

## **Decision Making on Stock Transfers In Push and Pull Modes in ERPSim Logistics Game**

The ERP Logistics Simulation Game is an innovative “experiential” approach to teaching ERP technology and business processes integration. Three processes to be performed in the game are: 1) planning and procurement, 2) regional product transfers, and 3) pricing. Making decisions on actual stock transfer in Push or Pull Modes is vital to success in ERPSim Logistics Game. The paper will present an innovative calculation, framework and cases on implementation of the two business rules: push or pull transfer in management processes in the SAP system. By adopting the proposed algorithm, framework and cases, IS educators will effectively teach the business information systems course using ERP Logistics Game and students will effectively learn inventory transfers in the simulated enterprise environment.

Keywords: ERP SAP, SAP Curriculum, Business Processes, ERPSim Games, Business Intelligence, Enterprise Systems, Pedagogy

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