

## Syllabus

### Behavioral and Digital Economics for Effective Management (BDEEM)

Course title	Entrepreneurship Business Game
Teacher	-
shared course	<input type="checkbox"/> No <input checked="" type="checkbox"/> Yes, with M1 eachat
Hourly volume	16
Evaluation methods	Business games, in group
Course summary	<p>COMPIT Game places participants in the very realistic situation of an executive, responsible for the entire process from design to production, in relation with suppliers (R&amp;D, logistics, quality, purchasing, procurement).</p> <p>Their objectives:</p> <ul style="list-style-type: none"> <li>• Improve product competitiveness and create value, in conjunction with suppliers.</li> <li>• Control risks.</li> <li>• Manage supplier resources.</li> </ul>
Skills	<p>Upon completion of this module, students will be able to:</p> <ul style="list-style-type: none"> <li>• Apply theoretical concepts from purchasing courses.</li> <li>• Work in teams.</li> <li>• Present work orally and in writing</li> </ul>