

# **ISOM4780** Integrated Planning and Execution Spring 2021

Department of Information Systems, Business Statistics & Operations Management

#### **COURSE**

This course will use an integrated simulation game as a major learning tool to illustrate how strategic and operational decisions should be made in a competitive business environment. Students will learn to integrate and align key decisions in different business functions to simultaneously achieve a set of defined performance objectives of a company by evaluating decision alternatives and tradeoffs as well as optimizing the resource utilization.

#### Spring 2021

Time: Monday, 3:00-5:50pm

(Please access via Canvas > Zoom Meeting during the class time for live

streaming and recording of class meeting videos)

INSTRUCTOR Prof. Ronald Lau (rlau@ust.hk)

Office: LSK-4081 Phone: 2358-8348

Office hours: By appointment

TEACHING Athena Chau (imachau@ust.hk)

**ASSISTANT** Office: LSK-4065 Phone: 2358-8746

**TEXTBOOK** No required textbook; learning materials will be posted on Canvas.

### GRADING POLICY

Final course grade will be determined by the following criteria and

point distribution.

Pre-game planning and analysis (group work)	
Group competition games and review/analysis*	
Group case presentation	
Final exam	
Total	100

<sup>\*</sup> Post game review/analysis (individual work) is required for every member of the team with the worst performance. Further points will be deducted if the review/analysis is deemed to be less satisfactory.

### LEARNING OBJECTIVES

By the end of the course, students should be able to:

- Relate the business strategy and execution for a company in a competitive market
- 2. Monitor and evaluate the business results with proper performance measurement models and metrics, such as AHP, DEA, and SCOR etc.
- 3. Identify the strategic decisions to achieve higher returns and market dominance
- 4. Explain a broad spectrum of business concepts and business functions
- 5. Demonstrate how to run a business profitably through a simulation game
- 6. Explore and identify the cause and effect relationship between the drivers and business performance

# ACADEMIC INTEGRITY

Students at HKUST are expected to observe the Academic Honor Code at all times (see <a href="http://www.ust.hk/vpaao/integrity/">http://www.ust.hk/vpaao/integrity/</a> for more information). Zero tolerance is shown to those who are caught cheating on any form of assessment and a zero mark will be given. In particular, any act of cheating on exam will automatically result in an F grade for this course.

# COURSE OUTLINE

Week 1 February 1	Competitive strategy ■ Integration of business strategy and functional strategies ■ Concepts of integrated planning and execution
	Benchmarking supply chain performance ■ Drivers for supply chain key performance indicators (KPI) ■ Supply chain operational reference (SCOR) model ■ Benchmarking supply chain performance
Week 2 February 8	Business performance measurement models  ■ Selection of performance criteria using analytic hierarchy process (AHP)  ■ Benchmarking performance using data envelopment analysis (DEA)
	Learning MBS – Level 1 Game ■ Basic modules and analytics ■ Practice game
Week 3 February 15	Public holiday
Week 4 February 22	Learning MBS – Level 2 Game ■ Planning and execution on core functions of sales, purchasing, and production ■ Practice game
Week 5 March 1	MBS – Level 3 Game ■ Return on investment of R&D and marketing ■ Managing multiple retail markets ■ Team breakout for round 1 ■ Discussion and analysis of results ■ Submit decisions for round 2
Week 6 March 8	<ul> <li>MBS – Level 3 Game</li> <li>■ Group presentation on planning and execution strategy (the two lowest ranked teams in round 2)</li> <li>■ Team breakout for round 3 and 4</li> <li>■ Discussion and analysis of results</li> <li>■ Submit decisions for round 5 and 6</li> </ul>

Week 7 March 15	<ul> <li>MBS – Level 3 Game</li> <li>■ Group presentation on planning and execution strategy (the two teams showing the most improvement in round 6)</li> <li>■ Team breakout for round 7 and 8</li> <li>■ Discussion and analysis of results</li> <li>■ Submit decisions for round 9 and 10</li> </ul>
Week 8 March 22	<ul> <li>MBS – Level 3 Game</li> <li>■ Group presentation on planning and execution strategy (the two highest ranked teams in round 10)</li> <li>■ Team breakout for round 11 and 12</li> <li>■ Discussion and analysis of results</li> </ul>
Week 9 March 29	MBS – Level 4 Game ■ Additional information on financial leverage ■ Team breakout for round 1 ■ Discussion and analysis of results ■ Submit decisions for round 2
Week 10 April 12	MBS – Level 4 Game ■ Group presentation on planning and execution strategy (the two lowest ranked teams in round 2) ■ Team breakout for round 3 and 4 ■ Discussion and analysis of results ■ Submit decisions for round 5 and 6
Week 11 April 19	<ul> <li>MBS – Level 4 Game</li> <li>■ Group presentation on planning and execution strategy (the two teams showing the most improvement in round 6)</li> <li>■ Team breakout for round 7 and 8</li> <li>■ Discussion and analysis of results</li> <li>■ Submit decisions for round 9 and 10</li> </ul>
Week 12 April 26	MBS – Level 4 Game ■ Group presentation on planning and execution strategy (the two highest ranked teams in round 10) ■ Team breakout for round 11 and 12 ■ Discussion and analysis of results
Week 13 May 3	Reflections on the planning and execution strategy  Case Presentation Cathay Pacific: Implementing a turnaround plan Huawei: Formulating a new global competitive strategy Wal-Mart: Digital transformation strategy Li & Fung: How to make a trading business relevant? SF Express: An operational model to support rapid growth of business You choice of company, subject to instructor's approval