# ENGINUITY



## **The Challenge**

**Copyright Virtual Management Simulations** 





**ENGINUITY** is a unique and inspirational learning experience, giving participants, grouped into teams, the opportunity to compete against each other to see

## WHO CAN RUN THE MOST SUCCESSFUL GLOBAL CONSTRUCTION BUSINESS



Each competing team is thrust into the same simulated 'virtual world', and are given the challenge of running their own Global Construction Business for a number of simulated years, where success is measured by key performance indicators published on a league table.

It will not be easy, with stiff competition for work, a dynamic jobs market, and external world events that can impact upon the business just like the real world.

Developing a successful business strategy is essential, as is being able to work effectively as a team, make key decisions, and solve problems as they arise.

#### ULTIMATELY THEIR CAN ONLY BE ONE WINNER, BUT EVERYONE ALSO WINS IF THEY CAN GROW A SUCCESSFUL BUSINESS.



### Successful Team Work





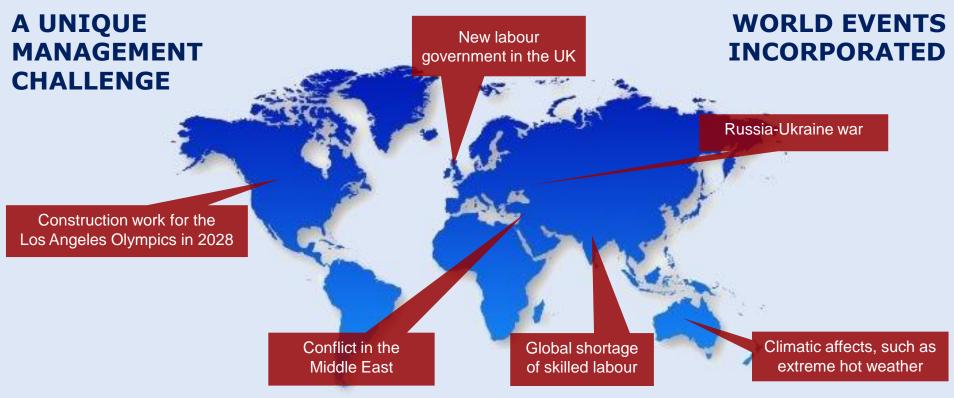
To run a successful business in these uncertain and challenging times, it is more important than ever that team members, often working from remote locations, have the communication and collaborative skills to form an effective team able to make key business decisions.

The **ENGINUITY Competition** develops and enhances these key people skills in a unique business management challenge that pits participating teams against their colleagues and peers from across the globe.



## The Global Economy





Using a sophisticated computer simulation, competing teams are given the task of managing a fledgling UK-based **GLOBAL CONSTRUCTION BUSINESS** from 2025 onwards.

Operating in a dynamic global economy based upon the 'real world', there are **WORLD EVENTS**, economic, political and environmental, that can impact upon the business, and the **ENGINUITY NEWS NETWORK (ENN)** provides the latest world news headlines.

There are jobs, clients, rival competitors, risks and people worldwide, and the **success or failure of the business** depends entirely on the decisions each team makes in a number of key business areas.



### World News



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**Information is critical** for re-evaluating business strategy, and world news, based upon current and future world events, is available from **ENN**, the **ENGINUITY NEWS NETWORK**.

#### 🞁 Enginuity News Network

## ENN WORLDNEWS 2025 (Q1) Jan - Mar

#### PAGE 1



#### ENVIRONMENTAL

Weather forecasters are predicting extremely hot weather in India in the coming summer, with subsequent delays to construction work.



#### POLITICAL

The 51st G7 Summit will be held in June 2025 in Kananaskis, Alberta, Canada.

The members of the G7 are Canada, France, Germany, Italy, Japan, the United Kingdom, and the United States.

The leaders of the G7 countries are expected to discuss a number of challenges to peace and prosperity facing the global order, such as the conflict in the Middle East, the Russian invasion of Ukraine and climate change.



#### ECONOMIC

The World Bank have released a report indicating the threat of climate change on global supply chains.

Severe droughts and heatwaves could severely impact production, leading to food shortages, straining global supply chains and driving up household costs. Food shortages in some parts of the world could lead to mass migration, or even war, triggering severe political impacts in those countries that could ripple through to others.



#### CONSTRUCTION

A report on the use of technology in the construction industry has indicated that the building site of the future is going to look very different to the one we are all used to today. Instead of men in high-visibility jackets and hard hats, there are going to be drones buzzing overhead, robotic bulldozers and 3D printers churning out new structures.

That at least is the hope of those making technological solutions. But first they have to convince the traditionally risk-averse construction industry that such change is necessary.



### **Decision Making**



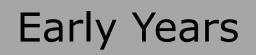
Decisions are made for a **period**, representing 3 months, or a quarter, in the real world.



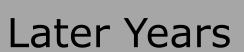




The new management team will be making their first decisions for period 5 (2025 Quarter 1), and then for subsequent periods (6,7 etc) involving **further timeframes**.



The **competition for jobs comes from a number of simulated companies**. Each one has their own unique profile and bidding history, and a careful assessment of the opposition is required to formulate an effective procurement strategy.



During the later years the **teams compete against each other for work**. This creates an even more uncertain and pressurized environment in which the skills and team dynamics formed in the early years are really put to the test.



## Making Decisions (Core)









#### **IDENTIFYING NEW WORK**

The company will not grow without new work.

The Marketing Department identify new jobs that the company can bid for in different :-

- Locations (UK/Overseas)
- Sectors
  - Industrial
  - Building & Commercial
  - Transport
  - Energy
  - Water & Sewage

#### WINNING NEW WORK

The Procurement Team bid for jobs identified by the Marketing Department, which involves :-

- Assessing the bidding strategies of rival competitors
- Identifying risks and costs, and setting margins to bid competitively

#### **PROGRESSING JOBS**

Jobs secured need to be successfully completed by the Construction Team.

This involves :-

- Allocating appropriate resources to progress jobs, such as project managers and labour
- Effective risk management
- Overcoming problems that occur during the construction, such as job delays





### SHAREHOLDERS

The company is owned by shareholders who expect a return on their investment in the form of a dividend.



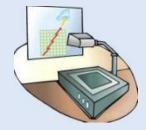
### DIVERSIFYING

To reduce costs in the core business (build and risk costs), the management can invest in other companies.



#### INFRASTRUCTURE

To achieve enhanced growth the company's infrastructure (capital base), in the form of fixed assets such as plant, can be expanded.



#### **OVERHEADS**

Staffing the support services sufficiently will enable to company's strategy for identifying and progressing work to be carried out.

The support services departments are Marketing, Head Office, QHSE and Measurement



## Assessing Performance



#### The performance of each team each round is measured by **10 Key Performance Indicators.**

| End of period | Status      | Year/qtr  | Turnover | Gross profit<br>to Turnover | Operating<br>Profit to<br>Turnover | Company<br>Value | Capital<br>Employed | Contract<br>Completion | Forward<br>Workload |     | Share Price | Client<br>Satisfaction | Total |
|---------------|-------------|-----------|----------|-----------------------------|------------------------------------|------------------|---------------------|------------------------|---------------------|-----|-------------|------------------------|-------|
| 4             | History     | 2023 (Q4) | 40       | 170                         | 120                                | 170              | 130                 | 80                     | 70                  | 100 | 70          | 50                     | 1,000 |
| 5             | Early Years | 2024 (Q1) | 47       | 184                         | 141                                | 178              | 155                 | 105                    | 159                 | 218 | 85          | 82                     | 1,354 |
| 6             | Early Years | 2024 (Q2) | 54       | 161                         | 119                                | 179              | 172                 | 126                    | 159                 | 224 | 65          | 113                    | 1,372 |
| 7             | Early Years | 2024 (Q3) | 62       | 201                         | 167                                | 202              | 182                 | 126                    | 142                 | 197 | 76          | 135                    | 1,490 |
| 8             | Early Years | 2024 (Q4) | 74       | 237                         | 216                                | 239              | 191                 | 174                    | 136                 | 179 | 80          | 172                    | 1,698 |

During a competition, each team's performance relative to each other is displayed on a **league table** published at the end of each round, which only shows the overall KPI score of each team.



#### Enginuity 2024 Competition

#### TEAM LEAGUE TABLE

At the end of period 8 (Early Years)

|          |                         |                           |                         |           | PE RI OD MOVE ME NT |      |        |  |
|----------|-------------------------|---------------------------|-------------------------|-----------|---------------------|------|--------|--|
| Position | Name                    | Sponsor                   | Location                | Total KPI | Improvement         | From | Change |  |
| 1        | Whatever It Takes       | Stantec                   | Italy                   | 1,698     | 14 %                | 5    | 4      |  |
| 2        | Antipodean Pavlovs      | Jacobs                    | Australia / New Zealand | 1,689     | 17 %                | 18   | 16     |  |
| 3        | Stan Movers             | Stantec                   | United States           | 1,689     | 10 %                | 1    | -2     |  |
| 4        | The MARTians            | WSP                       | UK                      | 1,659     | 11 %                | 4    | 0      |  |
| 5        | Enginuity State of Mind | Jacobs                    | United States           | 1,658     | 12 %                | 7    | 2      |  |
| 6        | Constructive Chaos      | Arcadis Australia Pacific | Australia               | 1,645     | 11 %                | 9    | 3      |  |
| 7        | Powerhouse              | Jacobs                    | UK / Ireland            | 1,636     | 11 %                | 12   | 5      |  |
| 8        | BOMBAY ALLIIIBAY SQUAD  | Jacobs                    | India                   | 1,630     | 10 %                | 10   | 2      |  |
| 9        | SiX GoLdZZ              | University of Manchester  | UK                      | 1,626     | 22 %                | 59   | 50     |  |
| 10       | The Mighty Turtles      | Parsons                   | United States           | 1,620     | 7%                  | 3    | -7     |  |
|          | Fanatics                | AtkinsRealis, India       | India                   | 1,617     | 6 %                 | 2    | -9     |  |
| 12       | Astra Engineering       | Jacobs                    | UK                      | 1,600     | 8 %                 | 11   | -1     |  |
| 13       | Stantrix                | Stantec                   | India                   | 1,599     | 20 %                | 61   | 48     |  |
| 14       | The Mavericks           | Stantec                   | United States, Canada   | 1,596     | 13 %                | 31   | 17     |  |
| 15       | Stantogether            | Stantec                   | Australia               | 1,589     | 11 %                | 20   | 5      |  |
| 16       | Infrac o Invasion       | Infrac o Consulting       | UK                      | 1,581     | 11 %                | 21   | 5      |  |
| 17       | Boiled beans            | Jacobs                    | India                   | 1,580     | 8 %                 | 13   | -4     |  |
| 18       | Lightbulb Moment        | Jacobs                    | UK /India               | 1,574     | 18 %                | 64   | 46     |  |
| 19       | StanWreckers            | Stantec                   | UK                      | 1,557     | 10 %                | 25   | 6      |  |
| 20       | Stantec Stallions       | Stantec                   | UK                      | 1,556     | 25 %                | 98   | 78     |  |



### Success Or Failure



The fate of the company, lies in the hands of the new management team.

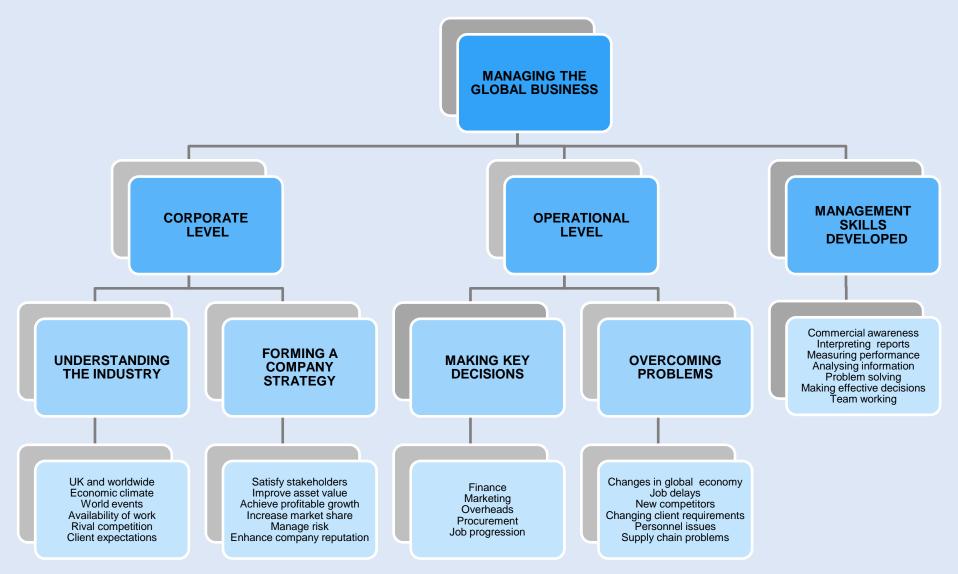




### **Key Features**



**ENGINUITY** exposes participants to the key aspects of managing a global construction business.





### **Getting Started**



### ENGINUITY 2025



Participants' Module

### **ENGINUITY 2025**

#### SOFTWARE

The **Participants' Module** is the software used by participants to take part in a competition, and enables :-

- Decisions to be made for each period
- Company performance to be measured and assessed
- The global economic environment to be analysed

### **HELP TOOLS**

A set of help tools are available to learn how to play Enginuity :-

- A detailed slideshow tutorial
- An on-line learning zone

Tutorial

Practice

Makes

Perfect

### LEARNING HOW TO PLAY

the best way to learn about Enginuity is to have a go, and there is the opportunity to practice making decisions and analysing the results, known as **trialling**, prior to the start of a competition.