



**Universitat
Pompeu Fabra**
Barcelona

Syllabus:

Business Logistics

2015/2016

3. Competence to develop on the course

| General competence | Specific competence |
|---|--|
| <p>Instrumental</p> <ul style="list-style-type: none"> • Planning and arrangement capabilities. • Software Skills. • Problem solving. • Ability to find appropriate information from different sources. <p>Interpersonal</p> <ul style="list-style-type: none"> • Oral communication for public audience. • Team working. • Writing. <p>Systematic</p> <ul style="list-style-type: none"> • Critical reasoning in the reading, writing and oral communication activities. • Capacity to analyze and summarize quantitative and qualitative information. • Fitting to new situations. | <p>Academic and professional</p> <ul style="list-style-type: none"> • To be able to identify the main functions of business logistics and supply chain. • To be able to link business logistics with other business strategies and functional areas of the firm, such as marketing and operations. • To be able to identify and plan the basic logistics activities of a company, such as inventory, demand planning, warehouse management and transportation. • To be able to use analytic tools and methodologies to plan and manage logistics. • To be able to identify the main information systems of logistics and their impact on an efficient logistics management. • To be able to identify the main relevant areas of future logistics. |

4. Contents

1. Introduction to Business Logistics
 - 1.1. Logistics and Supply Chain Management
 - 1.2. Logistics and other functional areas of a company
2. Logistics Strategies
 - 2.1. Strategic decisions about transportation, warehousing and location
 - 2.2. Logistics network design
3. Demand planning in Logistics
 - 3.1. Customer service
 - 3.2. Order management cycle
4. Procurement management
 - 4.1. Procurement strategies
 - 4.2. E-procurement
5. Inventory management in the supply chain
 - 5.1. Inventory control methods
 - 5.2. DRP systems
 - 5.3. Beer Distribution Game
6. Transportation management
 - 6.1. Transportation planning and management
 - 6.2. Transportation modes
 - 6.3. Distribution and vehicle routing
7. Warehouse management and coordination of supply
 - 7.1. Warehouse operations
 - 7.2. Storage and handling systems
 - 7.3. Quick response and ECR

8. Information systems for logistics management
 - 8.1. Introduction to information systems for logistics management
 - 8.2. ERP y SCM systems
 - 8.3. Logistics integration using information systems
9. Current issues in Logistics
 - 9.1. e-logistics
 - 9.2. Integration and collaboration
 - 9.3. Reverse logistics

5. References and resources

- Ballou R.H., "Business Logistics/ Supply Chain Management", Prentice Hall, 2004.
- Bowersox D.J., D.J. Closs, M. B. Cooper "Supply Chain Logistics Management", McGraw-Hill, 2013.
- Chopra S. & Meindl P., "Supply Chain Management: strategy, planning, and operation", Pearson Education, 2013.

6. Methodology

The methodology of this course will be based on lecture classes, exercises classes (seminars), presentations of case studies or experiences by professionals, as well as set of highly interactive activities. These activities should be done individually or in groups, and students are expected to read and prepare them before class. The students are also expected to participate actively in the blog of the class as well as have a high participation in class.

7. Dossier of the course

The support material of the course is available in the Aula Global – Moodle and concerns with: slides of each topic for the lecture classes in pdf format and cases of study, exercises and game rules for seminars.

8. Grading

The grading of the course will be done in the following way:

- **Activities (40%).**
 - These activities **cannot be recovered.**
- **An exam** consisting of multiple choice and exercises (60%).
 - In order to pass the exam, it is necessary to obtain as a **minimum a score of 4 (out of 10)**. Otherwise, it will not proceed to compute the mean of final grade taking into account the activities. **In this case (having a exam grade lower than 4), the final grade will be equal to the one of the exam.**
 - The exam **can be recovered on February 2016** and the final grade will be calculated as in December (40%*grade on activities + 60% grade on recovery exam).
 - To be eligible to take the recovery exam, students must meet both of the following conditions: the student has completed the all requested activities and the student has taken the December exam.

Activities:

1. **Blog development and participation.** Three students will be selected to coordinate this activity and these students will participate in the evaluation of their colleagues. Any topic published and discussed in the blog could be subject to questions in the final exam.
2. Beer Game.
3. **Final project** to be done in groups (2 to 5 students). A group of three students will be selected to coordinate this activity (for example: ensure publication about the project in the blog, select the ones that will be present in the lecture or seminar classes; propose a grade, etc.).

4. **Seminars** participation and answer correctly the online tests.

The activities will be evaluated according to the following criteria:

1. **Blog Participation** (15%). The blog's coordinators and the professors will grade jointly the participation of each student depending on the quality of the participation. The professors will evaluate the coordinators.
2. **Beer Game** (5%). The students are required to participate on the seminars of the game and write down a short report. The evaluation will base on the results of the game and on the quality of the report.
3. **Project Report's Grade** (15%); **Quality** of reports delivered (originality, content and structure of the report). Extra grade for outstanding presentation, video, development of an app or web application, or other materials presented. The project's coordinators will propose a grade, and the professors will decide the final grade. The professors will evaluate the coordinators.
4. **Seminar participation** and **Exercises** (5%). Evaluation on the participation and grade on the online tests.

Attendance policy

The classes are expected to be very participative, so **both lectures and seminar classes are compulsory**. In particular, professors will control the assistance in following classes: beer game seminar classes, final project presentations, company's presentations or classes with an invited speaker.

- No penalization for missing **two classes** (lecture and seminar in total).
- Missing **three to five classes** (lecture and seminar in total) lowers your final course grade by 2.5% (of final grade) for each class missed.
- Your final course grade will be lowered an additional 5% (of final grade) for each class missed over and above the first five.
- Missing a **required class** counts as 1.5 absences. Required classes are the following ones: seminars on Beer Game, final project presentations, company's presentations or classes with an invited speaker.
- If students miss **a class due to medical reasons**, they must present an **official medical report** (CAP certificate or hospital certificate) and no other situations will be considered. If a student misses three or more classes due medical issues, the student will have the opportunity to recover these classes by doing an oral exam (half hour oral exam for each class missed).
- Students must be responsible knowing the number of seminars they have attended or not. Professors will not advise students about the number of missing classes.
- **UPF students in ERASMUS**. The evaluation will be equal for all students including Erasmus students. There are no exceptions. Erasmus students must contact with the professor, in the first week, in order to decide how to deliver the activities and to obtain a continuous evaluation.

Relevant issues in Grading:

- Plagiarism is to use of another's work and to present it as one's own without attributing the sources in the correct way. All essays, reports or projects handed in by a student must be original work completed by the student. **Otherwise the score will be zero and, depending on the severity of the fact, the student can fail the course.**
- Students must bring resolved or worked activities in each class. In particular, in seminars dedicated to:
 - case study: students must prepare the case before class to be prepared to discussed it in class.
 - game: students must study and understand the rules of the game before the class; play the game in class and afterwards prepare a report.
 - exercises: students must work in the exercises before class and, in class, must discuss doubts and participate in the resolutions of these ones, afterwards must do the auto evaluations tests in Aula Global.
- No report can be handled by mail, only through Aula Global.
- **UPF students in ERASMUS**. The evaluation will be equal for all students including Erasmus students. There are no exceptions. Erasmus students must contact with the professor in order to decide how to deliver the activities and to obtain a continuous evaluation.

Grade Summary

| Evaluation activity | Criteria | Percentage in final grade | Recovery policy |
|-------------------------------------|--|--|---|
| Blog participation | Blog participation | 15% | No |
| Beer Game | Participation and grade of the report | 5% | No |
| Final Project | Report grade, presentation and extras | 15% | No |
| Seminar participation and exercises | Participation and grade on online test | 5% | No |
| Final exam | | 60% | Yes |
| Total (final grade) | | 100% | See conditions above. |
| Penalization | Missing three to five classes (lecture and seminar) | -2.5% of final grade*number of classes | Only for justified medical reasons and oral exam. |
| Penalization | Missing more than five classes (lecture and seminar) | -5% of final grade*number of classes | |

9. Schedule of activities

| Date | Topics | Seminars | Activities |
|-----------------|---|--|---|
| Topic 1 | Introduction to Business Logistics | | |
| Topic 2 | Logistics Strategies | | Blog's coordination selection |
| Topic 3 | Demand planning in Logistic Procurement Management | | Final project coordination selection |
| Topic 4 | Inventory management in the supply chain | Seminar 1 – Exercises on logistics strategies | Online multiple-choice test. |
| Topic 5 | Transportation management | Seminar 2 – Exercises on Inventory Management. | Online multiple-choice test. |
| Topic 6 | Warehouse management and coordination of supply | Seminar 3 – Exercises on Vehicle Routing. | Online multiple-choice test. |
| Topic 7 | Information systems for logistics management | Seminar 4 – Beer Game (part 1) (required) | Upload the report on the final project in Aula global. |
| Topic 8 | Current issues in logistics Company Presentations (required) | Seminar 5 – Beer Game (part 2) (required) | Upload the report on the game in Aula global two days after the seminar. |
| Topic 9 | Company Presentations Blog presentation and discussion (required) | Seminar 6 – Final project presentations and discussion. (required) | |
| Topic 10 | Final Project presentations (TED style presentations) (required) | | |

Important note: The schedule can be changed due availability of the company speakers.