering the decision-making periods (self organization)
- Performance Analyses (reports for participants und presentations)
- Participation in special games
- Presentation at investor conference and participation in final conference (in presence)
- No further lecture
- Moodle with documents (such as manual) and information

Ensuring a fair valuation

- Signatures on decision sheets as confirmation of active participation
- If signatures are missing, free-rider behavior is assumed, which can lead to exclusion from the management game

TECHNICAL ASPECTS AND CONTACT

Technical Aspects

- Detailed explanation of technical aspects in Moodle
- Decision sheets, investor presentation, feedback form and the decisions on the special games must be submitted via Moodle
- Results presentations via Zoom as a video conferencing service
- Clarification of questions: data transfer by e-mail and, if required, also by Zoom or personal support on site (initiative and responsibility of the participants)

Contact options

- First information on the ifu homepage: <http://www.ifu.ruhr-uni-bochum.de/>
- All other important information available in Moodle
- Central email-address: planspiel-ifu@rub.de
 - All requests should only be sent to this address
 - Please use clear email header
 - Specify the group number in the subject line of enquiries, e. g. Enquiry Group 10