

# SUBJECT DATASHEET

## **ANALYSIS OF MANAGEMENT DECISIONS**

## BMEGT20ML74

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# **I. SUBJECT DESCRIPTION**

## **1. SUBJECT DATA**

#### Subject name

### ANALYSIS OF MANAGEMENT DECISIONS

### ID (subject code) BMEGT20ML74

Type of subject contact classes

## Course types and lessons

<u>course of per and respons</u>		<u>1 ype 01</u>
Туре	Lessons	<u>assessment</u>
Lecture	1	exam
Practice	0	<u>Number of</u>
	0	<u>credits</u>
Laboratory	0	3

Type of

### Subject Coordinator

Name Position Contact details

Dr. Koltai Tamás professor koltai.tamas@gtk.bme.hu

#### Educational organisational unit for the subject

Department of Management and Business Economics

#### Subject website

https://edu.gtk.bme.hu

#### Language of the subject magyar - HU

#### Curricular role of the subject, recommended number of terms

Programme: Master of Business Administration MSc from 2017/18 Term 1 Subject Role: Compulsory Recommended semester: 4

Programme: Master of Business Administration MSc from 2018/19 Term 1 Subject Role: Compulsory Recommended semester: 4

Programme: Master of Business Administration MSc from 2019/20 Term 1 Subject Role: Compulsory Recommended semester: 4

#### **Direct prerequisites**

StrongNoneWeakNoneParallelNoneExclusionNone

### Validity of the Subject Description

Approved by the Faculty Board of Faculty of Economic and Social Sciences, Decree No: 7th decision on the 580.063/2/2019 registration number Valid from: 30.01.2019.

## 2. OBJECTIVES AND LEARNING OUTCOMES

## **Objectives**

During the course, students will participate in a production simulation game and make decisions in a team. In the simulation game, student groups take over the management of a virtual electric vehicle engine company and make decisions over several periods to optimize the operation of the plant. Once the decisions have been made, they can see the results achieved on the website of the game, which they can use to improve the results for further periods. The simulation game is available on an online platform and can be easily opened from a browser. The game comes with a manual that details the game and the decision framework. Based on the contents of the manual and an initial condition, management decisions must be made over several consecutive periods and recorded online - the initial data helps to make the first decision, further decisions must be based on the results of the previous period. The analyses needed to make decisions are based on the knowledge of the subjects studied during the MBA programme, students will encounter problems and decisions of human resource management, production and operations management, accounting, and financial nature.

#### Academic results

Knowledge

1. The student is in possession of modern, theoretically demanding mathematical-statistical and modelling methods of problem recognition, formulation and solution, information collection and processing, he/she also knows their limitations.

#### Skills

- 1. The student formulates independent new conclusions, original ideas and solutions, is able to apply demanding analysis and modelling methods, to develop strategies for solving complex problems, to make decisions.
- 2. Develops and is able to represent an individual position based on one's own analysis.

#### Attitude

- 1. Is open and inclusive to new achievements in economics and practice.
- 2. The student considers it his/her duty to correct mistakes and develop his staff. It helps the personal professional development of your employees and subordinates.
- 3. Turns with interest to the results and solutions of related disciplines, open to networking.

#### Independence and responsibility

- 1. Independently selects and applies the relevant problem-solving methods in areas important for organizational policy, strategy and management
- 2. Performs economic analysis, decision preparation and consulting tasks independently.

#### **Teaching methodology**

Consultations, teamwork, simulation game.

#### Materials supporting learning

- Szimulációs játékhoz tartozó kézikönyv
- Egyéb, az oktatók által kiadott oktatási segédletek (https://edu.gtk.bme.hu)
- Koltai T.: Termelésmenedzsment, Typotex, 2009
- Damodaran, A.: A befektetések értékelése, Panem Kft, 2006
- Vörös J.: Termelés- és szolgáltatásmenedzsment, Akadémiai Kiadó, 2010
- Kovács Z.: A termelő és szolgáltató rendszerek fejlesztésének főbb irányai, Akadémiai Kiadó, 2017

# **II. SUBJECT REQUIREMENTS**

## TESTING AND ASSESSMENT OF LEARNING PERFORMANCE

### **General Rules**

The learning outcomes set out in point 2.2 are assessed during the examination period by a written examination

#### Performance assessment methods

A. Detailed description of performance evaluations during the term: none B. Performance evaluation during the examination period (exam): Elements

of the exam: 1. written performance evaluation: after the end of the simulation game, a summary report must be submitted by the teams. The teams summarize the decisions made in the game on 15-20 pages, the circumstances and pillars of their decision-making, identify their difficulties and also mention good practices. A total of 50 points can be earned for active participation and the submitted report. The points are scored by the teams for each member of the team.

### Percentage of performance assessments, conducted during the study period, within the rating

#### Percentage of exam elements within the rating

• Summary report: 100%

• Total: 100%

#### Conditions for obtaining a signature, validity of the signature

The condition for obtaining the signature is registration on the simulation game website. The signature is valid for the period specified in the Code of Studies

#### **Issuing grades**

Excellent	95-100		
Very good	90–94		
Good	78–89		
Satisfactory	65–77		
Pass	51–64		
Fail	0-50		
Retake and late completion			
According to the Code of Studies.			
Coursework required for the completion of the subject			

participation in contact classes	12×1=12
consultation with team members	6×3=18
decision making in periods	6×2,5=15
study of the manual	15
writing the summary report	30
total	90

## Approval and validity of subject requirements

Consulted with the Faculty Student Representative Committee, approved by Emma Lógó, PhD, Vice Dean for Education

# **III. COURSE CURRICULUM**

## THEMATIC UNITS AND FURTHER DETAILS

### **Topics covered during the term**

To achieve the learning outcomes outlined in section 2.2, at the beginning of the semester, students form teams in a self-organizing manner, and then, after a thorough, in-depth study of the handbook and two trial rounds, they make decisions over six periods of p

- 1 1. Formation of teams
- 2 2. Registration on the website
- 3 3. Talking through the manual, noting the most important connections
- 4 4. 2 trial rounds testing, learning to use the website
- 5 5. 6 sharp rounds competition between teams
- 6 6. Gathering experiences, drawing conclusions
- 7 7. Creating the executive summary report

## Additional lecturers

Tamás Alexandra egyetemi tanársegéd tamas.alexandra@gtk.bme.hu

#### Approval and validity of subject requirements

Part III of the Subject Data Sheet is approved by the head of the Department of Management and Business Economics indicated in point

1.8 in consultation with the programme manager(s) of the relevant field(s).