

A Simulation Software for Teaching IT Management Course

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Abstract

This poster provides an overview of an ongoing project at the Bay of Plenty Polytechnic to design and create teaching tool for enhancing the delivery of a third year Applied IT Management course in Bachelor of Computing Systems (BCS) degree programme at Bay of Plenty Polytechnic, Tauranga. The tool resulted from the project is a simulation software that can be played either as a single player or in a team environment. The software is intended to support and help the students understanding and learning on how management decisions which are based on a sound understanding of strategic planning and organisation culture would contribute to business success. A technical description of software and guidelines on how to play it are also briefly outlined in this poster.

Keywords: Simulation software, IT Management, capstone degree project, organisation cultures, Information Systems implementation and management.

1 Introduction

The overall objectives of the project are to design and create simulation software which is used to support teaching of Applied IT Management course (BOPP, 2003a). The course is a Level 7 course (third year degree course) of three year Bachelor of Computing Systems (BCS) degree programme at the Bay of Plenty Polytechnic, Tauranga, New Zealand. A number of tutors and a Capstone Project student in the BCS programme (BOPP, 2003b) at the Polytechnic had contributed to this project. The simulation software was inspired from DOS based console application software which is intuitively called GamePlan (Meyer, 1990). Rapid Application Development methodology (Martin, 1991) was used to develop the simulation software. Throughout the project Borland C++ Builder version 6.0 Rapid Application Development (RAD) tool (Borland, 2005) and Microsoft SQL Server 2005 database management system (DBMS) software (Microsoft, 2005) were used to design and create the application software.

2 Result

The following figure (right-hand-side figure of Figure 1) is a snapshot of the client-side front end of the simulation software.

The client-side front end consists of a drop down menu and toolbars on the top section, a left-hand-side panel that holds simulation objects i.e. cards and tools, and a main workspace that consists of a grid-like table on the top with a simulation feedback part on the bottom. The users can configure any simulation cards in the panel and drag and drop them into the grid-like table on the workspace.

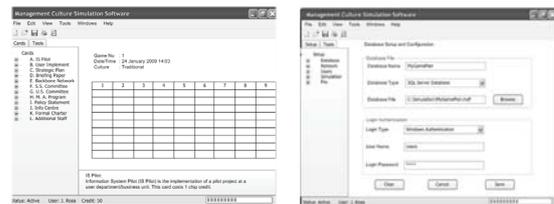


Figure 1: Snapshot of the simulation software

Also shown on the figure above (left-hand-side figure of Figure 1) the server-side front end of the simulation software that has similar design as the client-side front end. It enables administrator of the simulation software to modify and manage database connections, network setup, user's setup and configuration, simulation setup and configuration and management of relevant setup and configuration files.

3 Acknowledgements

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4 References

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