



MonsoonSIM

Experiential Design

for better learners Outcomes

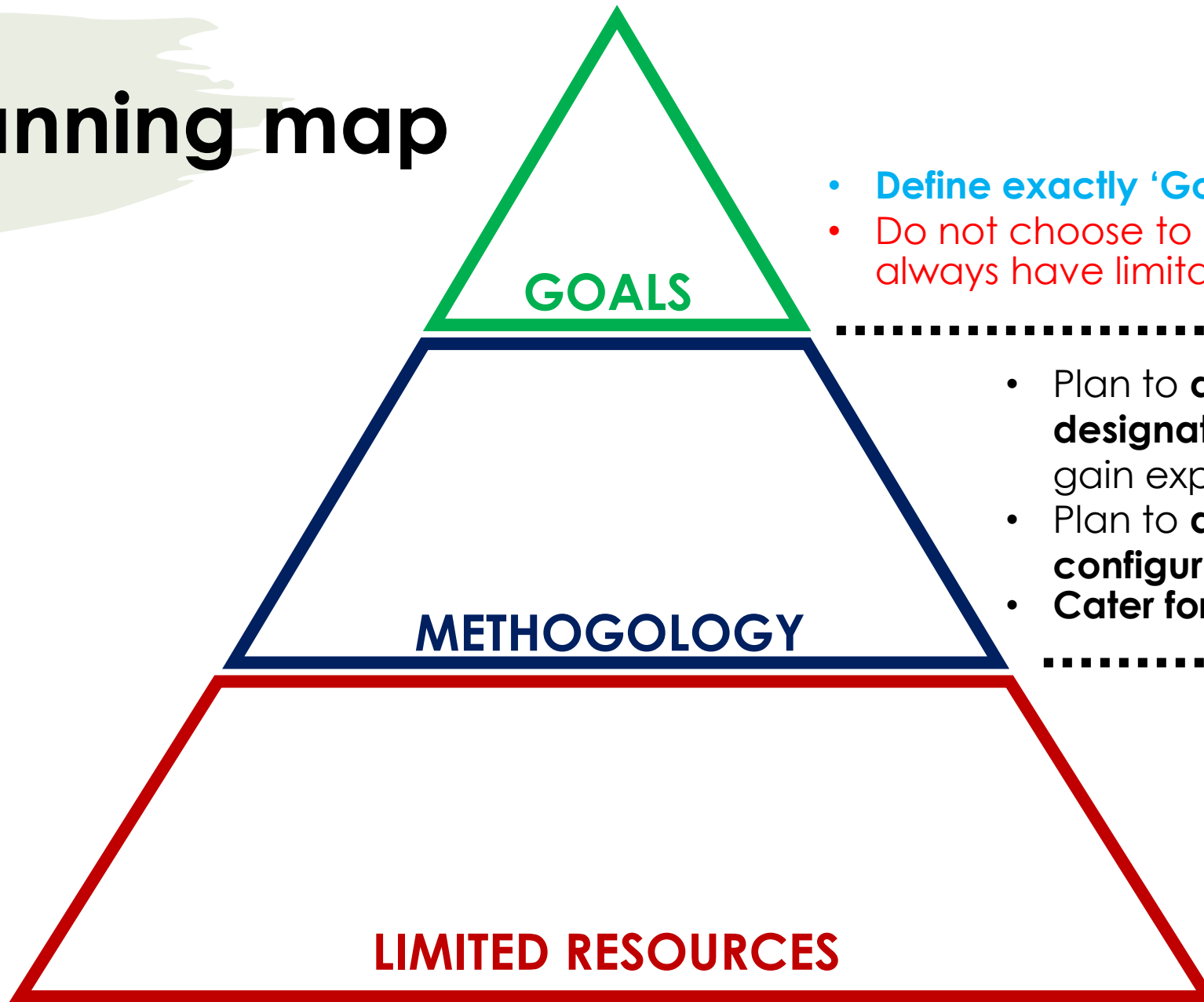
For Certified Trainer only (Based on V.8 NOV 2020)
Together with TTT slide, Data Analytics Slide, Measurement metric Slide

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Objectives

- Understanding the limitation of everything aspects which effected to workshop
- to plan for session which use MonsoonSIM as tools to lead to experience which pre-design
- Able to turn on and turn off modules and Able to change Configurations to create experiences to learner

Planning map

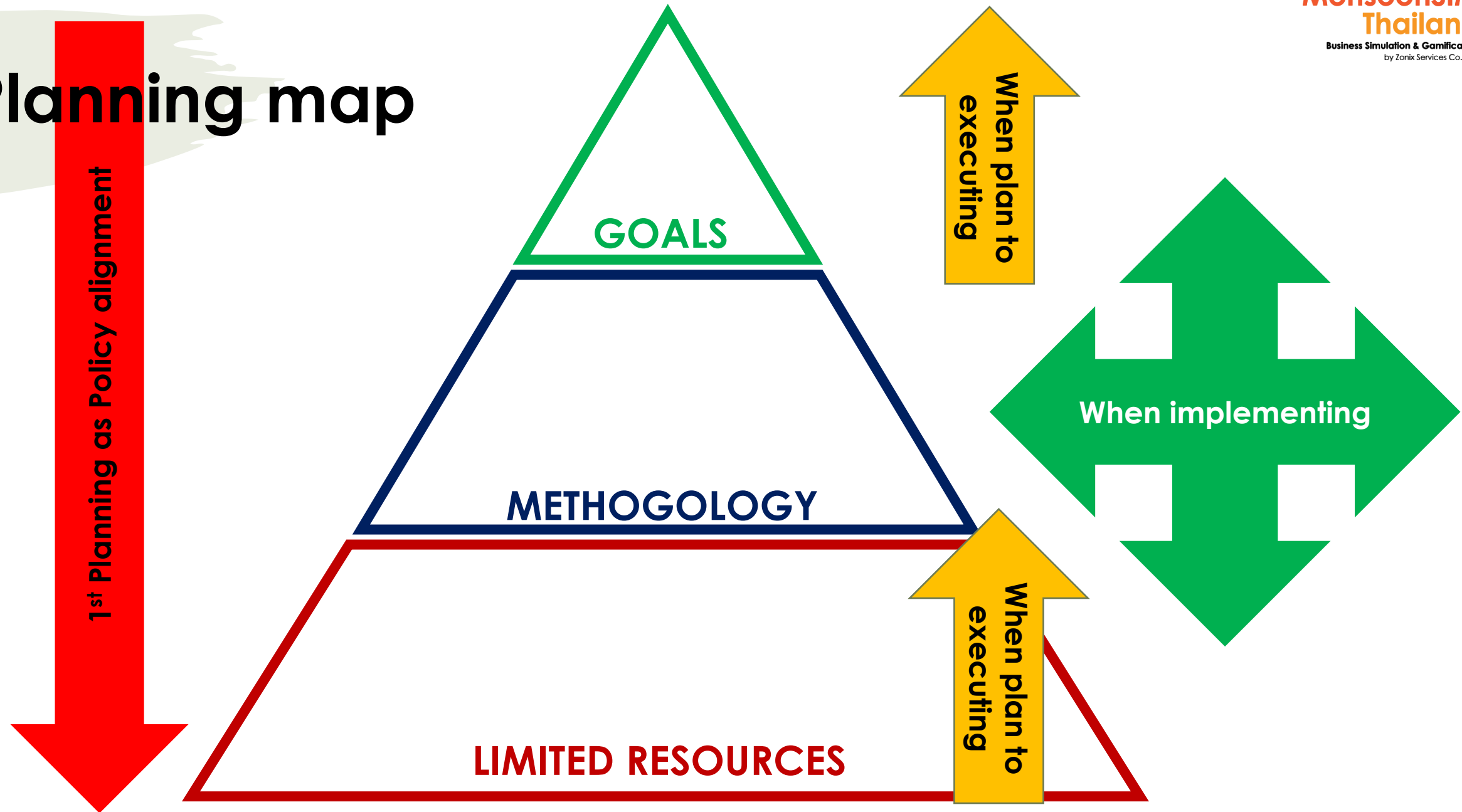


- Define exactly 'Goals' in each time to meet
- Do not choose too many 'Goals' cause of always have limitation in resources

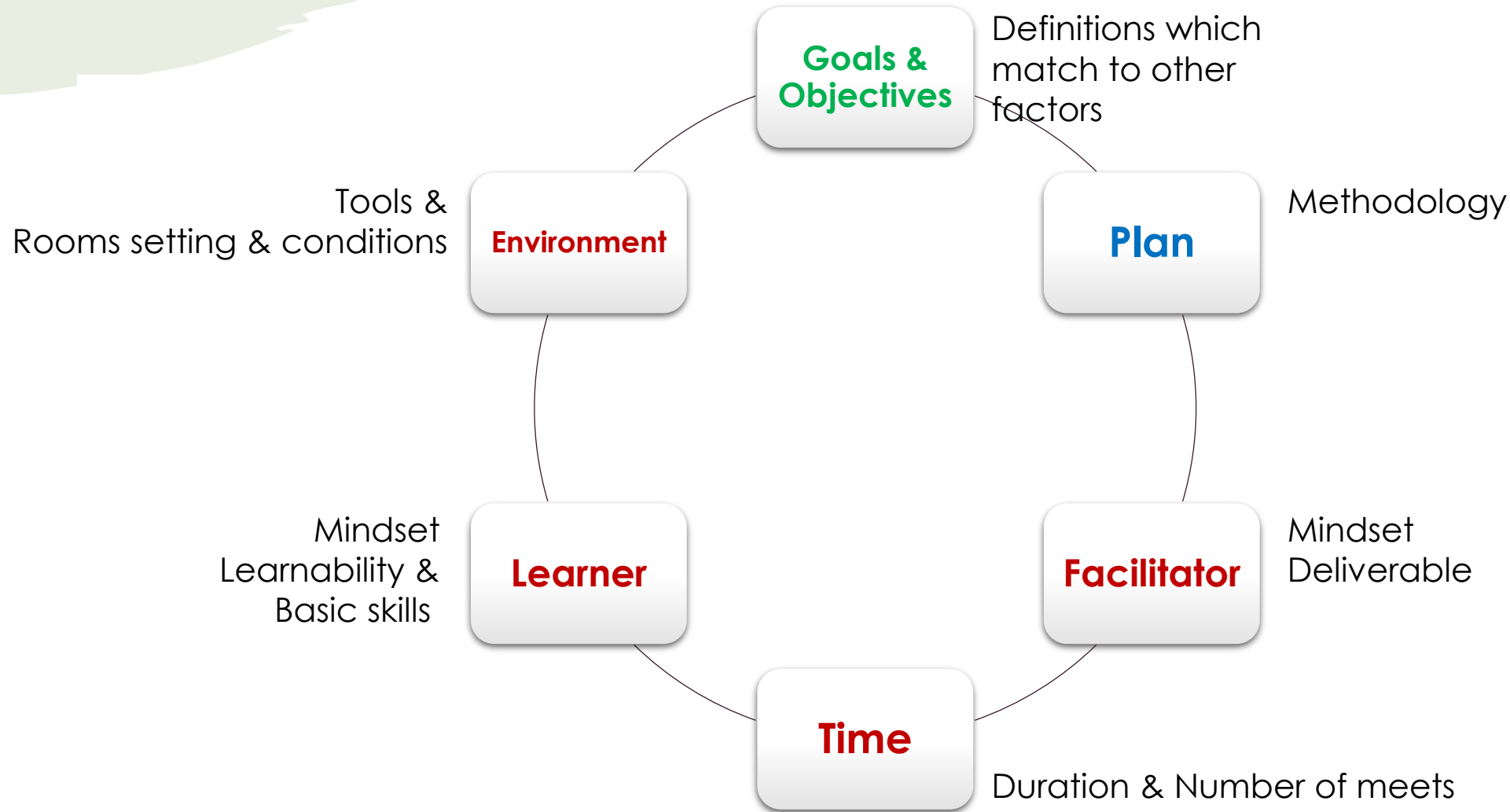
- Plan to **activate modules suite to your designation of supply chain** that will gain experience to learners
- Plan to **activate or change configurations**
- **Cater for integrated from other factors**

- Mostly is **TIME**
- **Learner's background knowledge and Skills**
- **Limited parameters and algorithms**, CT need to take opportunity to explain more aspects

Planning map



Success factors to run **MonsoonSIM** Workshop



Limited Resources/Barriers



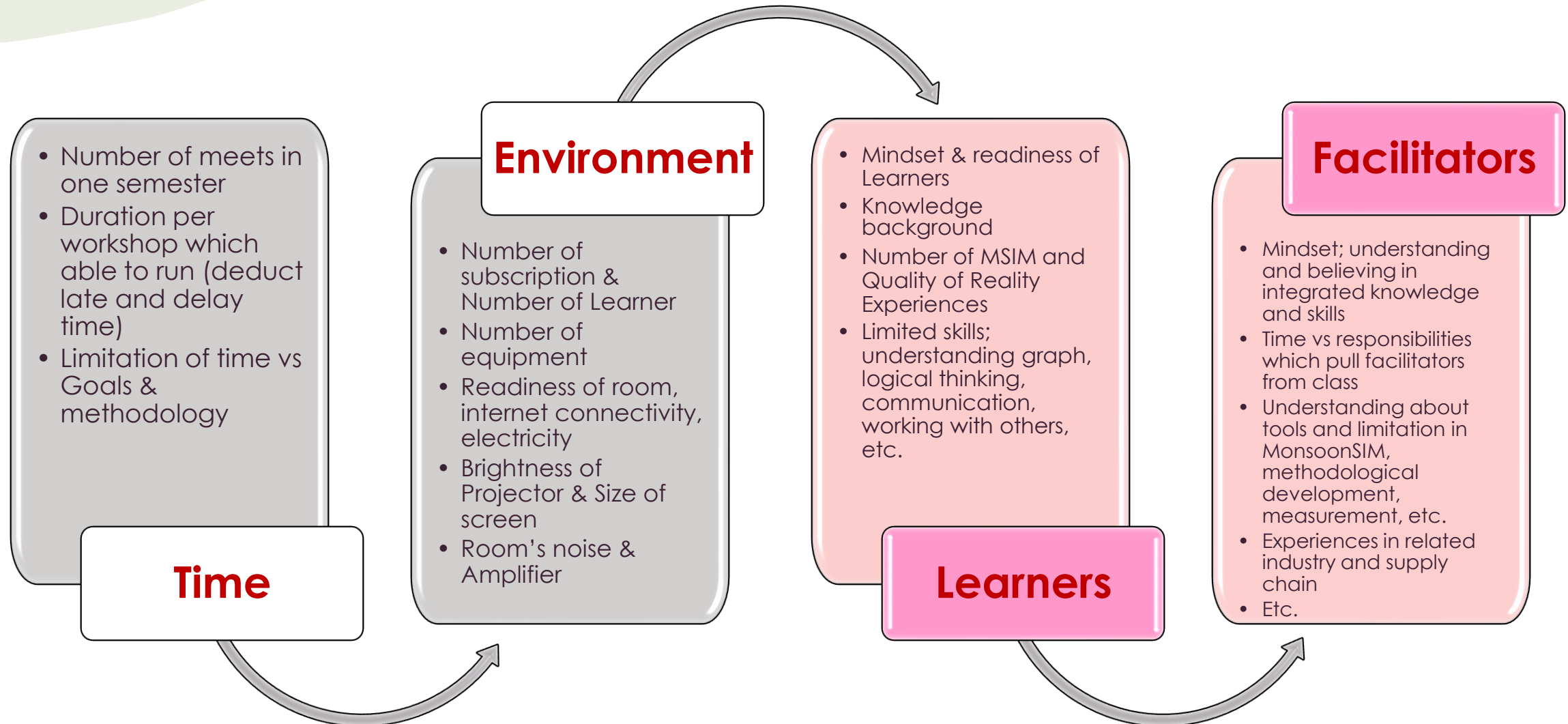
**As facilitator, we prepare/do thing to
overcomes the obstacles.**

**If we teach our learner to be
Entrepreneur*.,
We did, let's them see, follow and do.**

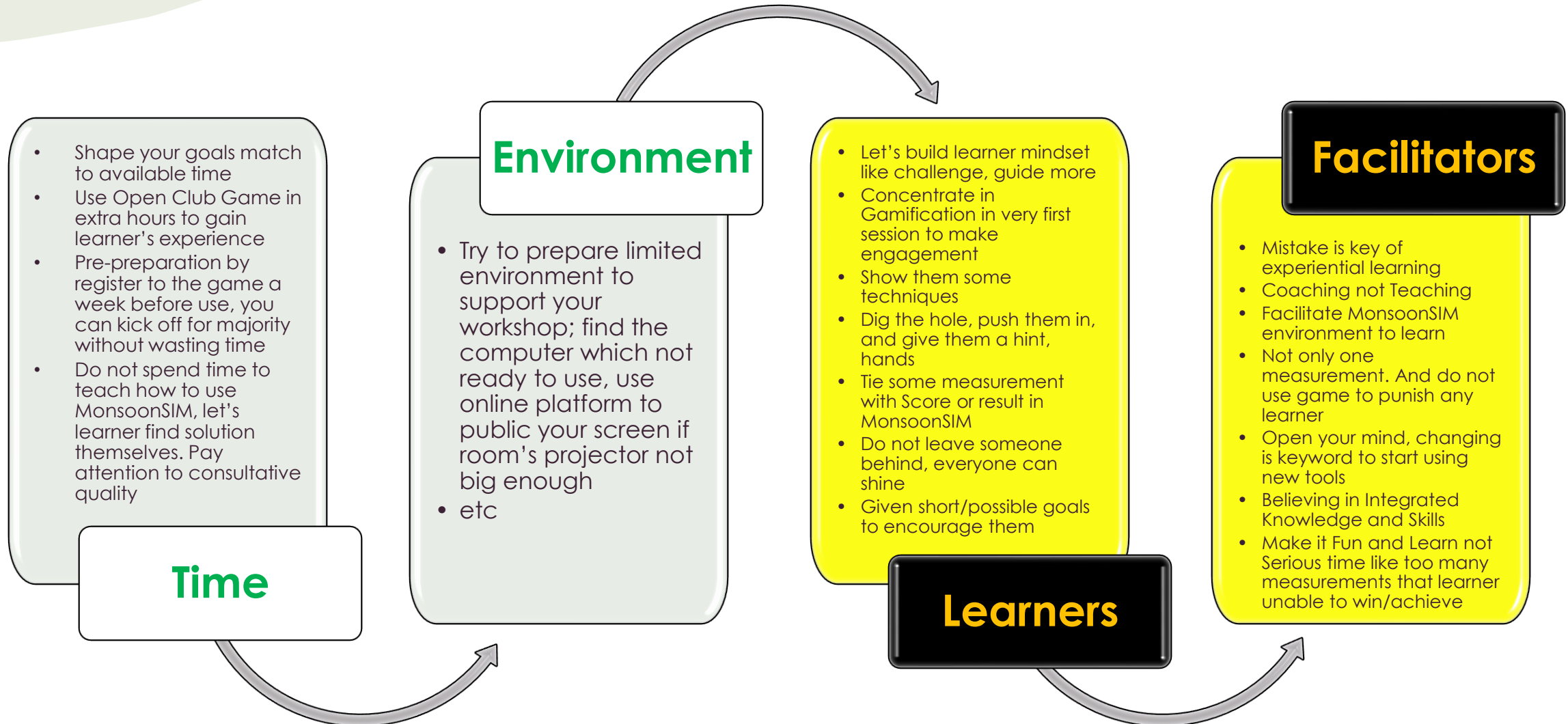
Paramintara Yaoyuenyong

* Entrepreneur = Problem Solver not Surrender with limitation

Limited Resources/Barriers

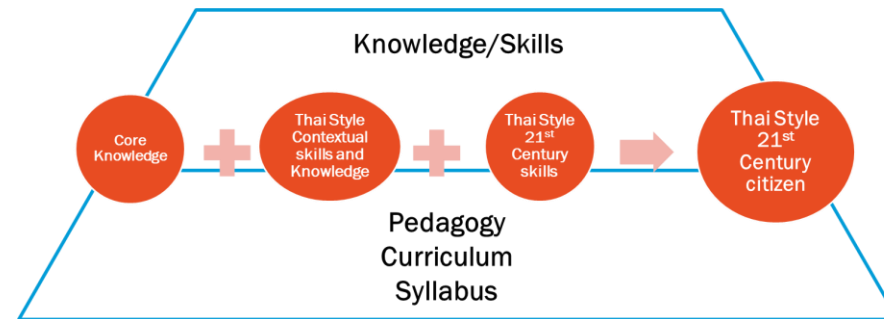
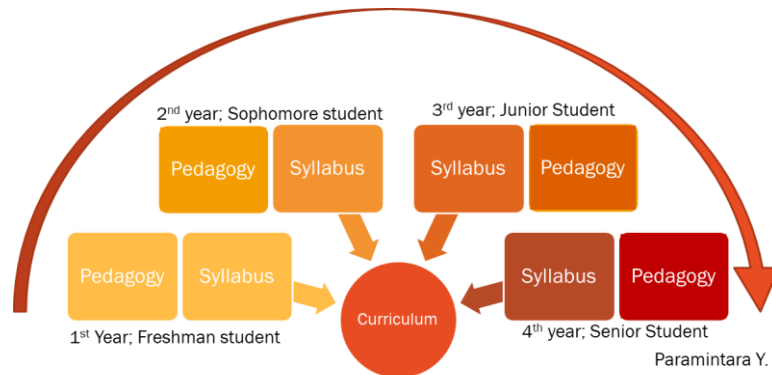
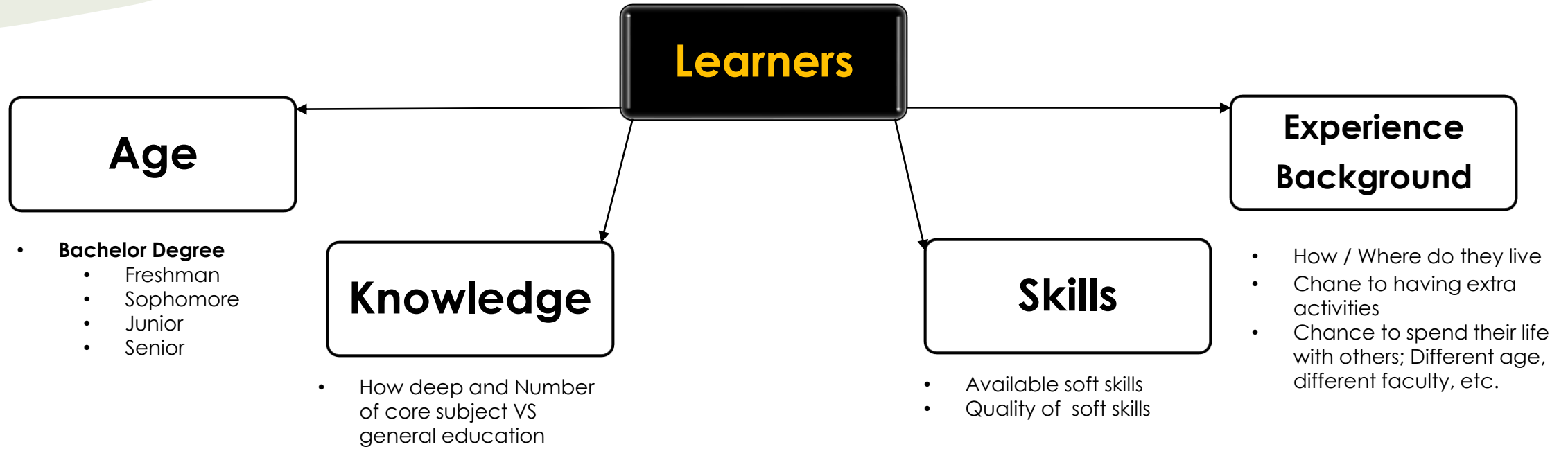


Limited Resources/Barriers Way out

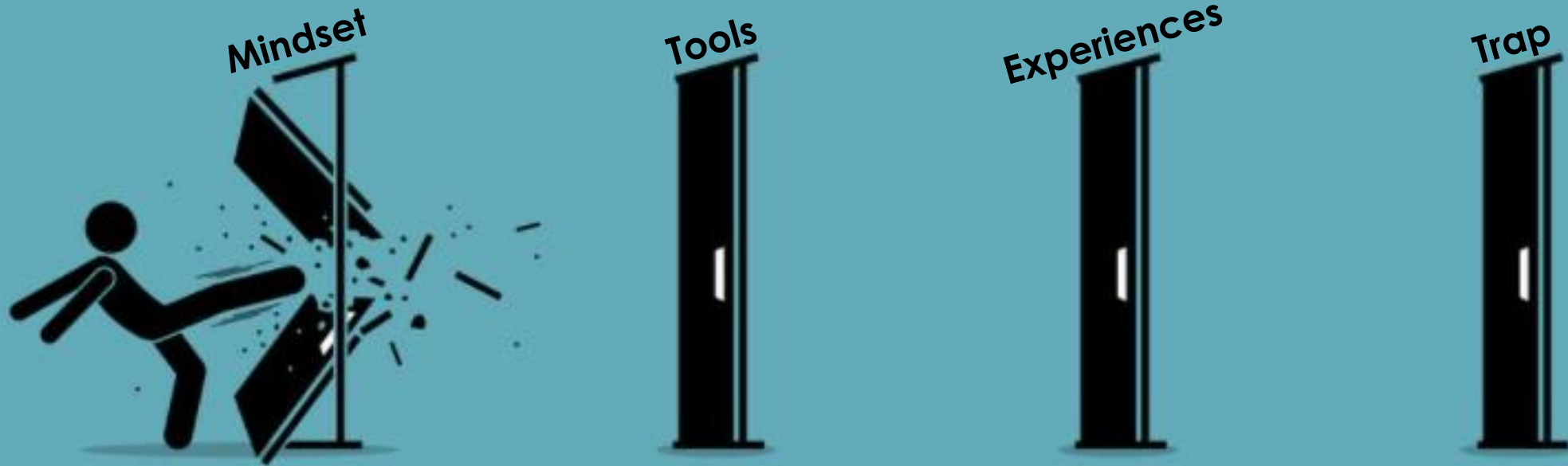


Understand Learner's as info to plan for methodology

based on Bachelor degree



Facilitator's Barriers to stepover



Good mindset for MonsoonSIM Facilitator

- Good Game is Great tool, Gamification can create learning performance together with facilitator's suggestion
- Do believe in Integrated Knowledge and Skills, Nowadays most corporate are required
- Wider concepts is key to survive and ability to upskills and reskills in disruptive world
- Knowledge can be out-of-dated, Experiences will help them to adapt themselves, etc.

Understanding Tools and limitation are key to build experiences to learner

- Understand the parameters and trial to change configurations
- It is ok to make mistake. But you can try with our ROBOT to test your scenario testing
- Create game after TTT class within 2 weeks, if not you will never use MSIM after was trained
- Join our community, Read the Forum to get update, MSIM growing so fast and keep updating
- Please do not hesitate to contact 'me', I will support you. I will be there physically or virtually
- Keep Kaizen your methodology to run the workshop, PDCA

Do not falling into trap

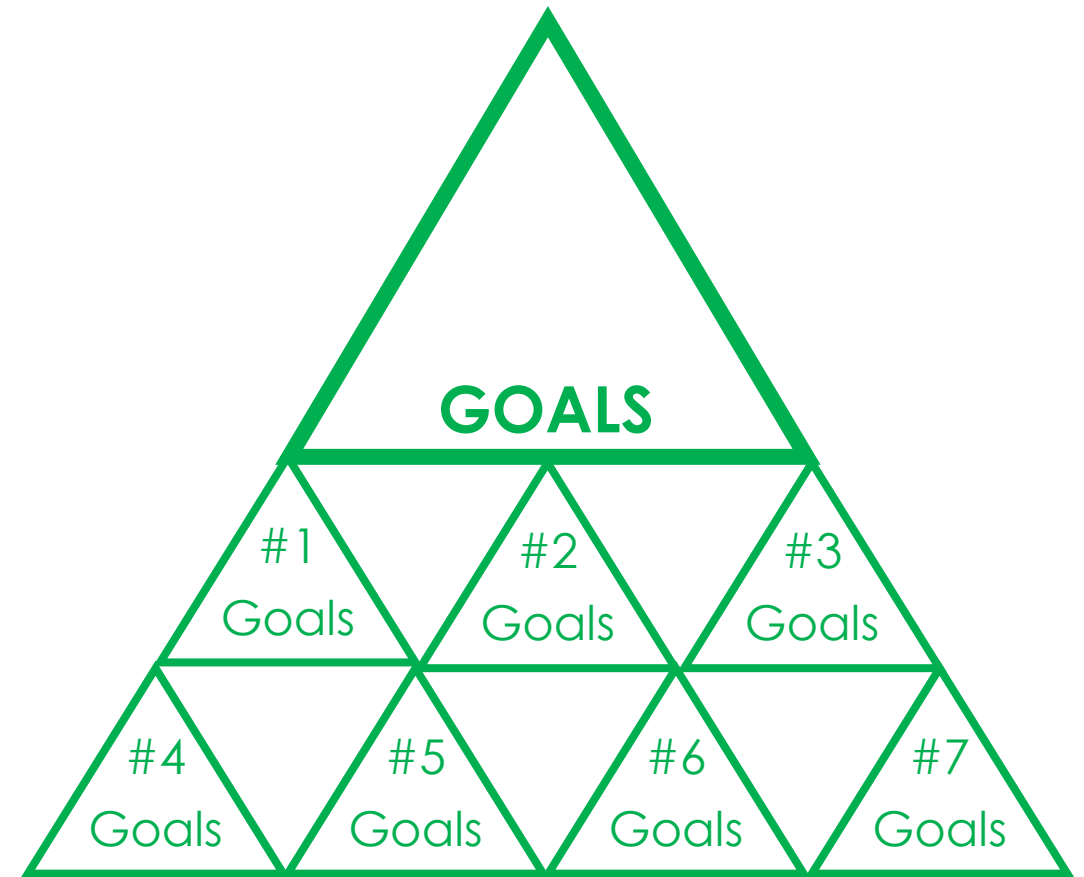
- No one know everything, but everything can be learned
- Do not stay in comfort zone by always use standard configurations, keep trial and make error
- Run every workshop as 1st time energy
- Do not think Learners will know fundament, keep ask and explain the fundamental
- Do not satisfy the outcome, set new expectation and try new method

Goals/Objectives



GOALS; Workshop Objectives

- Recommend to set one or two goals in one workshop (game)
- **Do not set too big goals.** Too big or too much Goals is hardly to achieve, Unless Your learner is experienced and familiarized to interface or you have trained them as '**Problems Hunger**'. You are able to pack multiples goals into one game.
- No one can be **STRATEGER** in few hours
- To meet your designation Goals
 - Given time match to your goals, step by step to add complexity factors.
 - Leverage lack of learner's resources; their mindset, knowledge and skill-sets gradually. Let's vaccinating them.
 - Jump to next step, once the quarantine for hard situation. Make a '**Learning monster**'



Sample of **GOALS** setting

More Specific Goals

Wider Goals

Can be very wide objectives like;

- Having experience about basic business
- Basic business concepts
- Basic Supply Chain concepts
- Basic Logistic concepts
- Basic Retails business
- Basic Business Accounting & Finance etc.

Beginner

- New learner, secondary and university students
- 1-5 times with slightly changes configurations
- Use basic measurement

More specific in some part of knowledge or business process

- Experienced in Retails with unstable demand
- Inventory Management for manufacturing
- Financial management with accrual based
- etc.

Intermediate

- Applicable for graduated people with or without working experiences
- Have pass multiple games in beginner objectives
- Start limited some resources
- Use more measurement
- Use data to analyze and plan

Very specific objectives

Should be relevant business objective like

- Ability to define limited resources, problems, root of cause, how to solve problems in medium size business
- etc.

Advance

- Applicable for vaccinate students or changed mindset
- Have pass multiple games in intermediate objectives
- Use metric as measurement
- More discussion between facilitator and learners not only MonsoonSIM
- Use intensive data analyze and plan

Specific problems to be solved

- How to running business during Covid-19 crisis
- etc.

Strategic

- Have pass multiple games in Advance objectives
- Use metric as measurement
- Intensive discussion between facilitator and learners not only MonsoonSIM
- Use intensive data analyze and plan
- Able to define roots of cause, define effect to all stakeholder in entire business processes
- Able to compare MSIM scenario with real case scenarios

Zero MSIM Experience

Accumulated MSIM or Work Experience

Balance between Simulation (Learn) vs Gamification (Fun)

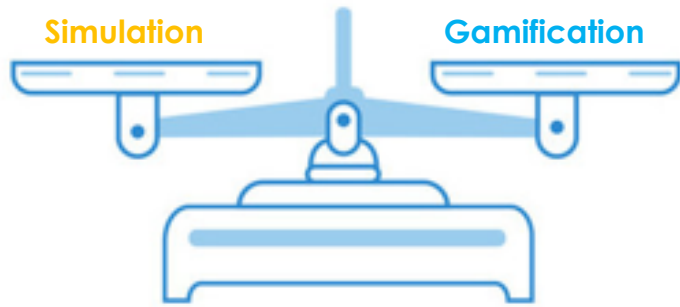
MonsoonSIM have 2 sides which provide/create an Experiential Learning;

- **Simulation Side;** mainly **to create learning eco-system** to match or closely to Knowledge or Theory
- **Gamification Side;** mainly to create environment of “Edutainment” (Learn during Playing) which **based on FUN to Learn**

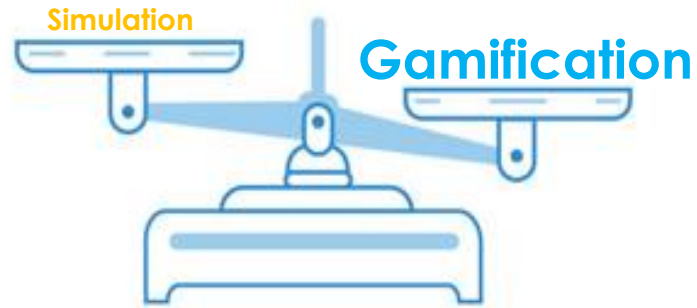
This is very important before

- Start planning for number of modules
- Changing configuration
- Choose the proper duration / number of stop
- Select the measurement to reflect the learning

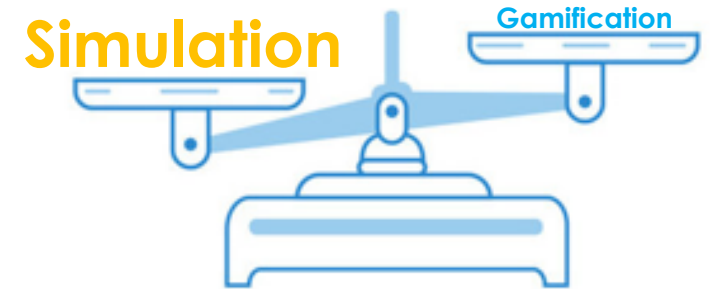
Balance between Simulation (Learn) vs Gamification (Fun)



- This combination is good for initial workshop for new learners by balance Fun and Learn.
- Technically, Default configurations is good enough for this type and slightly add or change some parameter.



- The Gamification part is greater weight means facilitator focused on fun to engage younger learners.
- Good for very first time MonsoonSIM experience.
- Make sure that you facilitate style based on FUN, SMILE, LAUGH, EASY concepts



- The Simulation part is greater weight means facilitator use MonsoonSIM as tools and more focus on some learning concepts.
- Still need to make Fun by announcement the result
- Need to make discussion and make sure that learner can convert experience to their learning

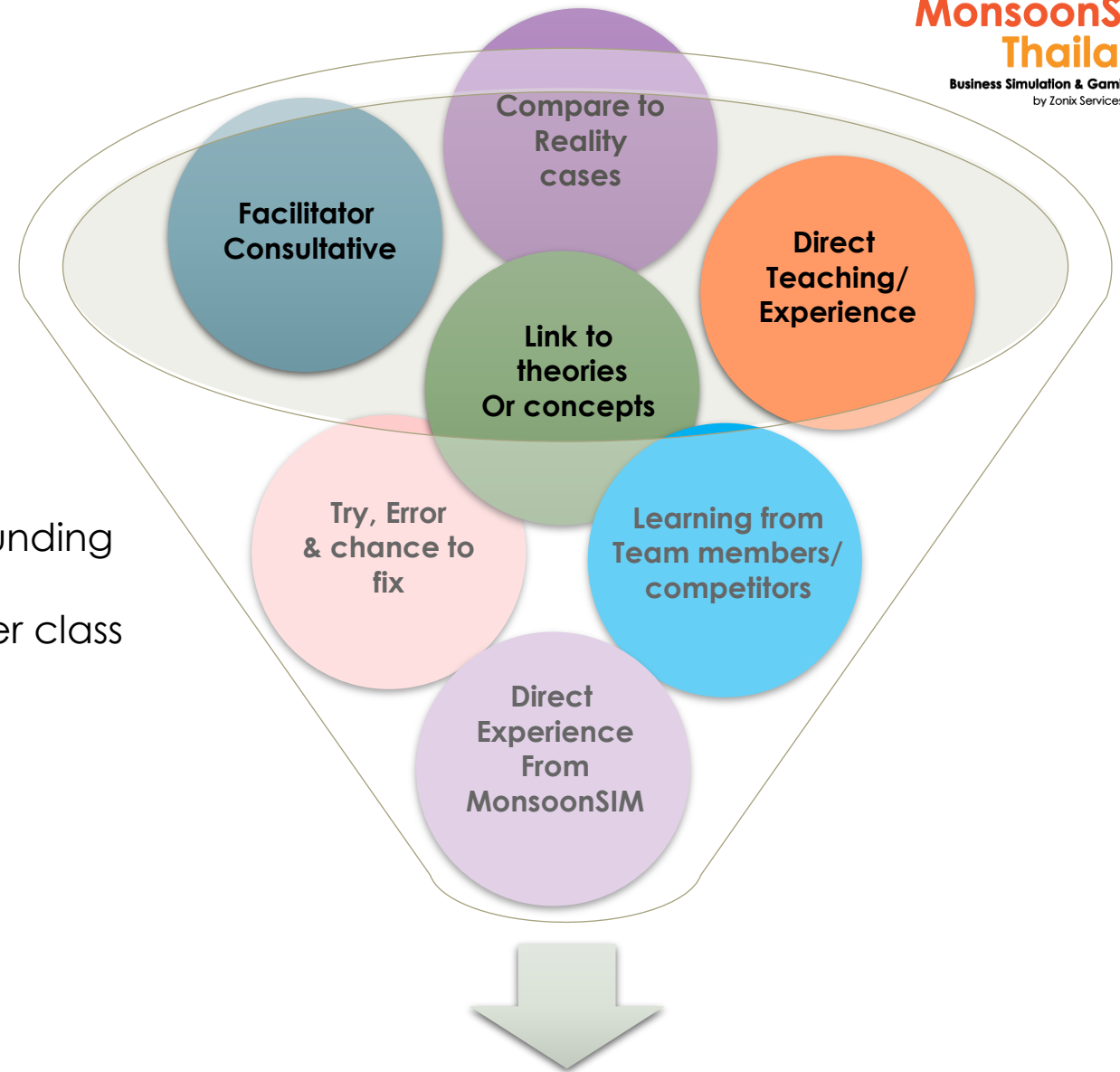
Methodologies



Many way to add up Learner's Experiential

Methodologies is the way which facilitator will use to reach the settled objectivities in the workshop.

- **Non-MonsoonSIM Context**
 - Direct experience from life spending, surrounding environment
 - Linkage from theories / Concepts from other class
- **MonsoonSIM Context**
 - Direct experience from MonsoonSIM
 - Module activation
 - Configurations design
 - Facilitator consultative
 - Chance to try, error and fix
 - Learning from team members/competitors
- **Competition Context**



Use when they need to utilize
their experience for any
purposes; Work, Competition

MSIM Context: Module Aspects

Number of modules which facilitator will activate means



Length of supply chain



Complexity Business Processes



Number of relevant factors
to make decision



Number of data and difficulty to
analyze data

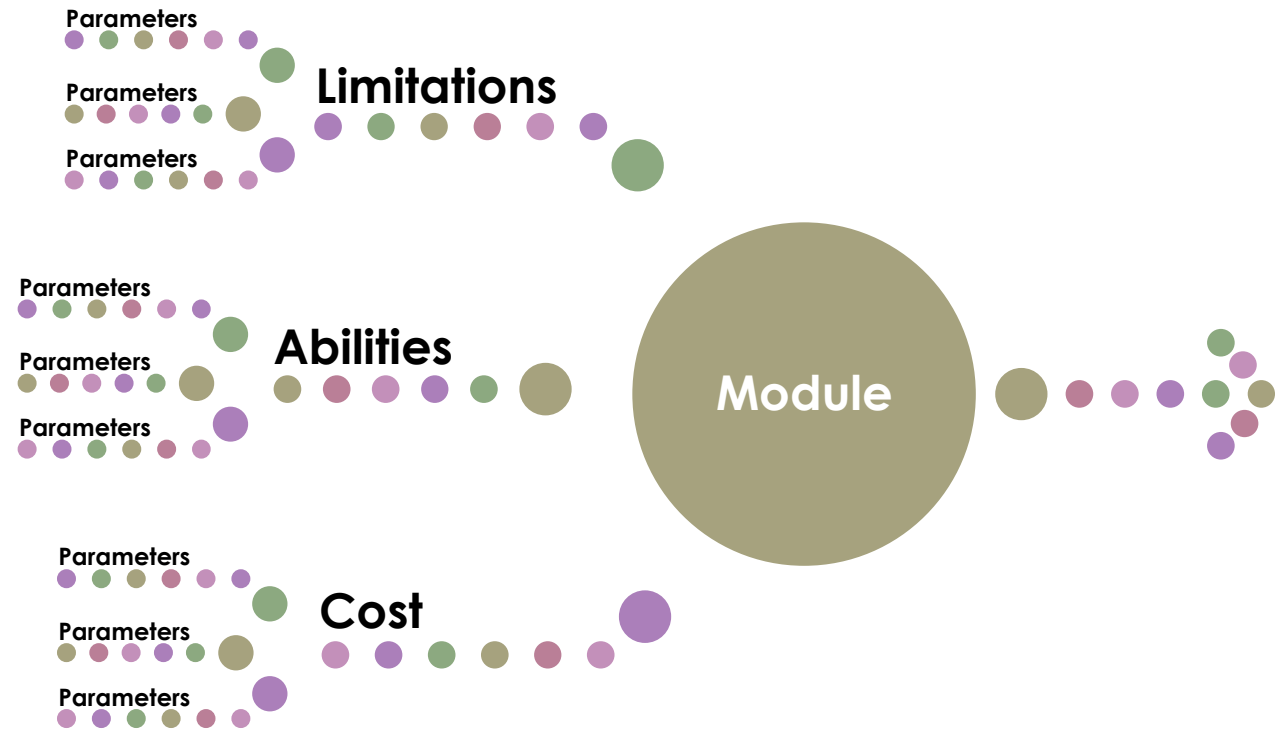
MSIM Context: Configuration Aspects

Configurations in each modules in MonsoonSIM are refer in 3 categories

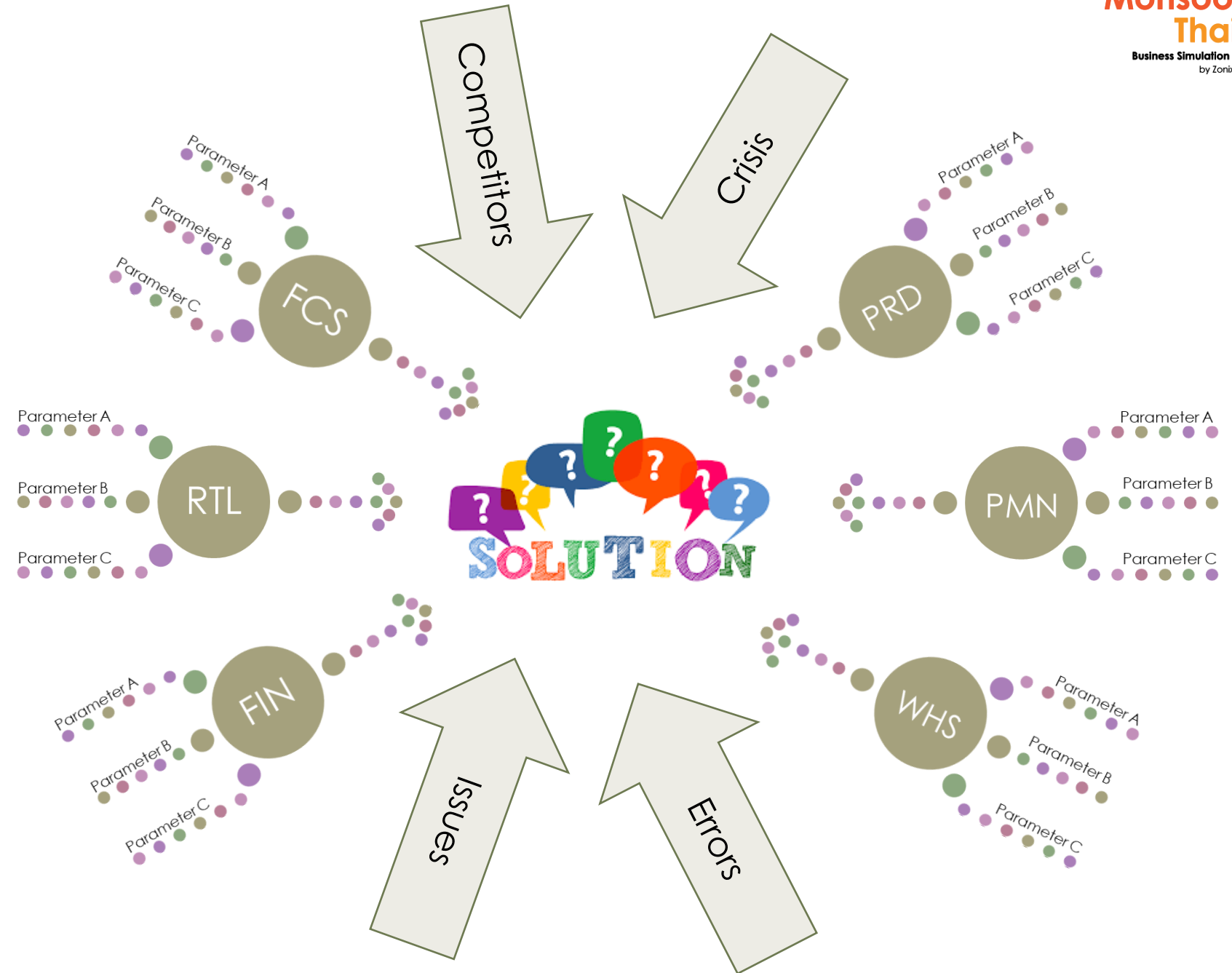
- **Limitations** which scope the limit in activities. Some of these limitations will relevant abilities of relevant jobs in business processes for example, Lead time, OD limit, etc.
- **Abilities** which virtual entrepreneurs can do but refer to level/ intensity of action. Or reference of abilities. For example, Initial Cash, Machine capacity, etc.

Ability related to Limitation

- **Cost** mainly measurement of output of activities and outcomes of virtual business. Each activity will have their own cost.



When **number of modules** integrated with **number of parameters** in each modules and integrated with **external factors**



Deployment MSIM Context for experiential learning

Low numbers of activated modules
 Basic Configs → Some configs changing

More modules can be activated
 More limitation and problems integrated in

All modules can be activated
 Many limitation and problems integrated in



Beginner

*What, Basic How
 Where & Who*

- Start with basic business process as Basic Trader (FIN,PMN,RTL)
- Do recommend standard configurations which easy and hardly to bankrupts for first time experience but able to change configurations
- Advance Beginner; able to add FCS, MKT to extend the Trader's concepts
- Using Micro graph
- Basic Measurement

Intermediate

*Why, How, Who,
 Where & When*

- Extending the Business Process
 - Change configs
 - Activate Advance feature in group of modules
- Extending the length of supply chain
 - Activated more modules like ECM, B2B, until all 13 modules has been activated
- Start using MSIM Business Intelligent (MSIM BI)
- Some measurement metric

Advance

*Intensive Why, How,
 Who, Where & When*

- Can build business plan and model
- More and all advance features can be activated
- More measurement metric integrated in
- Start talking about Strategic concepts in each modules
- Use data in the game to explanation; Micro Graph + MSIM BI)
- Encourage to export Data as CSV to be used with 3rd Party BI for better Dashboard and Analytics

Strategic

*When, Why & How +
 Optional solving*

- More focus in realizing the problem and find the way to solve, prevent
- Can prioritize the problems to be solved and having optional solving methods
- Able to choose to do, to stop
- Able to simulate what will happened and how to handled, prevent match to business plan

MonsoonSIM

Experiential Design

MonsoonSIM Experiential Design Map

Who is your Learner: *please given as much as data*

How to evaluate that you have reached your objectives of workshop: *Please set your own measurement metric*

What is your objectives:

Please define 3 mains benefits that you want after workshop:

Goals

Number of MSIM meets that you should have:

Each meets, what is your minor plan vs objectives:

What are things that you have to prepare or given background to learner:

Methodology

How many time that you can integrated MSIM in your class:

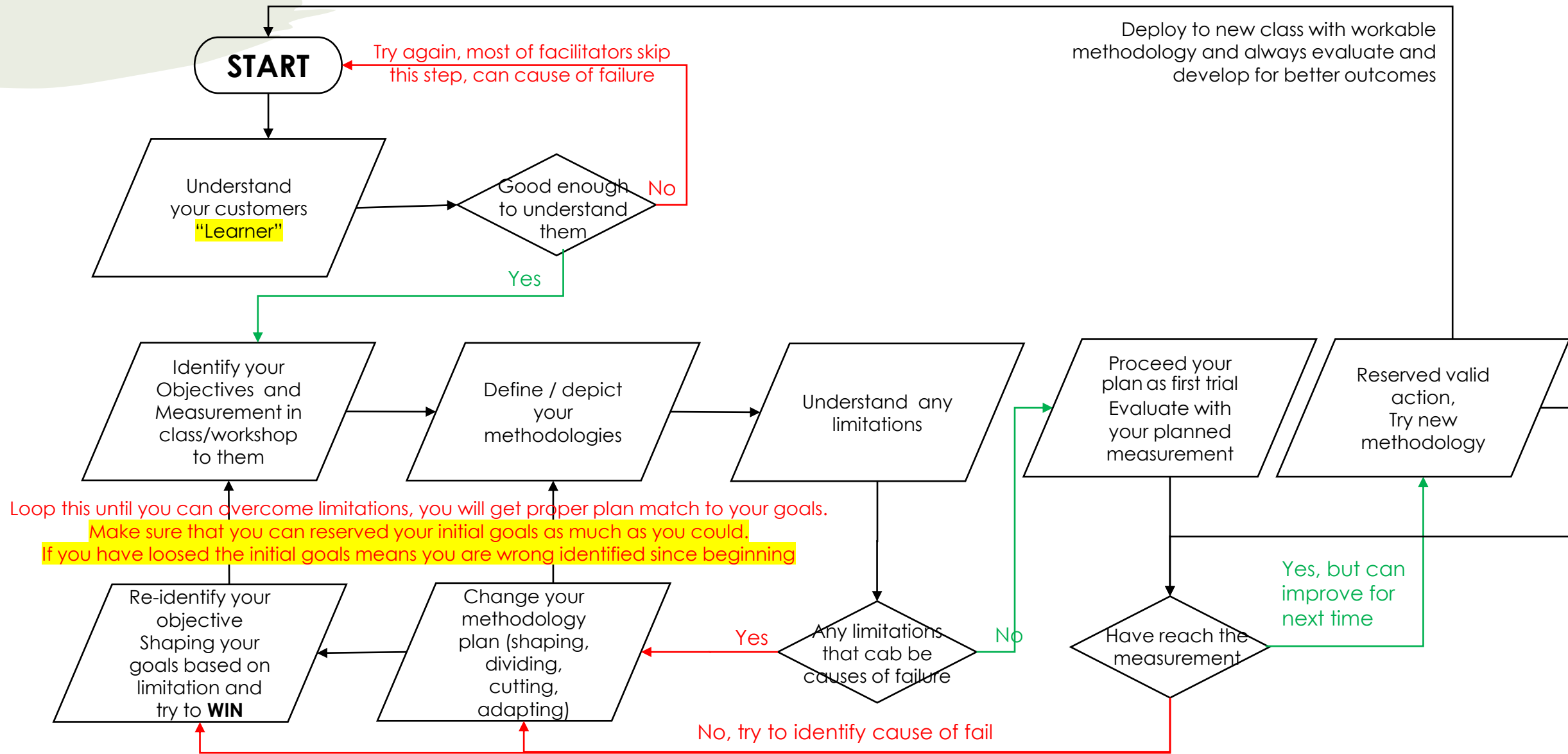
Any limitation with tools/environment:

List of learner's lacks:

List of facilitator's lacks:

Limited Resources

MonsoonSIM Experiential Design Map



MonsoonSIM

OBE Reference

Sample of OBE; Outcome Based Education (มคอ.๑) for beginner



This OBE had written since version 7.x.
Based on beginner for CT to revise.

Note: these details in OBE design for basic class in hypothesis that MSIM can be a subject for 15 times

<https://argo.page.link/jMYQd>