ENGINUITY

RUNNING A COMPETITION ON AN UNDER/POST GRADUATE MODULE

©Virtual Management Simulations (VMS)

DURING WEEK 1: At the Start of the Module

The course tutor introduces Enginuity to the students using a powerpoint slideshow prepared by Virtual Management Simulations, and adjusted as the tutor sees fit.

STEP 2: Team Registration

DURING WEEK 1: After the Introduction

Teams need to be formed of between 3 and 6 team members.

The teams can either be formed by the course tutor, or self-formed by the students.

To register for the Competition each team selects a team leader, who then emails the Competition Controller the team's details :-

- Team name
- List of team members
- Email addresses for each team member

Once registered the Competition Controller emails all team members :-

- Instructions for installing the Enginuity software, and getting up and running
- The team's company database to use for the Competition

Each team's company database is of the form **ccc_t?p#.dat** where :-

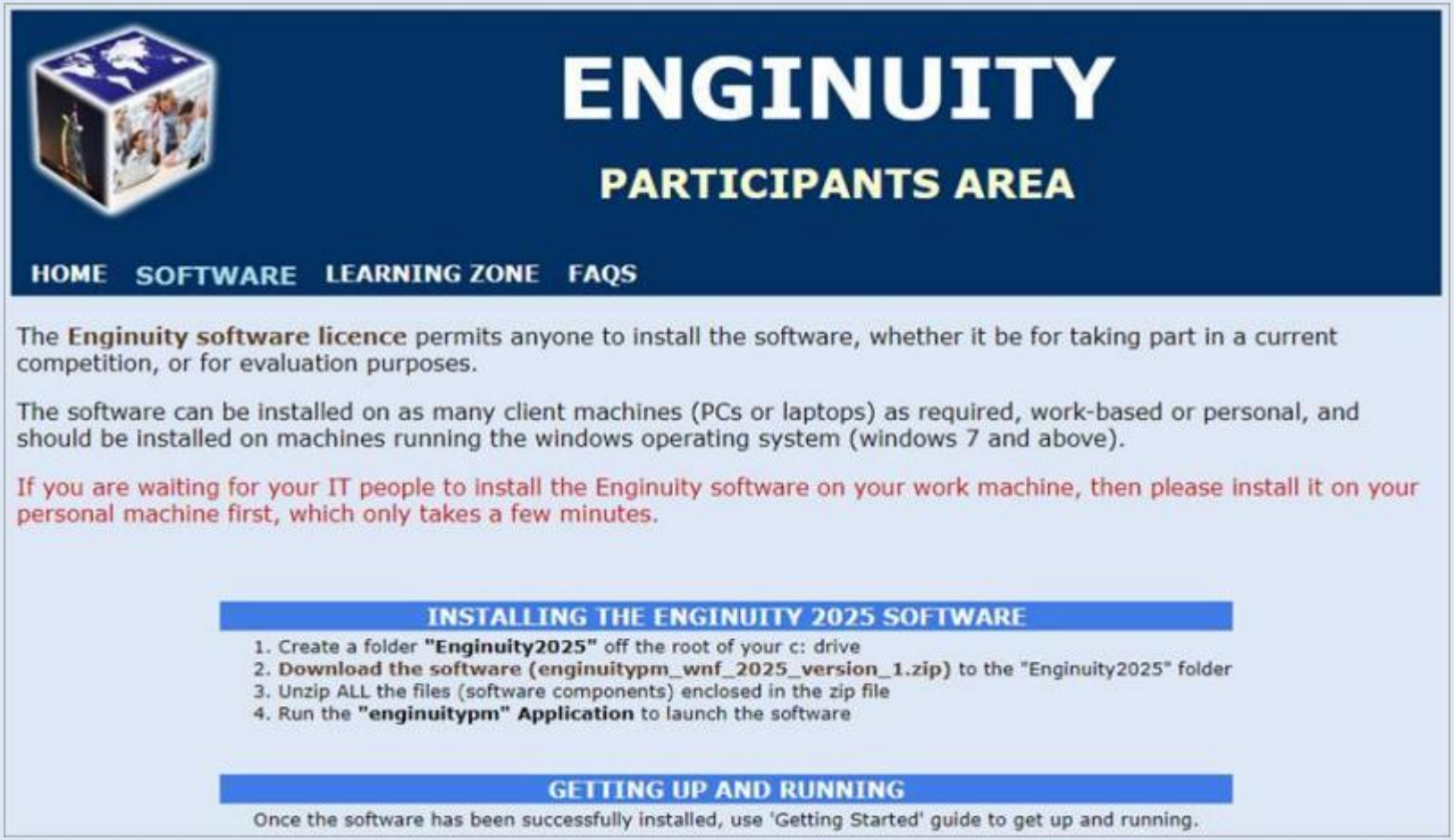
- **'ccc'** is a Competition Id
- **'?'** is a team's unique number
- **'#'** is the current period number (initially 5)

STEP 3: Installing The Software

DURING WEEK 1: After Team Registration

The software can be downloaded from the Participants Area of the Enginuity website at www.enginuitycomp.co.uk, and can be installed in just a few minutes.

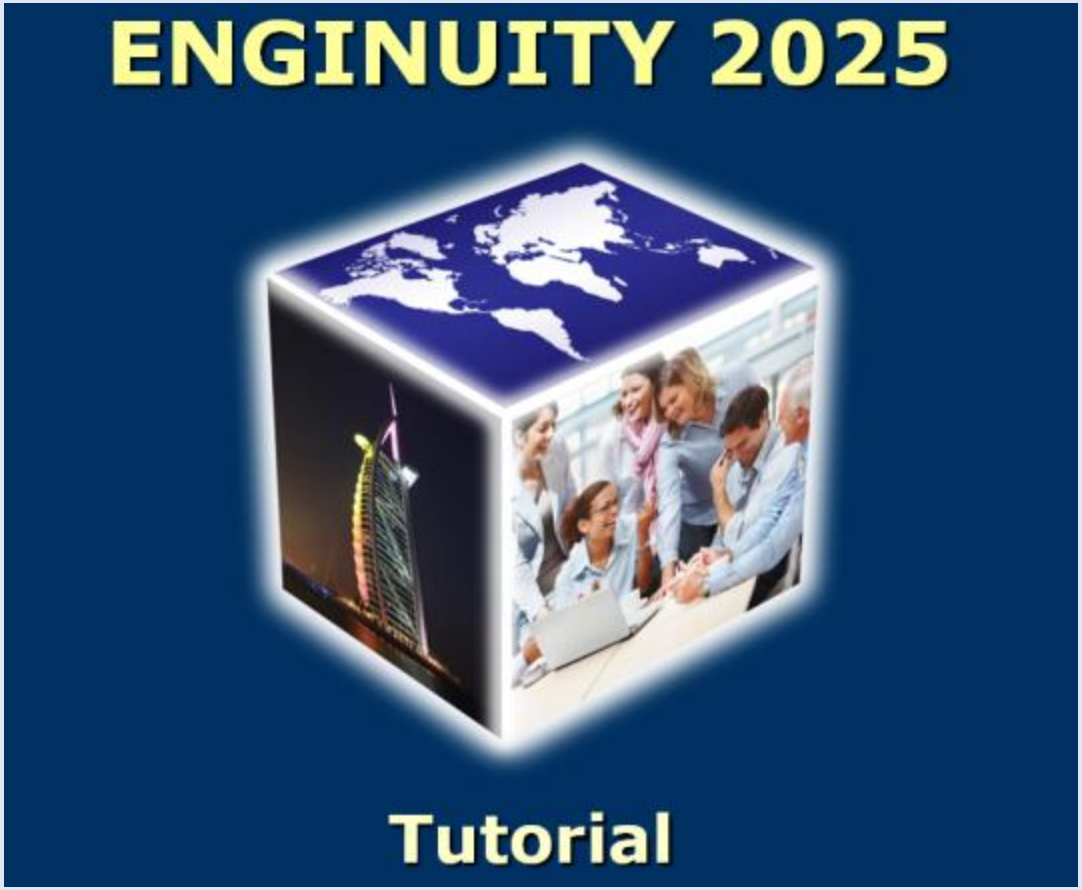
Each team member should install the software.



DURING WEEKS 2-4

The software comes with a detailed powerpoint tutorial that helps the students get up and running with Enginuity, guiding them through :-

- Making effective decisions
- Measuring company performance

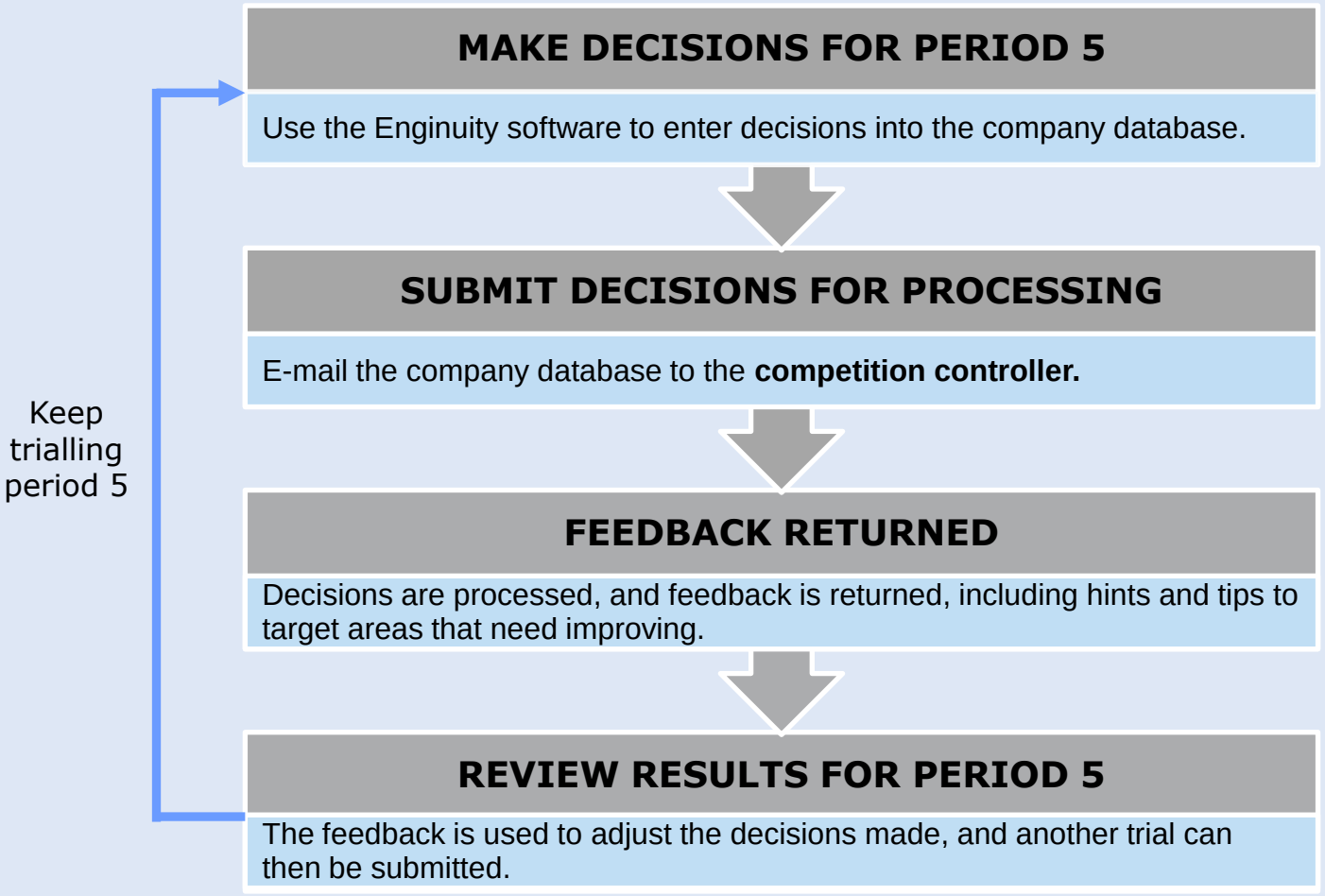


STEP 4: Practising Making Decisions (Trialling)

DURING WEEKS 2-4

Having read the tutorial, and made some decisions in the company database, the students will want to known how good the decisions are. **This is known as TRIALLING**.

Trialling involves playing period 5 (the first round) over and over, and the iterative approach enables them to learn quickly, and only a few trials should be needed to get up to speed.



STEP 4: Monitoring Trialling Process

DURING WEEKS 2-4

Team members should start by trialling individually, to gain a good understanding of all areas of the decision making. Group trials can then be submitted towards the end of trialling.

During trialling the course tutor is sent a trial log at regular intervals to show the progress of the students.

21 Fish Touching

13/08/2024	10:00:29	Individual	wenlongy1@student.unimelb.edu.a	Not a bad attempt	1,076
15/08/2024	09:48:00	Individual	yiyingw7@student.unimelb.edu.au	Some room for improvement	-71
19/08/2024	10:24:57	Individual	wenlongy1@student.unimelb.edu.a	A good attempt	1,134
21/08/2024	11:12:11	Individual	yiyingw7@student.unimelb.edu.au	A good attempt	1,110
27/08/2024	09:33:42	Individual	laj12@student.unimelb.edu.au	Not a bad attempt	969
28/08/2024	11:00:33	Individual	laj12@student.unimelb.edu.au	A good attempt	1,120
03/09/2024	16:03:13	Individual	zifyuan@student.unimelb.edu.au	A good attempt	1,112
04/09/2024	09:23:56	Individual	laj12@student.unimelb.edu.au	An excellent attempt	1,344
04/09/2024	09:55:59	Individual	yiyingw7@student.unimelb.edu.au	An excellent attempt	1,257
04/09/2024	09:58:03	Individual	laj12@student.unimelb.edu.au	An excellent attempt	1,374
04/09/2024	10:02:35	Individual	wenlongy1@student.unimelb.edu.a	A good attempt	1,171
04/09/2024	11:08:52	Individual	axxul@student.unimelb.edu.au	An excellent attempt	1,342

22 Sunny Side Up

13/08/2024	09:39:08	Individual	cordonj@student.unimelb.edu.au	Some room for improvement	250
13/08/2024	11:07:10	Individual	szhang3226@student.unimelb.edu.a	Some room for improvement	276
14/08/2024	18:44:08	Group	All team contacts	Not a bad attempt	972
19/08/2024	09:51:59	Group	All team contacts	An excellent attempt	1,288
26/08/2024	09:50:42	Group	All team contacts	An excellent attempt	1,255
28/08/2024	17:14:47	Group	All team contacts	An excellent attempt	1,317
31/08/2024	17:57:31	Group	All team contacts	An excellent attempt	1,317

23 Eco-Sense

14/08/2024	18:16:35	Individual	sramadhian@student.unimelb.edu.a	Some room for improvement	717
14/08/2024	18:21:39	Individual	weikel@student.unimelb.edu.au	Some room for improvement	592
15/08/2024	10:11:36	Individual	smbrouwer@student.unimelb.edu.a	Some room for improvement	461
16/08/2024	09:35:35	Individual	weizhaol2@student.unimelb.edu.au	Some room for improvement	-419
19/08/2024	10:09:34	Individual	cjanuardi@student.unimelb.edu.au	Some room for improvement	293
19/08/2024	14:05:34	Individual	sramadhian@student.unimelb.edu.a	Not a bad attempt	902
20/08/2024	09:33:27	Individual	weizhaol2@student.unimelb.edu.au	Some room for improvement	-311
21/08/2024	10:31:25	Individual	sramadhian@student.unimelb.edu.a	Not a bad attempt	984
21/08/2024	10:42:40	Individual	weizhaol2@student.unimelb.edu.au	Some room for improvement	597
21/08/2024	15:41:20	Individual	sramadhian@student.unimelb.edu.a	An excellent attempt	1,253
27/08/2024	09:55:14	Individual	smbrouwer@student.unimelb.edu.a	Some room for improvement	536
28/08/2024	10:29:06	Individual	smbrouwer@student.unimelb.edu.a	Not a bad attempt	1,040
28/08/2024	10:54:14	Individual	sramadhian@student.unimelb.edu.a	Not a bad attempt	1,055
02/09/2024	10:02:35	Individual	sramadhian@student.unimelb.edu.a	An excellent attempt	1,280

DURING WEEKS 5-10

- The Competition is played over 6 weekly rounds
- A team's first submission in the Competition is their best set of trial decisions, based upon their overall KPI score
- A team can only make one group submission each round i.e., no more trialling

An example schedule is shown below.

Date	Event
Preparation	
Thursday February 13	Enginuity introduction Teams registered for the competition
Prior to first submission	Trialling using company data for period 5
The Competition	
Friday March 7	**Submission for period 5 (by 5pm)**
Friday March 14	**Submission for period 6 (by 5pm)**
Friday March 21	**Submission for period 7 (by 5pm)**
Friday March 28	**Submission for period 8 (by 5pm)**
Friday April 4	**Submission for period 9 (by 5pm)**
Friday April 11	**Submission for period 10 (by 5pm)**

STEP 5: Feedback During The Competition

DURING WEEKS 5-10

During the Competition a league table is published at the end of each round showing the overall KPI score of each team, and their ranking.

University of Manchester Competition 2025

TEAM LEAGUE TABLE

At the end of period 7 (Early Years)

Position	Name	Sponsor	Location	Total KPI	Improvement	PERIOD MOVEMENT From	Change
1	YMCA	University of Manchester	Manchester	1,553	11 %	8	7
2	Bi8bo	University of Manchester	Manchester	1,521	10 %	9	7
3	High Five	University of Manchester	Manchester	1,509	2 %	1	-2
4	No Eye Deer	University of Manchester	Manchester	1,503	7 %	6	2
5	S.H.E	University of Manchester	Manchester	1,501	12 %	11	6
6	Barbies	University of Manchester	Manchester	1,494	5 %	2	-4
7	SHEngineers	University of Manchester	Manchester	1,447	3 %	4	-3
8	Infinity Four	University of Manchester	Manchester	1,415	1 %	7	-1
9	Bosses	University of Manchester	Manchester	1,394	6 %	14	5
10	Holy moly	University of Manchester	Manchester	1,390	1 %	10	0
11	The Bid Squad	University of Manchester	Manchester	1,383	4 %	13	2
12	Quizkiller	University of Manchester	Manchester	1,374	-2 %	3	-9
13	BOD	University of Manchester	Manchester	1,344	1 %	12	-1
14	YOLO	University of Manchester	Manchester	1,335	-5 %	5	-9

DURING WEEK 11

There are normally 3 ways the students' performance is assessed.

GROUP Performance in the Competition (ALWAYS)

Marks are awarded for :-

- A team's overall ranking in the Competition
- A team achieving at least a benchmark KPI score demonstrating a good overall performance, which every team should be able to achieve

INDIVIDUAL Report (OFTEN)

Each team member writes a report about one specific area of the decision making during the Competition.

GROUP Presentation (SOMETIMES)

Each teams makes a 10-15 minute group presentation about their company performance, strengths and weaknesses etc.

Post Competition Feedback

DURING WEEK 11

VMS provide the following Post Competition feedback.

FINAL League Table

A detailed league table showing the ranking and KPIs of all the teams.

Graphical Analysis of Performance

A set of graphs comparing the performance of all the teams in the key business areas.

On Site Feedback Session

Where appropriate VMS can deliver a 1-2 hour feedback on site feedback session (for UK universities only).