

Supply Chain Leadership Seminar – 3 Day Agenda

Read Nova “A” Case before class

Day One

- Introduction to the program
- Foundations of Supply Chain Analysis: some old ideas that won't work, some new ones that will.
- Introduction to the Nova Corporation
- Lunch
- Demonstration of first Nova game play
- First Nova game play
- Evening assignment: discussion questions

Day Two

- First Game Play debriefing & discussion of assignment
- Using an enriched information environment - game play
- Roles of inventories in Supply Chain Systems: origins, purposes, and quantities
- Operational consequences of Uncertainty in demand and capacity: experiments
- Lunch
- Incorporating Uncertainty in a decision model
- Read NOVA “D” and “F” Cases
- Discussion of D, F Cases
- The value of Collaboration - an I for an I
- Analyzing Customer Order Patterns (“F” Case Assignment 1)
- Evening Assignment: read “Guidelines for Collaborative Supply Chain Design and Operation”

Day Three

- Discussion of Customer Order Pattern Observations
- Categorizing Customers and Products
- Categorizing Customers and Products (Nova “F” Case Assignment 2)

- Discussion of Categorization
- Controlling Production in Multi-Product Environments: The “No B/C” Strategy & Supply Chain Game
- Nova's new Collaborative Supply Chain environment
- Lunch
- Designing a Decision Model for Nova's Supply Chain
- (Nova “F” Case Assignments 3 & 4)
- Discussion of proposed Decision Models
- Program summary: takeaways, and how can they be applied

