

International Logistics Management Game

Internet Version 3.1



The Internet Version of the International Logistics Management Game (Version 3.1) simulates a number of companies (called “corporations”) competing with different products in different markets. These corporations establish corporate units (which may have different functions) in one or more regions. Some units may be production plants, others may be units specialised in selling products. Products may be transported between the regions in different transportation modes. Each corporation is represented by a team of players having access to the Game via an internet terminal. The main program system of the Game is located on a server possibly at a very far distance from the corporations. From this server the Game Management operates the Game.



Iimg.exe.



GameControlCentre.exe

Each corporation installs and runs a program IIMG.exe which communicates in a variety of ways with the Game Management program called GameControlCentre.exe. There are also several means of communication between corporations and between corporations and the Game Management, such as an online newsletter (*The IIMG Gazette*).

The Game Management sets an environment for the Game by deciding on a number of basic issues, such as the number of regions available and their names and several other characteristics concerning available products, regional characteristics, business cycle developments, etc. It also decides on the initial characteristics of an individual corporation joining the Game. This scenario development is flexible and versatile.

Once started, the corporations take decisions of different kinds concerning investments, production, marketing, transportation, and several other issues. The joint consequences of these decisions are determined by processing this information in GameControlCentre.exe, which runs continuously during the Game. The results of the decisions of corporations are displayed in a number of different realistic reports, such as balance sheets, sales reports, material flow reports, etc.

The Game is supplemented by a Demo illustrating its basic features, a virtual player (IIMGDummy) providing a competing benchmark behaviour, and manuals and help files.

The GameControlCentre.exe not only acts as an information processor for determining the Game outcome, it also is a switchboard for sending and receiving messages and other kinds of communication. Essentially all information processing takes place in GameControlCentre.exe, and very limited processing operations are present in IIMG.exe. Also in the close environment of GameControlCentre.exe, the historical information of what has happened during the run of the Game is stored in a variety of files and very limited storage is needed on the computers where IIMG.exe is installed. IIMG runs in continuous time and uses TCP/IP.

The International Logistics Management Game is designed by Professor Robert W. Grubbström, Linköping Institute of Technology. Students and staff from different universities have been involved in aiding in its development, such as from the University of Brescia, the Corvinus University, Budapest, the Cardiff Business School, the Technical University of Cartagena, the Technical University of Darmstadt, Europa-Universität-Viadrina, Frankfurt (Oder), the University of Ljubljana, Hautes Études Commerciales, Paris, and from the Riga Technical University.

For more information, please contact Jens Weber jens.weber@iimg.com.

[Visit the Home Page of IIMG](#)

[Return to MEDIFAS Home Page](#)