

# The Illumination Game

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The “Illumination Game” is an educational game. It is a python-programmed and turn based game, playfully introducing the production management concept of production layouts. The player inherits a small light bulb manufacturing business which must be led to a new growth path.

## Introduction

There are numerous commercial video games about production management. However, none of them specifically features the concept of production layouts. The Illumination Game addresses this from an educational perspective.

It is a single player, turn based production management game. The player manages a factory producing light bulbs in the beginning. The goal is to ultimately dominate the market as the market-leader: This is achieved by ramping up the production while adjusting the market prize and introducing new products. However, the ramp-up of the production from a fixed-position layout with hand-made lamps towards a mass production of LEDs is challenging.

four production layouts (fixed position, process, cellular, and line) while making the most profit in sales to master the investments in the production system. This can be achieved by innovating the product and adjusting the price of the current product to meet the demand of the product with the own supply.

Additionally, the game features three products (light bulbs, halogen lamps, and LEDs), eleven raw materials and intermediary products, a customizable production hall as well as a market simulation for supplies and sales.

Smart business decisions on where and when to invest will make the difference between a thriving, growing and a dying company. Do you have the skills to create a growing business?



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## The Illumination Game

The player must ramp up its production output of different lamp-technologies by progressing through the

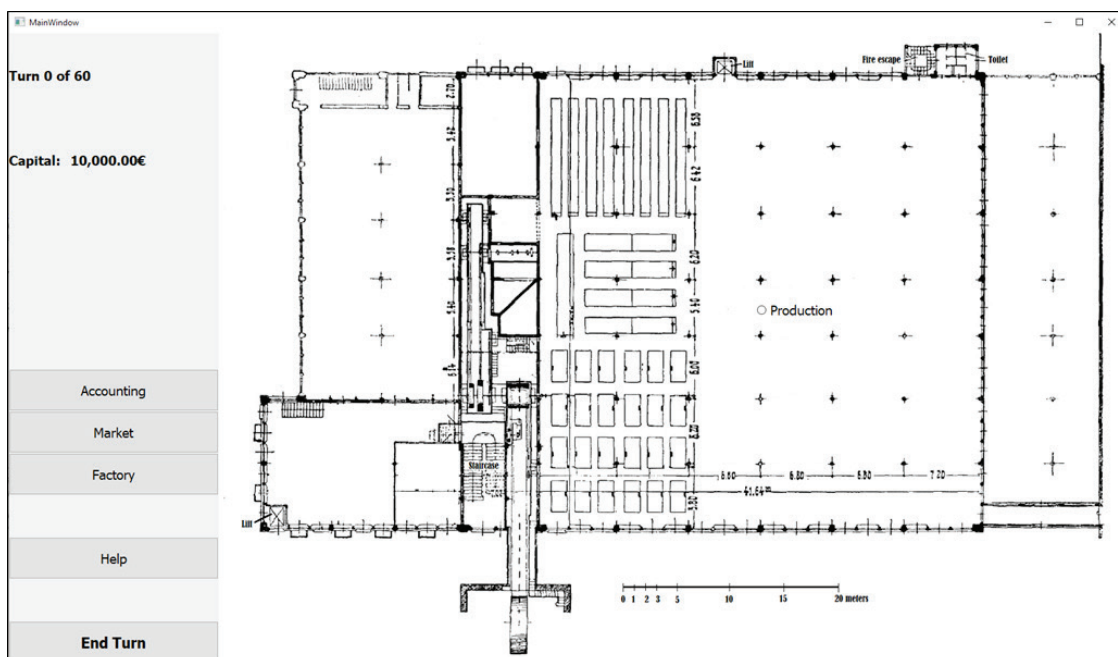


Figure 1: Main View on the Factory and User Interface