Running Supply Chains is like a Massively Multiplayer Online Game

Michael Hugos CIO at Large, SCM Globe

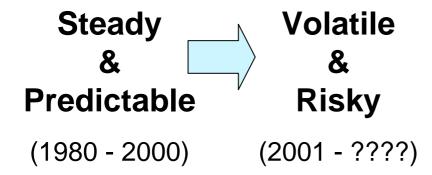
http://scmglobe.com/



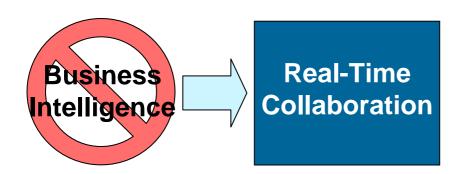




Supply Chain Challenges

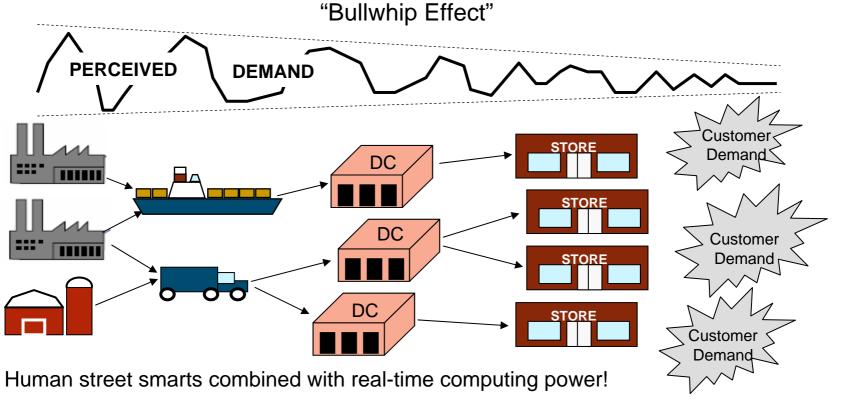


- Best laid plans quickly out of date (planning cycles take too long)
- Responsiveness as important as efficiency (sometimes more)



- Observe events, explore options, take action
- Need constant adjustments to respond to constant changes

Collaborative Response to Continuous Fluctuations



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First Gen Collaborative Supply Chain

GAME DEVELOPERS CONFERENCE® 2012



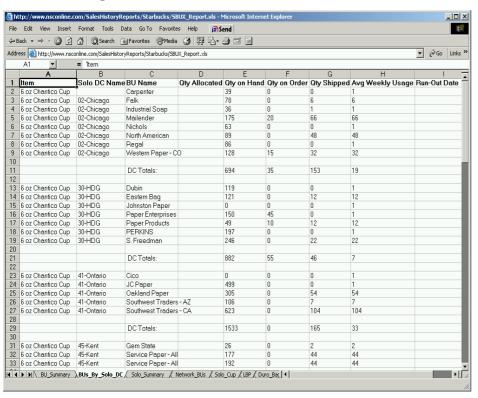
CHALLENGE:

Increase service levels and reduce conflict and excess inventory in national retail supply chain (in 90 days without spending a lot of \$\$)

SOLUTION:

Introduce game dynamic via feedback loop generated by real-time supply chain visibility and daily/weekly conference calls for review and decision making.

Daily Updated Information Seen by All



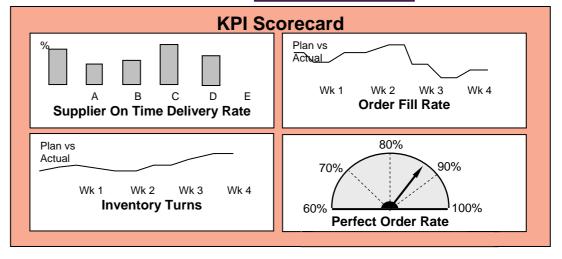
- In operation four years
- 5,000 stores, 26 distributors, 30+ manufacturers
- Parties connected via simple API to transmit daily data
- Supply chain information portal for operating status and conference calls for decision making
- Group behavior turned from defensive to collaborative!

Real Time Performance Score Cards

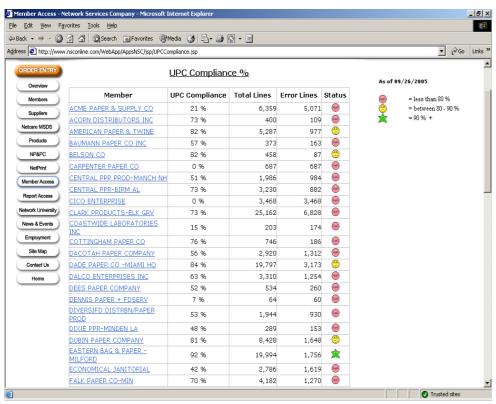
Compare these three documents for each order Electronic Distributor
Invoice Electronic ASN Electronic PO

Display KPI score cards through dashboards visible to all parties. (Build Reputations)

Set customer service alerts for quick response. (Business Agility)



Gotta Have Points and Badges...

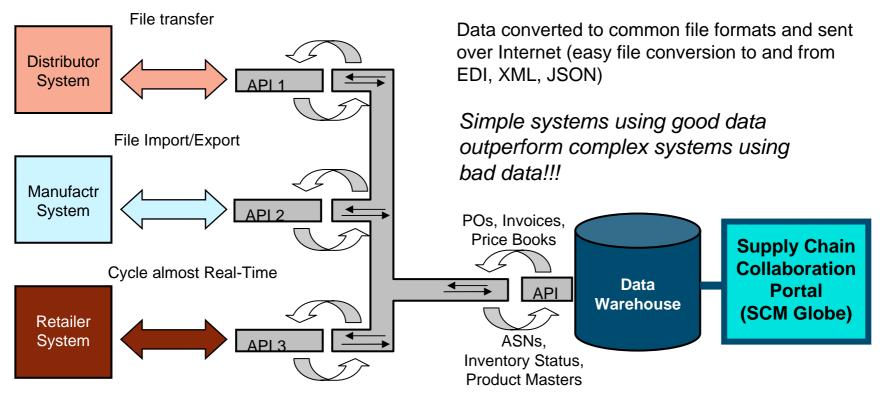


Real time visibility created feedback loop and group dynamic that generated interest and desire to perform!

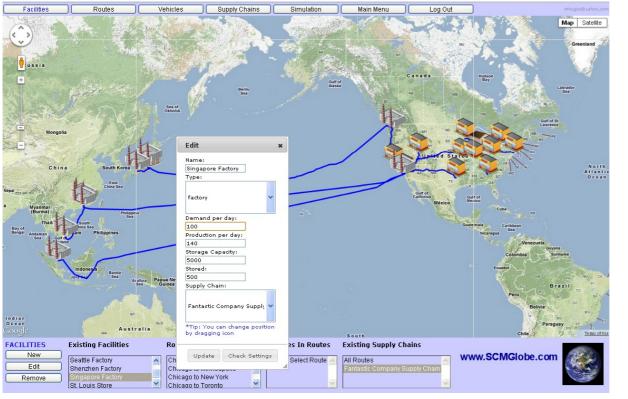
People got better fast – nobody wanted to be seen as dragging down the rest of us

Transparency is hard - but fun as you get good at it

Simple Data Connections (APIs)



Second Gen Collaborative Supply Chain



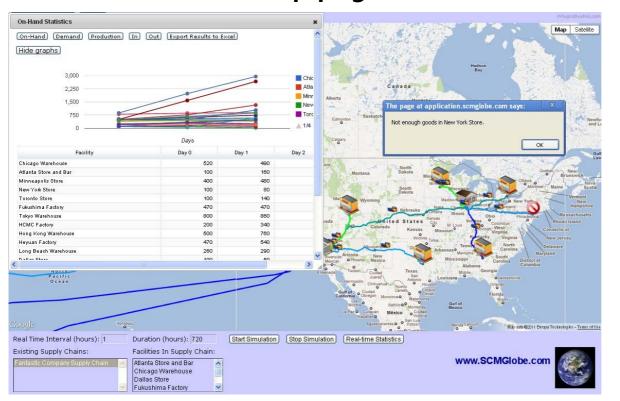
Supply chains are combinations of:

- Facilities
- Routes
- Vehicles
- Inventory

Define Facilities and Routes



Simulate Supply Chain Performance



Based on simulations, modify supply chain designs to achieve cost and performance objectives

"Crowd sourcing" supply chain solutions

System Displays Real Time Operating Status



Simple connections collect continuous data from facilities and vehicles

Send alerts when data moves outside predefined ranges

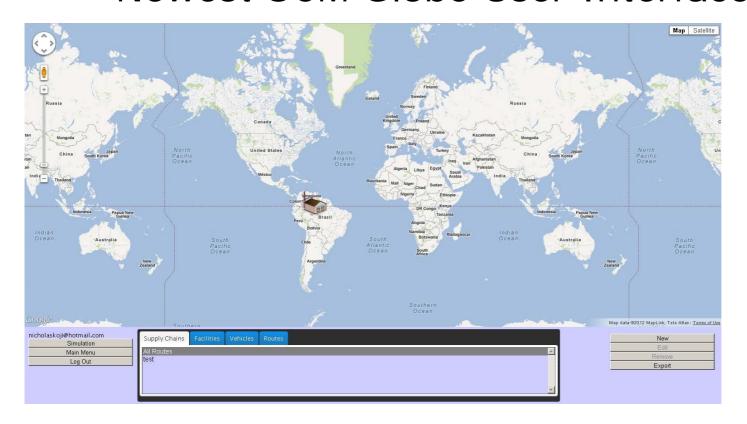
Collaborate online to bring operations back in line

Next Gen Collaborative Supply Chain...



StarCraft theme

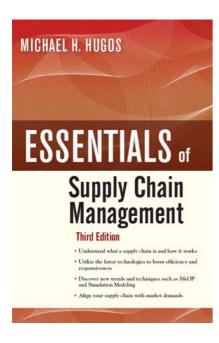
(Blizzard Entertainment)



Let the game continue...

(Influenced by popular MMO and RTS games)

Presentation Based on Two of My Books



Serious Games

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- Essentials of Supply Chain Management, 3rd Edition, John Wiley & Sons, 2011
- Serious Games: The Future of Work, O'Reilly Media, 2012 (available summer 2012)