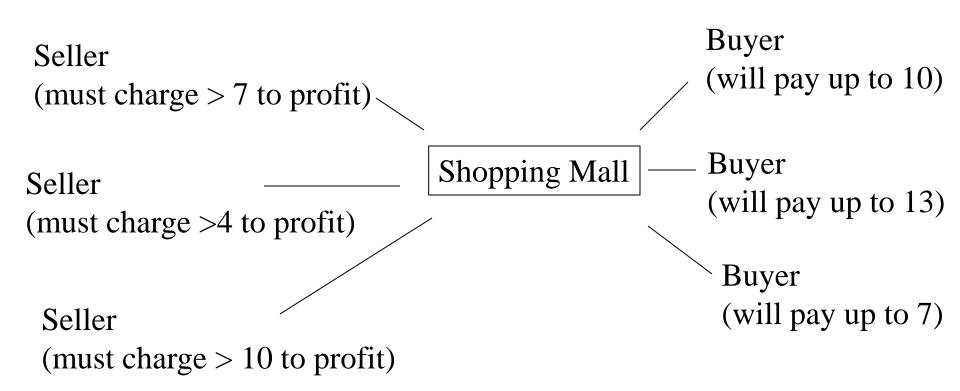
Bringing Business into the ISMT Curriculum

- Motivation
- Quick Overview
- Software Glimpse
- Pedagogical Issues

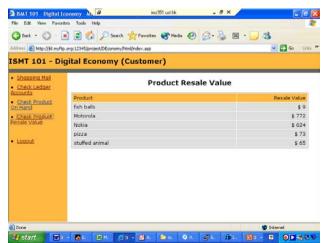
Customer Goal: Buy valuable products for low price Seller Goal: Sell low-cost products for high price

Shopping Mall

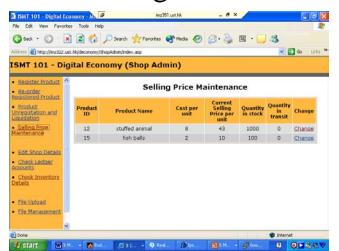
All information comes together in market

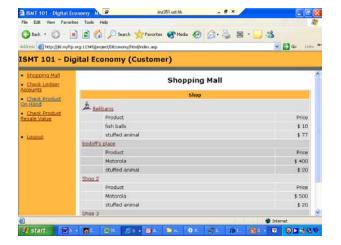


Each Customer
Logs in and gets
Access to budget, functions

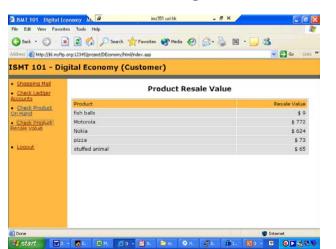


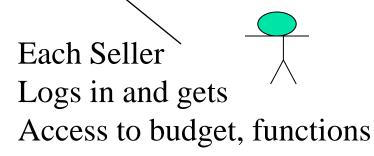
Each Seller
Logs in and gets
Access to budget, functions





Each Customer
Logs in and gets
Access to budget, functions







Seller

- Decisions:
 - Which product to sell
 - at what price
 - how much inventory to buy
- Possible uses of Information:
 - Purchase information about competitors
 - purchase information about buyers' demand
 - Purchase targeted e-mail list

Buyer

- Decisions:
 - Which product to purchase
 - When to buy
- Possible uses of Information:
 - Purchase information about competitors
 - purchase information about buyers' demand
 - Comparison-shopping

Software Demo

Pedagogy

- Place of Market in total course instruction
- Lab-Time versus Real-time
- Experiment versus Teaching
- Incentives and Grades
 - Problem
- Students, too, have traditional view of course. Not sure how to regard a new modality, try to fit it into what they know – is this a test? Is this a homework?
- Lessons