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Newsletter 4 - VR simulations and cases

The European Logistics Association (ELA), along with other Universities and entities, participates in LogMaster, an Erasmus + Project whose goal is to develop an innovative and modern Master's degree program in SCM aligned with the ELA Standards which features the use of digital educational tools. The program is mainly focused on providing a strategic perspective of SCM in the value chain for management positions.

Apart from the development of cases and self assessment quizzes on each module, this program embraces new technologies such as Virtual Reality (VR) that allows to analyze and make decisions in scenarios resembling real life situations. These scenarios are aligned with the ELA standards and reinforce the competences on which they are based

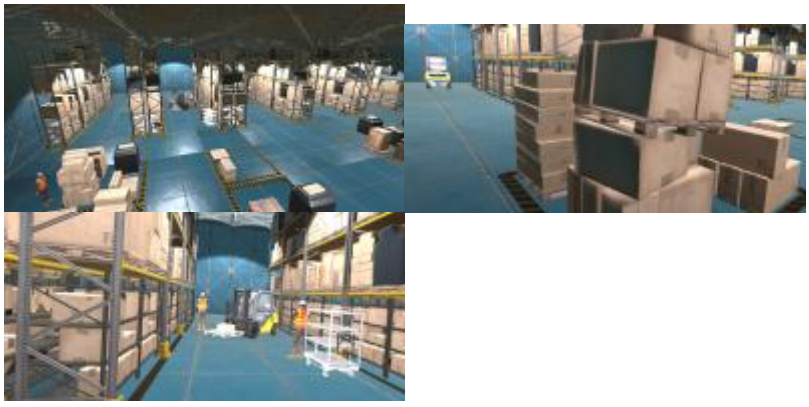
The following are two scenarios developed for the program:

1st scenario: Analysis of a Logistics Services Provider Warehouse

In this VR scenario, participants investigate a warehouse of a Logistics Service Provider (LSP) to diagnose service gaps and cost drivers highlighted by mounting customer complaints and escalating logistics expenses.

Equipped with Lean-management principles, the students can roam the digital facility, observe staff and material flow, and place virtual markers on instances of waste, process bottlenecks or unsafe work areas. Each observation is recorded in real time for subsequent analysis and serves as input for an improvement plan to be negotiated with the Logistics Service Provider.

Aligned with the ELA Supply Chain & Logistics Execution Level 7 standard, item 7.4.06.03 "Implements Lean Warehouse Policies," the scenario builds competence in identifying safety hazards, quality leaks and hidden costs across warehouse operations.



2nd scenario: Role-play negotiation with a LSP:

A real-time VR role-play assigns the roles of Logistics Service Provider (LSP) manager and a cost-pressured Customer/Principal to two network connected players.

Inside a virtual conference room, avatars of the two participants sit faced one another in a meeting room, with natural gestures recorded through inside-out-body tracking of the VR-headsets.

Starting from the findings of the previously visited warehouse scenario, a joint action plan is negotiated, in which fixes are prioritised, responsibilities allocated, deadlines set, and the distribution of savings agreed. The roles are shaped by confidential background information, for example, high staff fluctuation on the LSP.

The objective of this scenario is to negotiate an agreement by discussing an improvement plan to eliminate in the future the issues of the previous warehouse visit.

The scenario aligns with ELA Supply Chain & Logistics Execution Level 7, item 7.4.06.04 “Implements collaborative agreements with service providers.”

The scenarios and applications required for VR are supported by the LMS, therefore being the single source of information for the entire program

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The LogMaster project is a result of the collaboration of the following entities: University of Craiova (Romania, acting as Coordinator); University of Applied Sciences (Austria); University of Technology and Economics Budapest (Hungary); Romanian Logistics Association (Romania); European Logistics Association (Belgium); University of Lisbon (Portugal); Heilbronn University of Applied Sciences (Germany); Catholic University of Sacro Cuore (Italy)

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