

Services for teaching, research and co-innovation

SAP University Alliances is a global program that provides more than 3,000 universities with free SAP software licenses for academic purposes. Within this program the SAP University Competence Centers (UCC) host SAP solutions for teaching, research and co-innovation.

In addition, UCCs develop and manage academic teaching materials to assist lecturers and researchers. While UCCs assure 24/7 availability of complex system landscapes and support users closely, faculty members can fully concentrate on their core competencies: teaching and research.

By using our scenario-based and practical curricula on latest SAP solutions, lecturers and students can reach their full potential. Our comprehensive teaching materials consist of presentations, case studies and hands-on exercises. Additional teaching tools facilitate continuous student assessments and foster group discussions.

Our experts can support you through all phases.

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Global Bike Go

Business Simulation Game
SAP UCC

Also available:



Discover Global Bike Go

Our business game extension for S/4HANA! With the learning approach Serious Gaming, the areas of procurement, production and sales are introduced in a playful manner. In addition or as preparation to classic system-based teaching of business processes, this is a great way to illustrate complex managerial and operational tasks to your students.

The idea of Global Bike Go

- Understanding of simple (market) mechanisms.
- Simple introduction to business tasks
- Promotion of understanding through limited scope
- Unexpected situations to improve competing user behavior and learning success
- Making decisions under uncertainty

The games

All games are turn-based and very simple. With a maximum duration of 45 minutes, they provide a good introduction to the basic business decisions and subsequent process steps.



Explore production

This game focuses on rough scheduling (scheduling and capacity planning). The focus lies on the cost-efficient fulfillment of a given production target under certain conditions (working days, personnel, costs).

The game starts under the same conditions for each player. During the game, participants can hire or fire employees and thus determine the planned production time for each bicycle. It is necessary to constantly monitor and analyze all production results and make good decisions.

After any number of rounds, the results are compared. The company with the lowest (average) cost of goods sold wins.

Explore procurement

In this game, simple procurement decisions (supplier selection) are to be made. The goal is to efficient purchasing based on product combinations offered by suppliers, their prices and delivery reliability.

All companies start with the same stock and cash levels, which are set by the game master according to the desired level of difficulty. The players analyze the offered raw material sets as well as their prices from all suppliers, determine order quantities per supplier (i.e. per set) and replenish their stock accordingly, taking into account storage costs. Each supplier is characterized by specific delivery reliability, material quality and price.

After any number of rounds the achieved profits are compared. The company with the most capital wins.

Explore sales

In this game, market mechanisms (supply/demand as well as price determination) are to be understood. The goal is to maximize profit through bicycle sales.

The only difference between bicycles offered by competing teams is the sales price they are setting each round. The current market situation and seasonal influences must be taken into account.

After any number of rounds, the profits made are compared. The group with the most capital wins.