Fishbanks

A Renewable Resource Management Simulation

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Fishbanks

- You will play the role of a fishing company
 - Competing against other companies
 - Dealing with variations in fish populations and catch

Market Goal

Maximize your Net Worth at the end of the game.

Net Worth = Bank Balance \$

+ Value of Fleet



The winner is the team with the highest Net Worth at game end

Annual Profit

Profit = Income - Expenses

(\$/year)

- Fish Sales
- Ship Sales
- Interest Earnings

- Operating Costs
- Ship Purchases
- New Ship Orders
- Interest Charges

Income

```
• Fish Sales = Catch * Fish Price
($/Year) (Fish/Year) * ($/Fish)
Fish Price = $20/fish
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Ship Sales = Ships Sold * Ship Price ($/Year) (Ships/Year) * ($/Ship)
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Ship Price set by auction

Interest earned only if Minimum Balance is positive.
Interest Rate = 2%/year

Expenses

Operating = Costs (\$/Year)

Annual cost for ships deployed to: Harbor, Coast, and Deep Sea

Harbor: \$50, Coast: \$150, Deep: \$250 per ship per year

• Ship Purchases = Ships Bought * Ship Price (\$/Year) * (\$hips/Year) * (\$/Ship)

Ship Price set by auction

Interest = Minimum * Interest
 Charges Bank Balance Rate
 (\$/Year) * (%/Year)

Interest charged whenever Minimum Balance is negative.
Interest Rate 5%/year.

Expenses (continued)

- Each year you may order the construction of new ships.
- You pay for these ships this year and take delivery at the start of next year.
- New Ship = Ships Ordered * New Ship Price Purchases (\$/Year) (Ships/Year) * (\$/Ship)

New Ship Price = \$300/Ship

Maximum New Ship Order is half of your current fleet (initial fleet + auction purchases), rounded up to the nearest whole number.

Fishing Fleet



Initial Fleet = 3 Ships/team

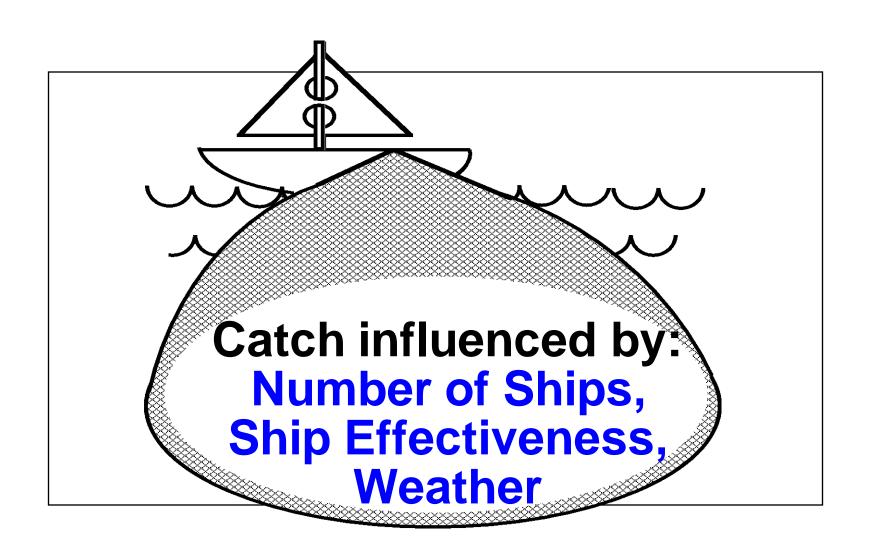


- Fleet Growth
 - Purchase from other teams via auctions
 - Order new ships

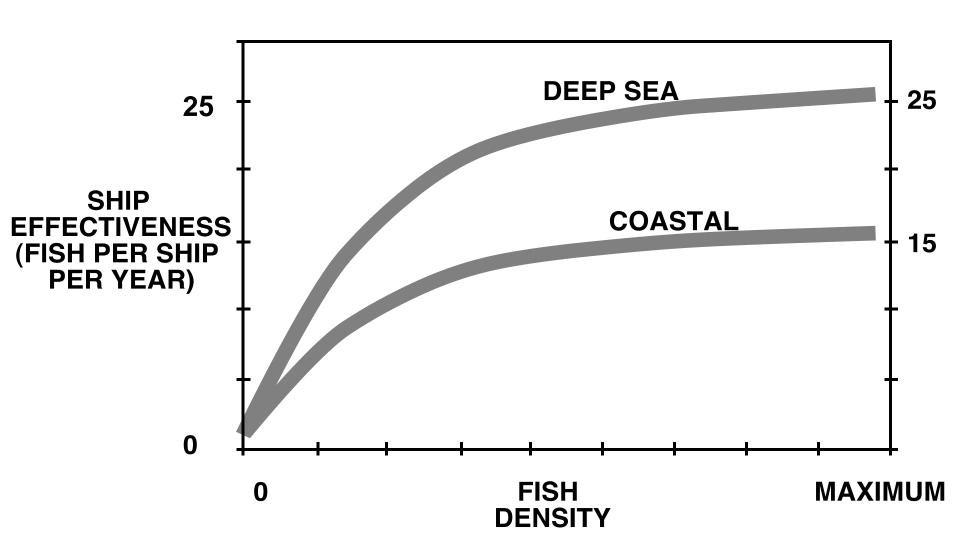


- Fleet Reduction
 - Sales to other teams via auctions

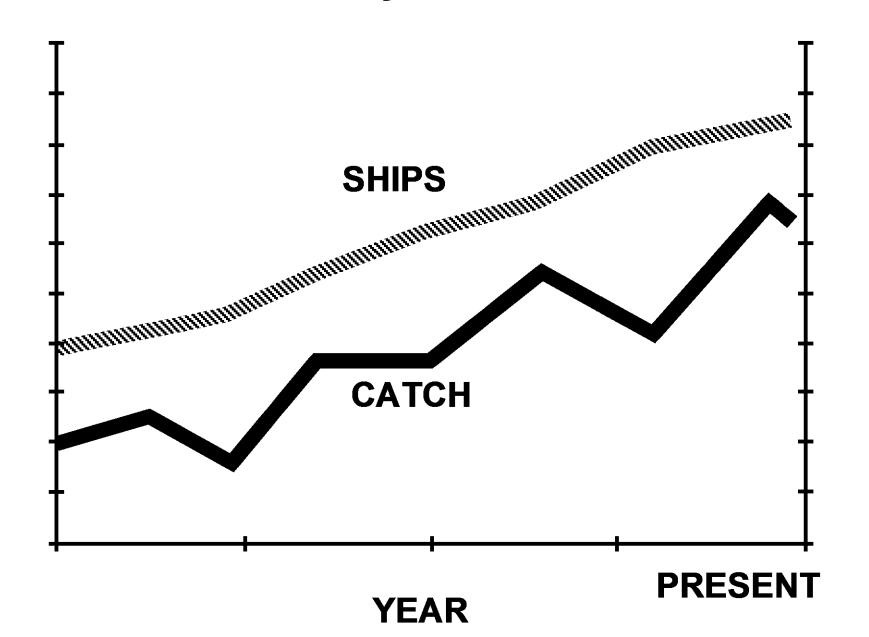
Catch



Ship Effectiveness



Recent History of the Fisheries



Fishing Areas

Deep Sea

Maximum Population 2000 - 4000 Fish

Annual Operating Cost \$250 per Ship-Year

Productivity
(Max Ship Effectiveness)
25 (Fish/year)/ship

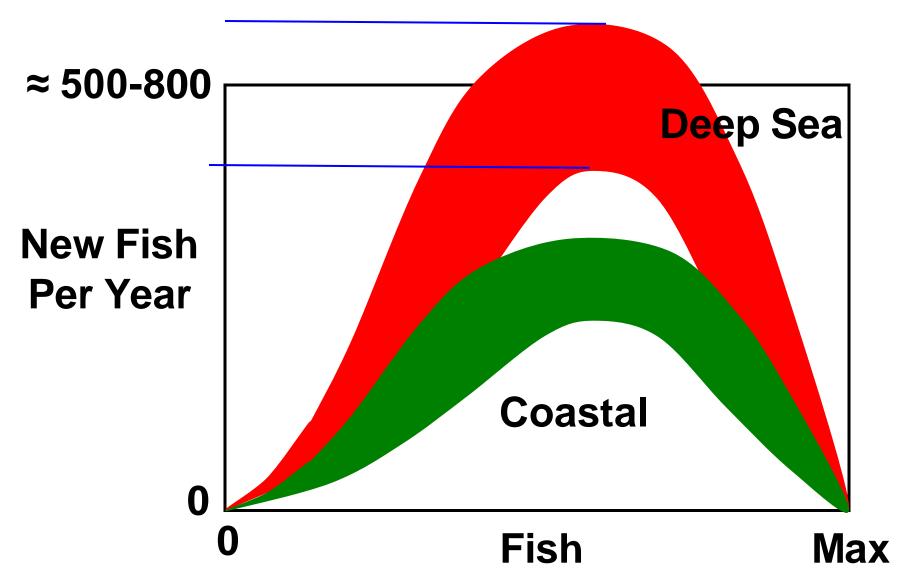
Coast

Maximum Population 1000 - 2000 Fish

Annual Operating Cost \$150 per Ship-Year

Productivity
(Max Ship Effectiveness)
15 (Fish/year)/Ship

Net Recruitment



Profit Example

1 SHIP TO DEEP SEA	FISH SALES = 25 X \$20 OPERATING COST	\$500 - \$250	
	DEEP SEA SUBTOTAL		\$250
1 SHIP TO COASTAL	FISH SALES = 15 X \$20 OPERATING COST	\$300 - \$150	
	COASTAL SUBTOTAL		\$150
1 SHIP TO HARBOR			
	HARBOR COST		- \$50

PROFIT

\$350

Develop your Strategy

- 1. Your goal is to end the game with the maximum possible assets.
- 2. Discuss within your team what strategies for boat acquisition and allocation you will follow to attain this.
- 3. Write your strategy down.

Let's Go Fishing

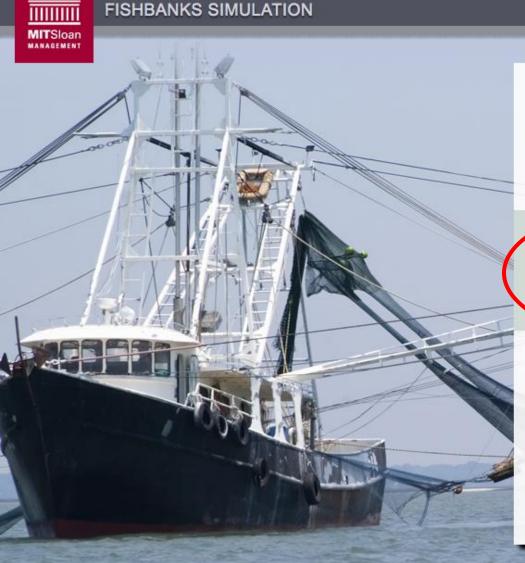


Fishbanks MIT Sloan

https://mitsloan.mit.edu/LearningEdge/simulations/fishbanks/Pages/fish-banks.aspx







Welcome to the Fishbanks Simulation

Student

- o Play as individual
- o Play as part of a class

Login ID:

Password:

Login

Administrators

- o Set up a new class
- o Register as an administrator
- o Administer an existing class

Play as part of a Class

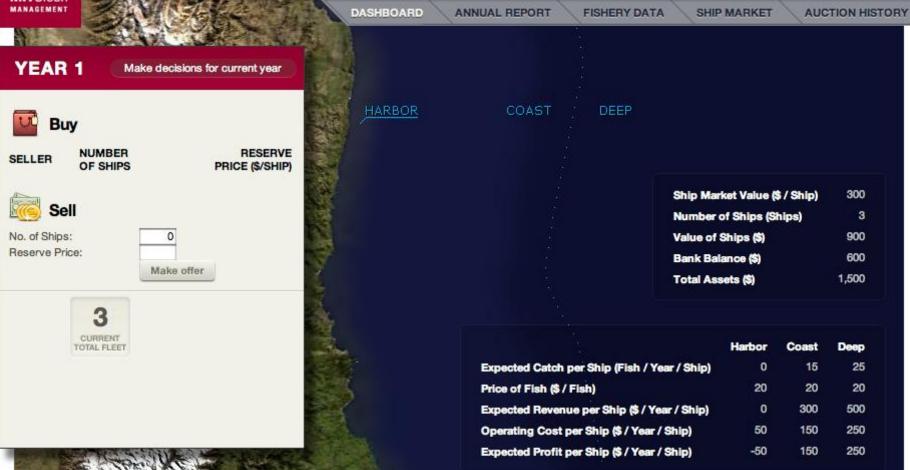
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Password: 2801

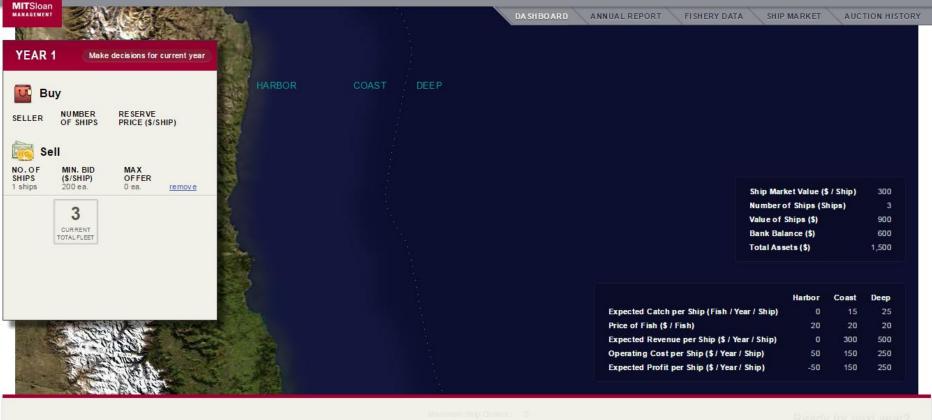
FISHBANKS SIMULATION



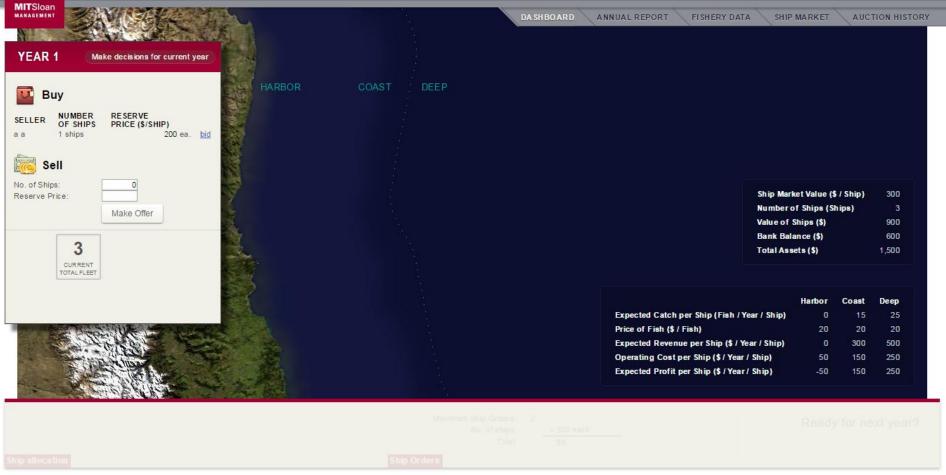
Log out Logged in as Atlantic 1



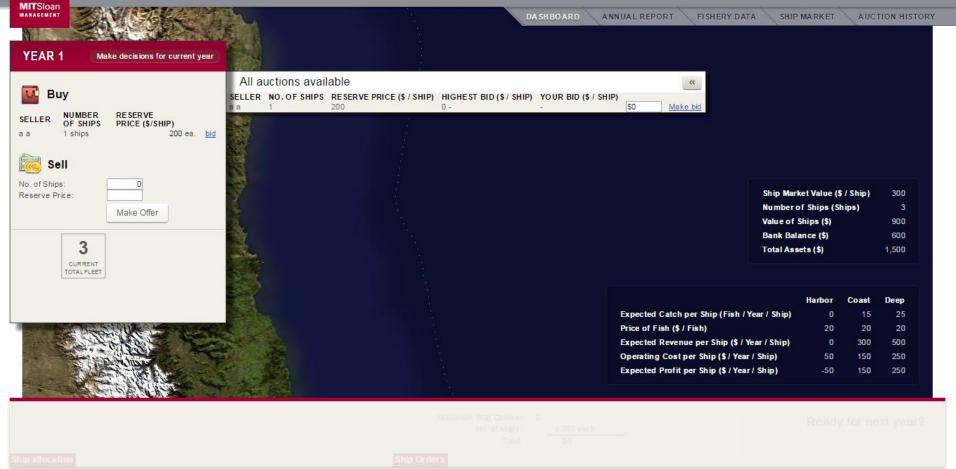
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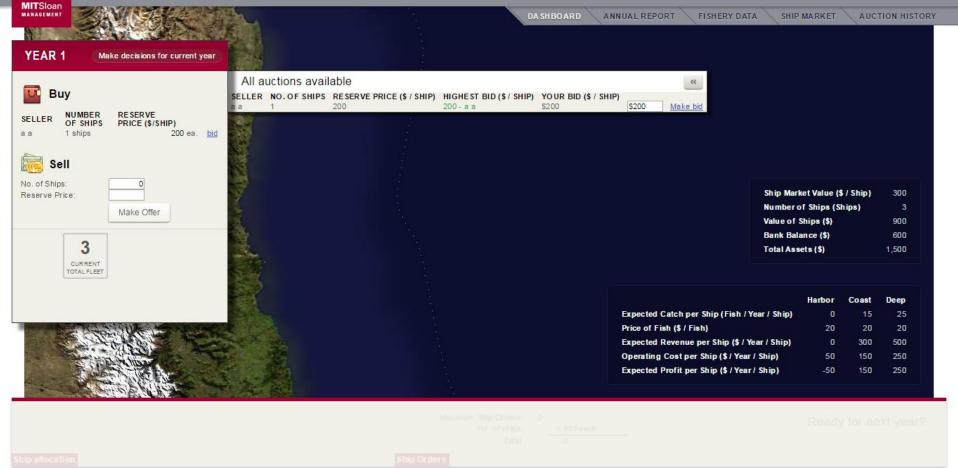
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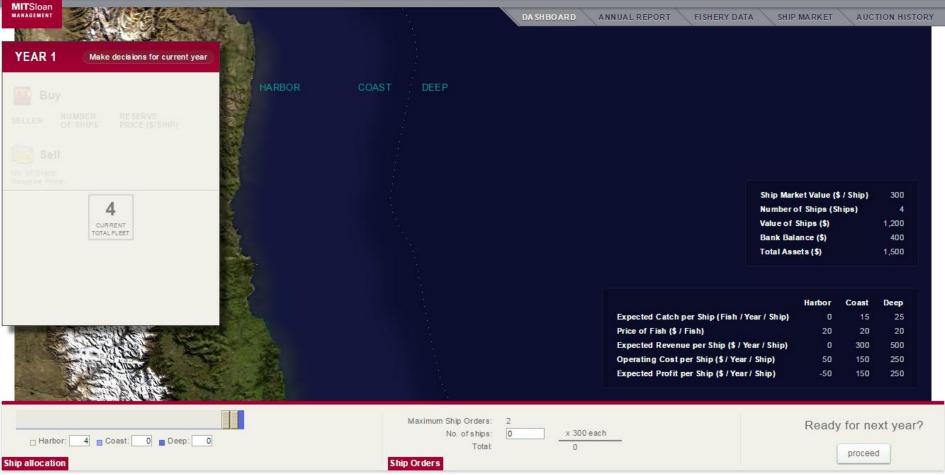


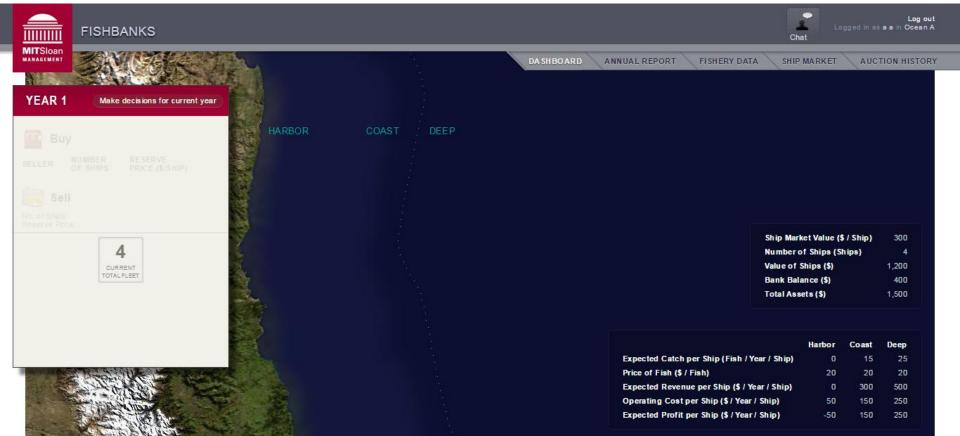
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Harbor: 0 Coast: 2 Deep: 2

Ready for next year?

proceed

