Overview
As firms seek to improve their global competitive positioning, they must consider a variety of factors in determining their supply chain strategies. These factors include proximity to relatively cheap inputs, benefit of locating near major markets, building of strategic alliances to acquire technological and competitive knowledge, etc. We will learn to make strategic and operational decisions to design and manage a global supply chain: where to locate facilities, where to source from, how to coordinate worldwide operations to enhance performance, how to manage risk, how to embrace sustainability challenges, and how to account for relevant legal and tax issues.

Course prerequisites
Core Operations Management class.

Course materials
1. Coursepack with cases available at this [LINK](Links to an external site.)Links to an external site. (Timbuk2 case is posted on Canvas under Files), coursepack includes the access to the online game that everyone will need access to;
2. Class slides (posted on Canvas);
3. Additional readings/articles to be posted occasionally on Canvas, I will send you a notification in such cases.

Case assignments
For all case assignments, follow the instructions and questions posted on Canvas. For most cases, there will be several discussion questions and some quantitative analysis questions. There is no need to write an additional executive summary, conclusion etc. for your cases in this class. For some assignments, you will be asked to upload your files with calculations to Canvas in addition to the pdf files with the answers to the questions, please follow the upload instructions carefully for each case, and let me know if you have any questions.

All case assignments are to be done in teams of 3-4 students. Due dates for all assignments are as specified in the course assignments table on Canvas. Late case assignments will not be accepted, as cases will be discussed in class on the submission day.

Global Supply Chain Management Game
You will play an online global supply chain simulation game on November 21 – the game can be played from anywhere. You will be able to access the game and all required information
through the HBSP site. The fee for the game ($15) is included in the cost of your HBSP coursepack.

Each student should play the game individually. Then, you should prepare a **group report** regarding your experience. Specifically, address the following questions:

1. How did you select what product options to include?
2. What forecasting method did you choose?
3. How did you choose suppliers?
4. Did you issue a production change order? Why or why not?
5. Did you invest in marketing research? Why or why not?

The report is due on November 27th by midnight. We will debrief the game in class on November 28th.

**Course project (Supply Chain of the Day)**

In teams of 3-4, prepare an analysis of a supply chain of your choice (please see me if you need help selecting a supply chain). Your analysis should include, but is not limited to:

- Map of the supply chain (including major players and locations);
- Analysis of location choices;
- 3 (at least) challenges faced by the supply chain;
- Proposed solutions, suggestions for improvement;
- Suggest 3 most important KPIs for assessing the challenges/solutions you proposed.

Each team will be paired with a "challenger team". Each team needs to send an executive summary of the project (3 pages with unlimited appendices) to the assigned challenger team on November 28th (cc me when you send the executive summary to the challenger team). The challenger team will receive a copy of the executive summary and will prepare three challenging questions (imagine you are writing a case study and would like to create interesting questions for the case). Send the questions back to the original team on November 30th. The original team should then prepare answers to the questions, update the executive summary with questions/responses, and prepare a 20-minute in-class presentation to be delivered during last class (December 5). The challenger team will comment on and assess the responses to the questions.

The project grade for each team will be based on the quality of the executive summary, presentation, responding to the questions of the challenger team, and challenging another team.

**Summary of the project timeline:**

November 28 (7 am) – email executive summary to the challenger team (cc me);
November 30 (by midnight) – email questions to the team you are challenging (cc me);

December 5 (by 5 pm) – submit the updated executive summary and presentation slides on Canvas, present in class.

Course grading

<table>
<thead>
<tr>
<th>Activity</th>
<th>Grade weight</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Participation</td>
<td>10%</td>
<td>Individual</td>
</tr>
<tr>
<td>Homework (2 @ 10% each)</td>
<td>20%</td>
<td>Individual</td>
</tr>
<tr>
<td>Online Quizzes (2 at 10% each)</td>
<td>20%</td>
<td>Individual</td>
</tr>
<tr>
<td>Global Supply Chain Management Game</td>
<td>10%</td>
<td>Team</td>
</tr>
<tr>
<td>Case Submissions</td>
<td>15%</td>
<td>Team</td>
</tr>
<tr>
<td>Final Project</td>
<td>25%</td>
<td>Team</td>
</tr>
</tbody>
</table>

Teamwork
Most assignments are performed in teams in this class; I expect every team member to contribute to the final product in a fair way (this applies to case assignments and course project).

At the end of the course, I will ask every student to confidentially evaluate other team members’ contribution to the team projects. These evaluations will be considered in grading of all team-based work.

Academic integrity
Please treat the program, your classmates, your instructors, and yourself with respect at all times; this includes following the Foster MBA Honor Code: https://foster.uw.edu/wp-content/uploads/2018/08/Honor-Code-2018.pdf

When working in teams, collaboration within the group is expected and encouraged, however, each team should work independently and submit their own work (not borrowing from other teams or from other, potentially online, resources).

Course policies
This course relies on active student participation. If a student comes to class late, unprepared, and/or is distracted by the use of electronic devices, the student cannot effectively participate in class discussions and the participation grade will reflect that.

Homework submissions and quizzes have firm deadlines. If you submit the homework late, your grade will reflect a 10% penalty for each day. E.g. if homework is due at midnight on Sep 1, any homework submitted after this deadline and before midnight on Sep 2 will be graded out of
90%, any homework submitted even later and before midnight on Sep 3 will be graded out of 80%, etc. To be fair to students who prepare on time and who plan their time according to this policy, I cannot make exceptions to this policy.

Late case assignments and game report will not be accepted, as these assignments will be discussed in class shortly after.