



Serious Gaming in Logistics

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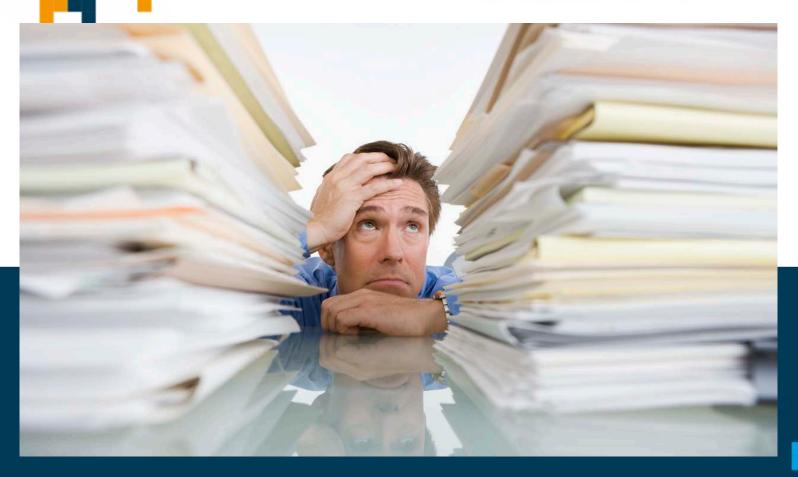


















WHY WAIT

FOR

THE WEEKEND

TO HAVE FUN

Anything can be fun!

Loesje

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Serious gaming and gamification can seduce employees into other behaviour and create situational awareness for other roles in the supply chain









- condense and present complex information
- experience lasts better than reading or hearing
- more fun at work, breaking up routines
- games can simplify processes and increase efficiency
- serious games teach people desirable behaviour
- Gaming allows role play and commitment





# Variations in serious gaming;

- Online vs offline
- Knowledge transfer vs behavioral change
- Individual learning objectives vs strategic goals
- Soft skills vs hard skills
- Cooperation, competition and recognition







## Yard Crane Scheduler

- Microgame to optimize terminal operations on ship arrival
- Individual play possible
- Train skills and situational awareness

### www.InThere.nl













- Game to decide on modal split based on order information
- Individual play possible, different scenarios, high scores ranking
- For business and education

www.tno.nl









# The Fresh Connection

- Cross functional business simulation
- Team competition, business and education
- Align strategy and operation

### www.thefreshconnection.biz













- Understanding supply chain operation dynamics of asset owners and users
- Board game
- Simulation logistics parts supply chain
- Collaboration and information sharing

www.sscgame.nl

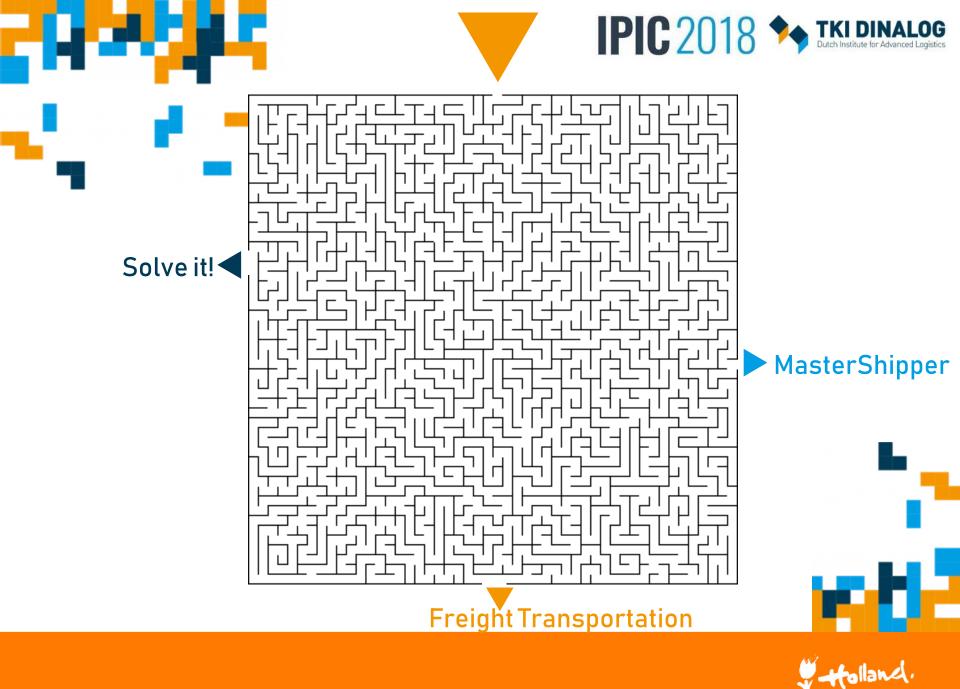


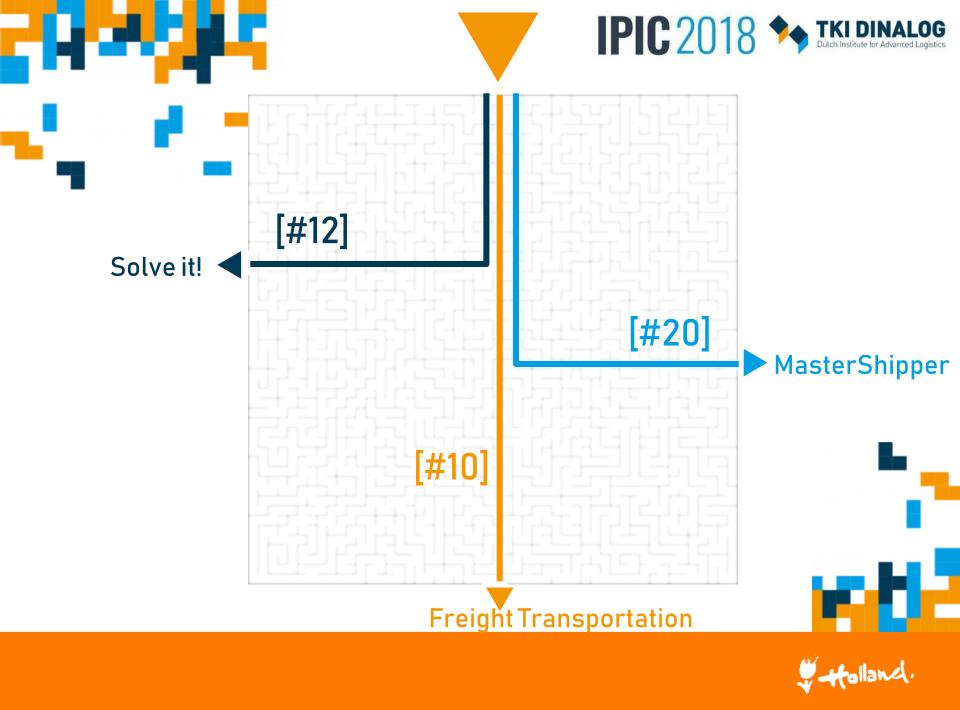
















# Let's play!

A902

Solve it! Freight Transportation

A901

MasterShipper

1313.multimedia3 Harmonie building

