

3.0 Online
Implementation Guide

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About Our Sponsor

Best Buy® and the Best Buy Children's Foundation

“At Best Buy, we care about kids and the future. That’s why Best Buy Company, Inc. commits 1.5 percent of annual pretax earnings to charitable giving; much of that giving is through the Best Buy Children’s Foundation. The Best Buy Children’s Foundation dedicates its resources in two primary ways: supporting the development and delivery of innovative, technology-based educational curriculum and content, and making education accessible to graduating high school seniors through Best Buy Scholarships. The Best Buy idea is simple: we want to make learning fun.”

To learn more about Best Buy and the Best Buy Children’s Foundation, visit:
<http://communications.bestbuy.com/communityrelations/default.asp>.

General Information

Overview

The computer simulation portion of *JA Titan* tests students' business skills in the highly competitive, technologically advanced industry of the (fictional) Holo-Generator™. The simulation puts players at the helm of a manufacturing company. With the online version, students make decisions about pricing, production, marketing, capital investment, research and development, and charitable giving. If successful, students can overcome the competition and become "Titans of Industry."

JA Titan now exists as an online simulation and a CD-ROM experience. The *JA Titan* CD-ROM has been designed for classrooms that cannot or choose not to use the online version. Although the online version continues to have more advanced features, the CD-ROM can be used to bring business to life in any classroom with one computer.

The Implementation Guide provides valuable information about *JA Titan*. You also will find helpful pointers to share with teachers and volunteers to assist them in learning how to use and successfully navigate through the programs.

We have designed this Implementation Guide you are now reading with great care. Its purpose is to assist you in every way possible with a smooth implementation of *JA Titan*.

A Comparison: JA Titan 2.0, JA Titan CD-ROM, and JA Titan 3.0

JA Titan 2.0	JA Titan CD-ROM	JA Titan 3.0
All lesson plans are online.	All lesson plans are contained in a program kit.	All lesson plans are contained in a program kit.
There are no physical program materials.	The program kit includes Teacher and Volunteer Guides, Student Workbooks, Certificates, a Holo-Generator Poster, and Student Newsletters.	The program kit includes Teacher and Volunteer Guides, Student Workbooks, Certificates, a Holo-Generator Poster, and Student Newsletters.
Competitions can be within a classroom or between classes, schools, Areas, or can be national or international.	All teams in a competition compete on the same computer.	Competitions can be within a classroom or between classes, schools, Areas, or can be national or international.
Decisions include: Price, Production, Marketing, Research and Development, and Capital Investment.	Decisions include: Price, Production, Marketing, Research and Development, and Capital Investment.	Decisions include: Price, Production, Marketing, Research and Development, Capital Investment, and Charitable Giving.
There are no sub-decisions.	There are no sub-decisions.	Sub-decisions are available in Marketing, and Research and Development.
Maximum 40 quarters.	Maximum 30 quarters.	Maximum 30 quarters.
There is one set of advisors/staff.	There is one set of advisors/staff.	Students can choose between two advisors/staff of each type.
Economic scenarios include: Recovery, Product Introduction, Product Obsolescence, Full Business Cycle.	No scenarios available.	Economic scenarios include: Recovery, Product Introduction, Product Obsolescence, Full Business Cycle, Global Production, Product Innovation.
No game rewind available.	No game rewind available.	Game rewind available to teachers and volunteers.
Computer players are predictable.	Computer players are predictable.	Selectable (easy or hard) computer players are not as predictable.
No minimum price.	Teacher/volunteer can set a minimum price.	Teacher/volunteer can set a minimum price.

JA Titan Program Template

JA Titan introduces critical economic and management decisions through an interactive computer simulation. The program contains seven required, volunteer-led sessions.

The key learning objectives state the skills and knowledge students will gain in each session.

<p>Session One: How Much? How Many? Students explore how price and production levels can affect business performance.</p>	<p>Key Learning Objectives Students will be able to:</p> <ul style="list-style-type: none"> ▪ Explain how product price impacts profits. ▪ Describe how production can affect price, sales, and profit.
<p>Session Two: How Much? How Many? – The Simulation Students learn to make decisions about price and production levels using the <i>JA Titan</i> computer simulation.</p>	<p>Key Learning Objectives Students will be able to:</p> <ul style="list-style-type: none"> ▪ Make informed business price and production decisions.
<p>Session Three: Cutting Edge Students design a research and development plan for their business. They also examine marketing’s impact on sales and explore marketing strategies.</p>	<p>Key Learning Objectives Students will be able to:</p> <ul style="list-style-type: none"> ▪ Determine a research and development plan for their business. ▪ Explain how businesses determine their target markets and conduct market research. ▪ Explain how marketing affects sales. ▪ Identify key marketing strategies.
<p>Session Four: Cutting Edge – The Simulation Students learn to make decisions about research and development, and marketing using the <i>JA Titan</i> computer simulation.</p>	<p>Key Learning Objectives Students will be able to:</p> <ul style="list-style-type: none"> ▪ Make informed research and development, and marketing decisions.

<p>Session Five: Make an Investment Students learn how to make capital investment decisions, and promote new growth in their business through capital investment, as well as why businesses choose to make charitable giving decisions.</p>	<p>Key Learning Objectives Students will be able to:</p> <ul style="list-style-type: none"> ▪ Understand that different businesses use different capital investment strategies. ▪ Make recommendations for capital investment based on set parameters. ▪ Define charitable giving and explain why businesses make decisions to share their resources.
<p>Session Six: Make an Investment – The Simulation Students make decisions about capital investment using the <i>JA Titan</i> computer simulation. Using the online simulation, students also make decisions related to charitable giving.</p>	<p>Key Learning Objectives Students will be able to:</p> <ul style="list-style-type: none"> ▪ Make decisions by applying their knowledge to a business simulation. ▪ Use what they have learned about price, production, research and development, marketing, capital investment, and charitable giving to make business decisions using the <i>JA Titan</i> computer simulation.
<p>Session Seven: JA Titan of Industry – The Competition Using knowledge gained from previous sessions, students compete as businesses to see which will be crowned the JA Titan of Industry.</p>	<p>Key Learning Objectives Students will be able to:</p> <ul style="list-style-type: none"> ▪ Understand how business decisions affect business performance. ▪ React appropriately to decisions made by other businesses.

JA Titan enhances students’ learning of the following concepts and skills:

Concepts– Business management, Capital investment, Charitable giving, Demographics, Fixed costs, Four P’s of Marketing, Law of diminishing returns, Marketing, Marketing research, Price, Product life cycle, Production, Research and development, Target marketing, Variable costs

Skills– Analyzing information, Critical thinking, Data analysis, Decision-making, Mathematical skills, Planning, Reading charts and graphs, Research, Teamwork, Working in groups

JA Titan contains seven instructional sessions in a program kit and a computer simulation. It is recommended for students in grades 9-12.

Program Quality Implementation Model

JA Titan Online – 8.0 points per student			
	Required	Recommended	Optional
Placement			
Grades 9, 10, 11, and 12		•	
Grade 8			•
Classroom		•	
After-school / Out-of-school			•
Home School			•
Number of Students			
The number of students as required under school's or organization's policy to constitute a class.	•		
Duration			
Seven sessions	•		
Volunteer			
Seven sessions	•		
Pre-program visit to class		•	
JA feedback session		•	
Materials			
<i>JA Titan</i> online simulation	•		
Current program kit for <i>JA Titan</i>	•		
Program Orientation/Training			
Provided to every new teacher and volunteer	•		
Program Support and Service			
JA regular contact with teachers and volunteers		•	
JA occasional classroom visit to assess program quality		•	

Product Information

Training Tools

Online program training for all JA programs is available at <http://www.pragmatics.com/JA/webclass/psja.asp>.

A *JA Titan* training CD-ROM for Area Office staff, teachers, and volunteers has been sent to your office. This training is also available on the JA website: <http://www.ja.org/titan/training/JA-Titan-InterfaceWeb.html>.

Portions of this Implementation Guide can be used as a training tool for teachers and volunteers.

Purchasing a JA Titan Online Program Kit

Area Offices can purchase *JA Titan* Online program kits through the e-Order system or by contacting JASCO directly. The JASCO product number is HS310OL. The regular price of each kit is \$80.

Contact JASCO at 1.800.552.3456 or access e-Order on the JASCO page of the JA Portal (<http://www.jaeorder.org>).

Area Administrators

JA Titan Simulation Implementation Guide

Technology Requirements and Help Desk Information

The *JA Titan* 3.0 Online version has minimum technology requirements. If these requirements are not met, the program will not perform as expected. All participants should confirm that they meet these minimum requirements *before* beginning the program.

The program is available at <http://titan.ja.org> and can be accessed over multiple computers.

The 3.0 Online version requires the following:

- **Operating System:** Windows 2000 Pro, 2000 Server, XP Pro, XP Home, Mac System 9.2 or newer, Mac OS X: Any version.
- **Processor Speed:** 333MHz or higher (It might say something like 2.0 GHz; this is higher than MHz.)
- **Memory (RAM):** 256 MB minimum, 512 MB or higher recommended.
 - You can check the RAM, processor speed, and operating system by locating the My Computer icon (either on the desktop or under Start). Right click on the icon and select Properties. It will show on the General tab, toward the bottom where it says Computer.
- Internet connection of at least 56Kbs
- Mouse or other pointing device
- Sound card and speakers (Optional for in-game sound)
- Printer (for printing reports)
- Minimum screen resolution of 800X600
- Browser

Windows:

- [Firefox 1.0.1](#)
- [Netscape 4.7 and 6](#)
- [Internet Explorer 5, 5.5 and 6](#)
- [Flash 6 Plug-in](#)

Macintosh:

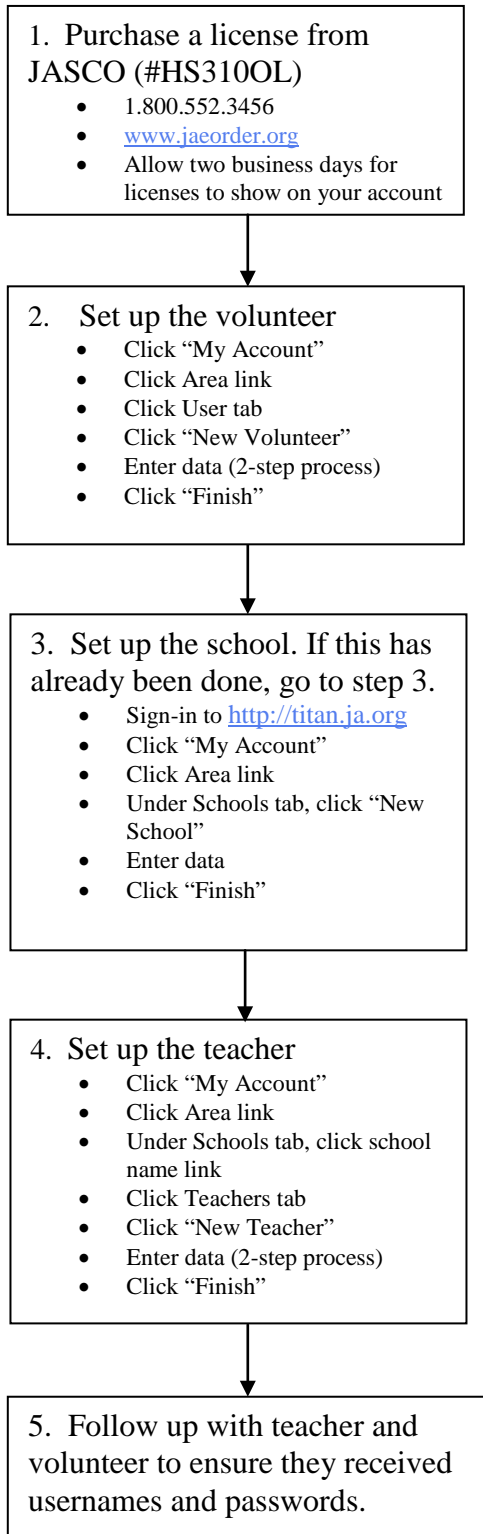
- [Safari 1.2.4](#)
- [Firefox 1.0.1](#)
- [Flash 6 Plug-in](#)
- Shockwave flash client, available for free download at <http://www.adobe.com/shockwave/download>.

JA Help Desk service is available from 6 a.m. to 5 p.m. Mountain Time, Monday through Friday. The Help Desk staff can be reached by phone at 866.528.4826 or by e-mail at helpdesk@ja.org.

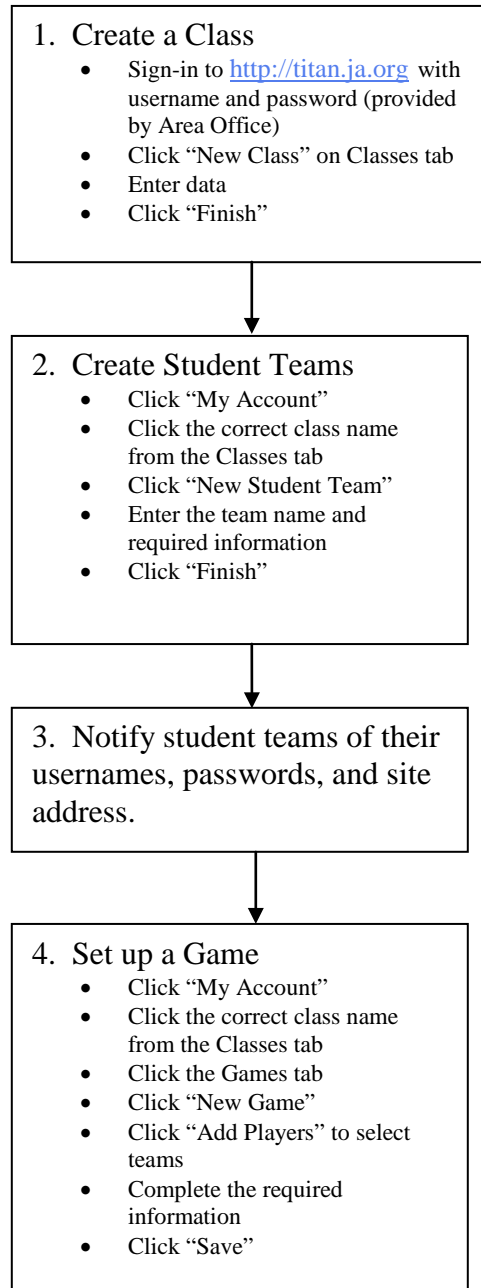
User Responsibilities Quick Reference

For more detailed directions, please visit the Help section at <http://titan.ja.org> or call the JA Help Desk at 1.866.528.4826.

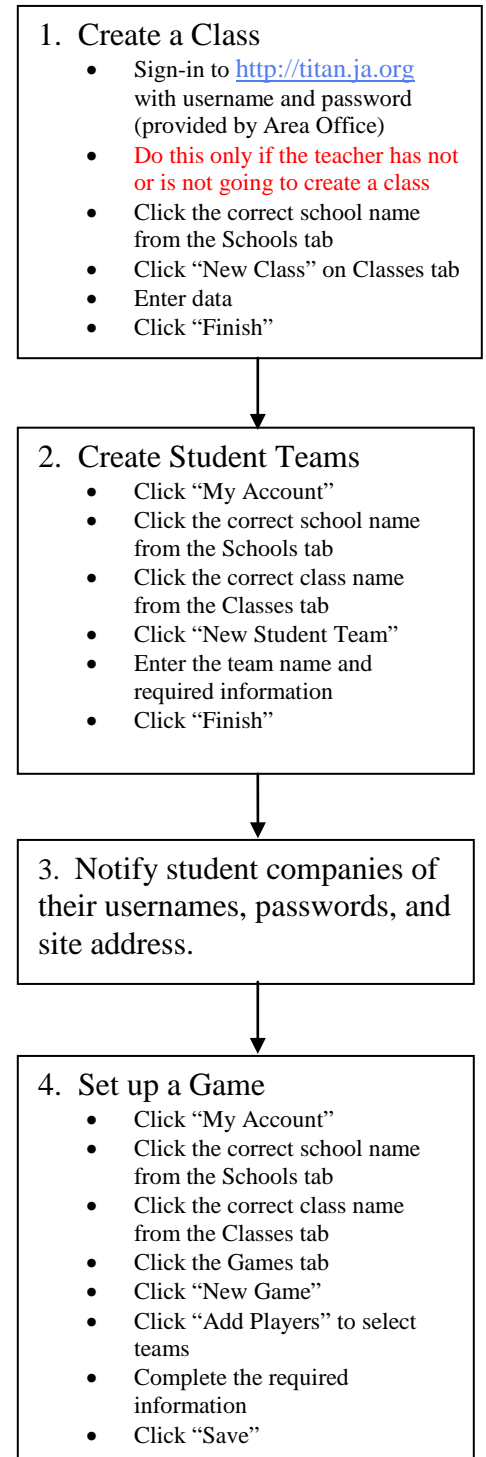
Area Office



Teacher



Volunteer



Getting Started

Step 1: Purchase a Kit and Online License

Area Offices can purchase *JA Titan* Online program kits through the e-Order system or by contacting JASCO directly. The JASCO product number is HS310OL. The regular price of each kit is \$80.

Contact JASCO at 1.800.552.3456 or access e-Order on the JASCO page of the JA Portal (<http://www.jaeorder.org>).

Area Offices will be mailed their program kit and an online license will be credited to their account.

Step 2: Sign-in to *JA Titan*

(Area Administrator, Teacher, Volunteer, Student Team)

- Open your web browser
- Type <http://titan.ja.org> into the address field.
- Click “Go.”
- Enter the username and password documented on the auto-reply email sent from the *JA Titan* program.
- Click “Sign-In.” This is your personal “home” page on *JA Titan*.

Home Page

Once you have signed into *JA Titan*, you will have access to several functions. At the right side of every page, there is general help to guide you through the page. The buttons at the top right and the contact information at the bottom are present on every page within the site.

- **My Account** can be used to navigate directly back to your home page from anywhere in the site.
- The **Forum** is used by students to communicate strategies and encourage competition.
- The **Help** link is user specific—you view any help topics that apply to your user status.
- **Sign Out** allows you to leave the site without leaving the Internet.
- **Area** link allows you to access Area-specific information.
- The **My Games** tab shows any games you administer or participate in.
- The **Inbox** allows you to view any mail sent within the *JA Titan* program.

- The **Outbox** allows you to create and send email.

The screenshot shows the JA Titan website interface. At the top, there is a navigation bar with the JA Titan logo, a "Home" link, and a welcome message "Welcome, Area Admin." followed by buttons for "My Account", "Forum", "Help", and "Sign Out". Below this is a breadcrumb trail: "World > United States > Junior Achievement > Area Admin". There are radio buttons for "Public" (selected) and "School".

The main content area is titled "Area Admin" and includes "Edit" and "Change Password" buttons. It displays the following information:

Role: Area Admin	Address: co
Area: Junior Achievement	United States
Company: Area Admin Inc.	
Status: Online	Email: afarmer@ja.org

Below the profile information, there are tabs for "My Games", "Inbox", and "Outbox". The "My Games" section shows "No Games.".

On the right side, there are three informational paragraphs:

- "As an **Area Administrator**, your primary responsibility is to manage your Area and users. Select the **Area** link on the left to manage Area functions."
- "The **My Games** tab lists games you are coordinating or playing. Click on the **Game** link to start playing a game or to view game details. Toggle between **Public** and **School** to access games in the two, distinct realms."
- "The **Inbox** tab lists incoming messages."
- "The **Outbox** tab lists outgoing messages. You can send a **New Message** to users you oversee."

At the bottom, there are links for "About JA Titan", "Privacy Policy", and "Terms of Use". A copyright notice states: "Copyright © 1999-2006 JA Worldwide. All Rights Reserved. 'JA Titan' is a trademark of JA Worldwide. Problems, issues, concerns? [Send us an e-mail](#) or call us toll-free at 1 (866) 528-4826. This page [c076d9ec-aa0c-4b93-b7c1-490011f68a8b] was generated in 0.96 seconds."

Area Administration

All Area administration functions can be controlled by clicking on the Area link and using the tabs.

- The **Schools** tab allows you to add, edit, and delete schools and their details.
- The **Licenses** tab allows you to view available and used licenses.
- The **Games** tab allows you to set up and monitor area-wide games.
- The **Users** tab allows you to add, edit, and delete volunteer and area administrator users.
- The **Involvement** and **Activity** tabs allow you to view the number of users assigned to your area and how often they access the program.

The screenshot shows the JA Titan web interface. At the top, there is a navigation bar with the JA Titan logo, a 'Home' link, and a welcome message 'Welcome, Area Admin.' with buttons for 'My Account', 'Forum', 'Help', and 'Sign Out'. Below this, the breadcrumb trail reads 'World > United States > Junior Achievement'. The main content area is titled 'Junior Achievement' and includes a search bar for users, 'Edit', and 'Delete' buttons. The area details are as follows:

Type: Area	Address: One Education Way
Area ID: 999999	Colorado Springs , CO 80906
Admin(s): Area Admin	United States
Jaadmin Jaadmin	Email:

Below the area details are tabs for 'Schools', 'Licenses', 'Games', 'Users', 'Involvement', and 'Activity'. The 'Schools' tab is active, showing '2 Schools.' and a 'New School' button. A table lists the schools:

Name	City	Edit	Delete
Another Titan School	Nowhere	Edit	Delete
Titan University	Nowhere	Edit	Delete

On the right side of the interface, there are several informational text blocks:

- As an Area Administrator**, most of your Area management functions are on this page.
- The **Schools** tab allows you to add, edit, or delete a school. You also have the ability to view detailed class information within each school by clicking on the school name.
- The **Licenses** tab displays information about available and in-use licenses. Order additional *JA Titan* program kits that include *JA Titan 3.0* online licenses from JASCO (Item part # HS3100L).
- The **Games** tab allows you to add, edit, or delete a game. Click on the **Game** name link to start playing a game or to view game details. Toggle between **Public** and **School** to access games in the two, distinct realms.
- The **Challenges** tab is available only in the **Public** realm. The **Challenges** tab allows you to edit, delete, or create a **New Challenge** for your area. Only public users can join a **Challenge**.
- The **Users** tab allows you add, edit, or delete volunteers.

Step 3: Add a New Volunteer (Area Administrator)

- Select the **Users** tab.
- Click **New Volunteer**.
- In Step 1, enter the information requested and click **Continue**.
- In Step 2, enter the information requested and click **Finish**.

The system will automatically send the new user an email with their user name, password, and link to the *JA Titan* site. Please be certain you have the correct email address.

It is recommended that you follow up with your volunteer to ensure they received their user name and password.

Step 4: Add a New School

(Area Administrator)

- Click on the Area link on your “home” page.
- The system will open to the **Schools** tab. Click **New School**.
- The system will display a school information form.
- Enter the school by **QED record for code** or **Manually entered information**.
- When all the information in bold is complete, click **Finish** or **Set Up Another School**.

Step 5: Add a New Teacher (Area Administrator)

- Go to your Area.
- The system will display the **Schools** tab. Click on the school name.
- Select the **Teachers** tab.
- Click “**New Teacher**.”
- In Step 1, enter the teacher information requested and click **Continue**.
- In Step 2, enter the information requested and click **Finish**.

The system will automatically send the new user an email with their user name, password, and link to the *JA Titan* site. Please be certain you have the correct email address.

It is recommended that you follow up with the teacher to ensure they received their user name and password.

Step 6: Add a Class

(Area Administrator (recommended), Teacher, or Volunteer)

A class only can be created if your area has available licenses.

- The system will automatically display the **Schools** tab.
- Click on the school name.
- On the right side of the page, click **New Class**.
- The system will display a class form.
- Enter the class information. (This information cannot be changed once it has been submitted.)
- Click **Finish**.

Unlimited games can be played within each class license. A new license is needed for each new class.

Deleting a class does not put the license back onto your account. Contact the Help Desk.

Step 7: Add Student Teams

(Teacher or Volunteer)

There is no limit to the number of Student Teams in a class.

- Click on the class name.
- The system will open to the **Student Teams** tab. Click **New Student Team**.
- In Step 1, enter the team name and click **Continue**.
- In Step 2, complete the information form and click **Finish**.

Step 8: Create a Game (Teacher or Volunteer)

There is no limit to the number of games that can be set up within a class.

- Click **My Account**.
- The system will open to the **Classes** tab. Click on the correct class name.
- Select the **Games** tab.
- On the right side, click **New Game**.
- Select the players by clicking **Add Players**.
- Complete the form information.
- Click **Finish** to create the game.

Unlimited games can be played within each class license. A new license is needed for each new class.

Deleting a class does not put the license back onto your account. Contact the Help Desk.

It is not recommended that the Area administrator set up any games for teachers or volunteers. Whoever sets up the game will have access to game administration screens.

Step 9: Game Screen Access (Student Teams)

Each Student Team should be given their username and password to Sign-In to the program.

- The system will open to the **My Games** tab of the student team.
- Click the Game name.
- Click **Play Now**.

A second screen will appear and look like “bay doors” opening. This page will take longer to load the first time the site is accessed by each student computer.

- At the top of the game screen, teams can see their team name, what quarter the game is in, and how the quarters will close (auto, timed, or manual).
- The green envelope icon will re-open your Video Instant Messenger (VIM).
- The green question mark icon is the help button.

- The green speaker icon will turn sound on and off. Note: The administrator can turn off sound for the entire game. If the administrator chooses to do, you will not be able to turn it back on.
- At the left side of the screen, you can see your company headquarters and your product. You also can see your current ranking and Performance Index (PI). The PI is calculated using the following:

Retained earnings	50%
Demand potential	10%
Supply potential	10%
Productivity	10%
Market share	10%
Growth	10%

The charitable giving decision is calculated as part of the market share.



Video Instant Messaging (VIM)

Once the “bay” doors open, the VIM screen will appear with messages from company staff and advisors. They introduce team players to *JA Titan* and give tips or summaries of what has happened as a result of their decisions. Teams can go back to the previous quarter’s VIMs at any time.

- The characters have voices.
- Use the X top right to close the VIM screen.

The screenshot shows the JA Titan software interface. At the top, it says "BEST BUY JA Titan" and "3team Inc." with a "LOADING" indicator. The main menu includes "PLAN", "REPORTS", "ANALYSIS", and "PRODUCT". A "VIM - VIDEO INSTANT MESSENGER" window is open, showing a character's avatar and a message. Below the message is a table of messages:

READ	FROM	SUBJECT	DATE
Y	Board Chair	Orders Match Production	Q 7
N	Office Manager	You Rule!	Q 7
N	Board Chair	Orders Match Production	Q 6
N	Office Manager	You Rule!	Q 6

At the bottom of the VIM window is a "SUBMIT" button. The background interface shows a "RANKING" list with "3team Inc." at the bottom, a "Performance Index" of 93, and a "BEST BUY" logo in the bottom right corner.

Game Screen

At the top of the screen, teams can click **Reports** to view their Company and Industry reports. Teams also can click **Analysis** to help them examine necessary decisions, and **Product** to see how their Holo-Generator looks right now.

The Plan Tab

This is where teams enter their decisions and submit their plan. Team plans can be submitted at any time until the quarter is closed. Once a quarter is closed, decision changes must be made by the game administrator.

The screenshot displays the 'PLAN' tab of the JA Titan game interface. At the top, the user is identified as '3team Inc.' and the current quarter is 'Q 7'. The interface is divided into several sections:

- Navigation:** 'PLAN', 'REPORTS', 'ANALYSIS', and 'PRODUCT' tabs are visible at the top.
- Character & Advice:** A character portrait is shown next to a speech bubble that reads: "This is the big leagues, Boss. Enter your plan below or click on the buttons to the right to get some advice from your staff."
- Plan Table:** A table allows users to input values for various categories across three quarters (Q5, Q6, Q7).

Plan	Q5	Q6	Q 7
Unit Price	30.00	30.00	30.00
Unit Production (Capacity: 700 units)	525	525	525
Marketing (Decision Detail)	1400.00	1400.00	1400.00
R & D (Decision Detail)	525.00	525.00	525.00
Capital Investment (Depreciation: \$1400)	1400.00	1400.00	1400.00
Charitable Giving	13.00	13.00	13.00
- Projection:** A section on the right provides financial projections:
 - Resources: \$63,503.00 (Available Cash: \$13,503.00, Credit Line: \$50,000.00)
 - Expenses: \$12,878.56
 - Result: \$50,624.44
 - Production: Cost/Unit: \$18.17, Utilization: 75%
- RANKING:** A sidebar on the left shows a list of teams:
 - 7team Inc.
 - 8team Inc.
 - 6team Inc.
 - 5team Inc.
 - 4team Inc.
 - 3team Inc.
- Performance Index:** A gauge at the bottom left shows a score of 93.
- Footer:** Copyright information (©1999-2006, JA Worldwide) and a 'BEST BUY' logo are present at the bottom.

Advice

At the top of the screen, you will see your advisor's feedback and sometimes an idea of what to do. At the top right, you can click on each of the decisions to see each advisor's feedback.

The screenshot shows the JA Titan simulation interface. At the top, it displays 'BEST BUY JA Titan' and '3team Inc.' with 'Q 7' and 'LOADING' indicators. The main navigation tabs are 'PLAN', 'REPORTS', 'ANALYSIS', and 'PRODUCT'. On the left, there's a 'RANKING' list and a 'Performance Index' of 93. The central area features a character portrait and a text box with advice: "The company that is prepared is the company that is productive. Sure we're selling, but while we're waiting for applause, our competitors are sharpening their knives. Inventory levels must safely reflect the fluctuations of demand, so adjust production upward to cover potential buying binges." Below this is a 'Fire Staff' button. To the right, an 'ADVICE' panel lists decisions like 'Unit Price', 'Unit Production', 'Marketing', 'R & D', 'Capital Investment', and 'Charitable Giving'. The bottom section contains a 'Plan' table with columns for Q5, Q6, and Q7, and a 'Projection' panel with financial data.

Plan	Q5	Q6	Q 7	Projection
Unit Price	30.00	30.00	30.00	Resources: \$63,503.00 Available Cash: \$13,503.00 Credit Line: \$50,000.00 Expenses: \$12,878.56 Result: \$50,624.44 Production Cost/Unit: \$18.17 Utilization: 75%
Unit Production <small>Capacity: 700 units</small>	525	525	525	
Marketing <small>Decision Detail</small>	1400.00	1400.00	1400.00	
R & D <small>Decision Detail</small>	525.00	525.00	525.00	
Capital Investment	1400.00	1400.00	1400.00	
Charitable Giving	13.00	13.00	13.00	

If the team does not approve of the advice given by the current staff member, it can fire them and hire someone new.



The Reports Tab

The **Industry** report allows students to view all companies' PI scores, sales, net profit, retained earnings, unit retail price, and market share. By clicking the limits, Dollars, Productivity, and Economics tabs on the left, students can view pertinent details.

The **Company** report displays all company-specific details. Students have the ability to view various details by using the tabs at the right.

BEST BUY
JA Titan

3team Inc. Q 7 LOADING

factory inventory PLAN REPORTS ANALYSIS PRODUCT

Industry Company

"Dang, these numbers are mushy. Companies are making more Holo-Generators than they're selling, but the factories are at low efficiency. Isn't one plus one ever two?"

Next

RANKING

- 7team Inc.
- 8team Inc.
- 8team Inc.
- 8team Inc.
- 4team Inc.
- 3team Inc.

Performance Index
93

Overview Company P.I. Sales Net Profit Rtd. Earnings Unit Price Market Share

Overview	Company	P.I.	Sales	Net Profit	Rtd. Earnings	Unit Price	Market Share
Units	7team Inc.	93	15450	2105	12924	30	17%
Dollars	8team Inc.	93	15450	2105	12924	30	17%
Productivity	6team Inc.	93	15450	2105	12924	30	17%
Economics	5team Inc.	93	15450	2105	12924	30	17%
	4team Inc.	93	15450	2105	12924	30	17%
	3team Inc.	93	15450	2105	12924	30	17%

Junior Achievement®

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BEST BUY

The Analysis Tab

Student teams can view and create various graphical representations of business data.



The Product Tab

The product tab allows students to view various options for their Research and Development (R&D) investment. Once teams have invested (submitted their plan) in R&D, they can return to this tab to view the enhancement. If teams exceed all options of R&D, their investment will continue to contribute to their overall PI score.

The screenshot displays the JA Titan software interface. At the top left, it says "BEST BUY JA Titan". Below this are "factory" and "inventory" tabs, and a small image of a building. To the right, a search bar contains "3team Inc.", and a "LOADING" button is visible. The main navigation bar includes "PLAN", "REPORTS", "ANALYSIS", and "PRODUCT" (which is currently selected). On the left side, there is a "RANKING" list:

RANKING	Team
1	7team Inc.
2	8team Inc.
3	8team Inc.
4	5team Inc.
5	4team Inc.
6	3team Inc.

Below the ranking is a "Performance Index" showing a score of 93. The main content area is divided into several sections. On the left, there is a character portrait of a woman with a speech bubble that says: "A perfect Holo-Gen---what could be more beautiful? What about an IMPROVED perfect Holo-Gen? Push some more dollars at R&D and blind the buying world with your Holo-Gen's glory!". Below this is a "DECISION DETAIL" button. The central "Features" section lists three items, each with a question mark icon and the text: "Spend more on R&D to 'invent' this feature". On the right, the product is identified as "ZX-10 HOLO-GENERATOR" with a "Select a color:" option and four colored circles (white, yellow, blue, purple). Below this is an image of the device and the text "Features: Standard.". At the bottom of the interface, there is a copyright notice: "Copyright©1999-2006, JA Worldwide, All Rights Reserved. JA Titan™ is a trademark of JA Worldwide. Help promote JA Titan." and a "BEST BUY" logo.

Step 10: Set up an Area-wide game (Area Administrator)

This type of game allows schools within an Area to compete against each other. When you create an Area-wide game, you must select teams that have a current license.

- Go to **My Area**.
- Click the **Games** tab.
- Click **New Game**.
- Click **Add Players**.
- Select the users by clicking in each checkbox. You can add users from other schools in your Area by selecting a different school "...in another region" section.
- Click **Add Users**.
- Complete the required information.
- Click **Save**.

Step 11: Area Challenge (Area Administrator)

This type of game is for public users within your area.

- Contact the JA Worldwide Help Desk at 1. 866.528.4826.

All JA Worldwide™ *JA Titan* competitions will be played using *JA Titan* 3.0 online.

Teacher and Volunteer Simulation Implementation Guide

Technology Requirements and Help Desk Information

The JA Titan 3.0 Online version has minimum technology requirements. If these requirements are not met, the program will not perform as expected. All participants should confirm that they meet these minimum requirements before beginning the program.

The program is available at <http://titan.ja.org> and can be accessed over multiple computers.

The 3.0 Online version requires the following:

- **Operating System:** Windows 2000 Pro, 2000 Server, XP Pro, XP Home, Mac System 9.2 or newer, Mac OS X: Any version.
- **Processor Speed:** 333MHz or higher. It might say something like 2.0 GHz; this is higher than MHz.
- **Memory (RAM):** 256 MB minimum, 512 MB or higher recommended.
 - You can check the RAM, processor speed and operating system by locating the My Computer icon (either on the desktop or under start). Right click on the icon and select Properties. It will show on the General tab, toward the bottom where it says Computer.
- Internet connection of at least 56Kbs
- Mouse or other pointing device
- Sound card and speakers (optional for in-game sound)
- Printer (for printing reports)
- Minimum screen resolution of 800X600
- Browser
 - Windows:
 - Firefox 1.0.1
 - Netscape 4.7 and 6
 - Internet Explorer 5, 5.5 and 6
 - Flash 6 Plug-in

Macintosh:

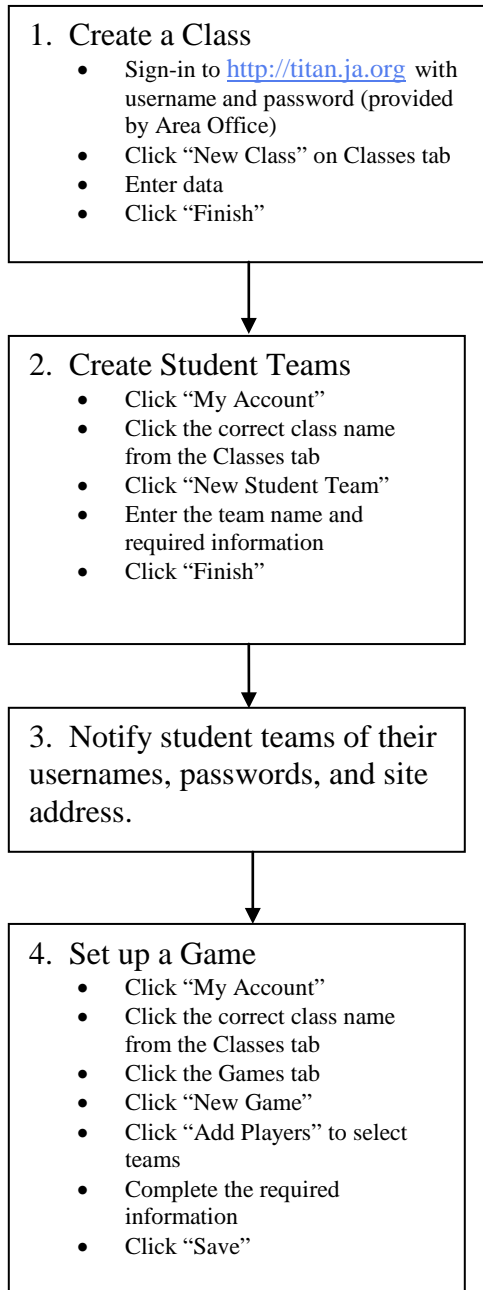
- [Safari 1.2.4](#)
- [Firefox 1.0.1](#)
- [Flash 6 Plug-in](#)
- Shockwave flash client, available for free download at <http://www.adobe.com/shockwave/download>

Please contact your local JA office for immediate help. JA Help Desk service is available from 6 a.m. to 5 p.m. Mountain Time, Monday through Friday. The Help Desk staff can be reached by phone 1.866.528.4826 or by e-mail at helpdesk@ja.org.

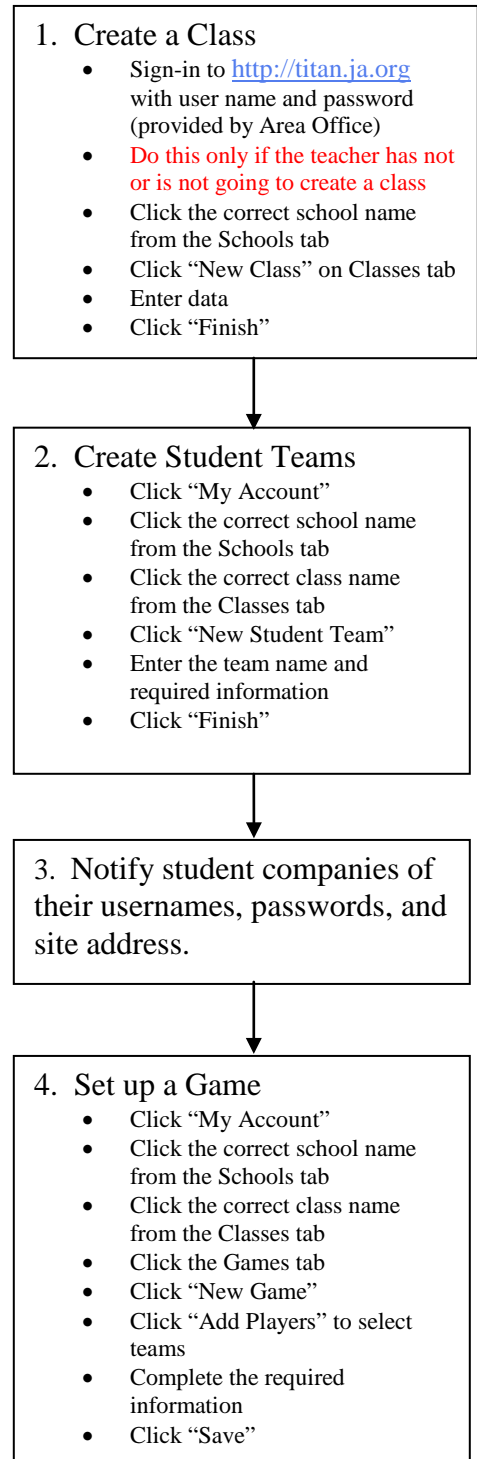
User Responsibilities Quick Reference

For more detailed directions, please visit the Help section at <http://titan.ja.org> or call the JA Help Desk at 1.866.528.4826.

Teacher



Volunteer



Getting Started

Sign-in to JA Titan

(Teacher, Volunteer, Student Team)


- Open your web browser.
- Type <http://titan.ja.org> into the address field.
- Click “Go.”
- Enter the username and password documented on the auto-reply email sent from the *JA Titan* program.
- Click “Sign-In.” This is your personal “home” page on *JA Titan*.

Home Page

Once you have signed into *JA Titan*, you will have access to several functions. At the right side of every page, there is general help to guide you through the page. The buttons at the top right and the contact information at the bottom are present on every page within the site.

- **My Account** can be used to navigate directly back to your home page from anywhere in the site.
- The **Forum** is used by students to communicate strategies and encourage competition.
- The **Help** link is user specific — you view help topics that apply to your user status.
- **Sign Out** allows you to leave the site without leaving the Internet.
- **Classes** tab allows the teacher to select which class they want to manage.
- The **Schools** tab allows the volunteer to select the school and the class they will be working with.
- The **My Games** tab shows any games you administer or participate in.
- The **Inbox** allows you to view any mail sent within the *JA Titan* program.
- The **Outbox** allows you to create and send email.

Teacher Home Page


Welcome, Teacher1 Teacher1.

[My Account](#)
[Forum](#)
[Help](#)
[Sign Out](#)

World > United States > Junior Achievement > Titan Test > Teacher1 Teacher1

Teacher1 Teacher1

[Edit](#)
[Change Password](#)

Role: Teacher
School: Titan Test
Company: teacher1 teacher1 Inc.
Status: **Online**

Address: co United States
Email: none@aol.com

Classes [My Games](#) [Inbox](#) [Outbox](#)

3 Classes. [New Class](#)

Name	Starts	License Expires	
bigclass2	Oct 10, 2006	Apr 10, 2007	Edit
bigclass3	Oct 10, 2006	Apr 10, 2007	Edit
bigclass4	Oct 10, 2006	Apr 10, 2007	Edit

As a **Teacher**, your primary responsibility is working with your class' volunteer to set up classes, manage student teams, and coordinate games within each class.

Use the **Classes** tab to view the class list, edit class information, or add a **New Class**. By clicking on the class name, you can view or add Student Teams or class games.

The **My Games** tab lists games you are coordinating or playing. Click on the **Game** link to start playing a game or to view game details.


The **Inbox** tab lists incoming messages.

The **Outbox** tab lists outgoing messages. You can send a **New Message** to Student Teams you oversee.

[About JA Titan](#) | [Feedback](#) | [Privacy Policy](#) | [Terms of Use](#)

Copyright © 1999-2006 JA Worldwide. All Rights Reserved. "JA Titan" is a trademark of JA Worldwide. Problems, issues, concerns? [Send us an e-mail](#) or call us toll-free at 1 (866) 528-4826. This page [8e788cbb-4394-45e1-ac62-f19990824047] was generated in 0.45 seconds.

Volunteer Home Page


Welcome, Volunteer Volunteer.

[My Account](#)
[Forum](#)
[Help](#)
[Sign Out](#)

World > United States > Brazoria County > Volunteer Volunteer

Volunteer Volunteer

[Edit](#)
[Change Password](#)

Role: Volunteer
Area: Brazoria County
Company: Volunteer Volunteer Inc.
Status: **Online**

Address: tx United States
Email: 123@abc.com

Schools [My Games](#) [Inbox](#) [Outbox](#)

1 Schools.

Name	City
Titan Test	Somewhere

As a **Volunteer**, your primary responsibility is working with your class' teacher to set up classes, manage student teams, and coordinate games within each class.

The **Schools** tab lists all the schools in your Area. Click on the school name to find or add a class. Before, adding a class, please verify that the teacher has not already done so. Go to the **Class** to create a new game.

The **My Games** tab lists games you are coordinating or playing. Click on the **Game** link to start playing a game or to view game details.

The **Inbox** tab lists incoming messages.

The **Outbox** tab lists outgoing messages. You can send a **New Message** to your Teachers and Student teams.

[About JA Titan](#) | [Feedback](#) | [Privacy Policy](#) | [Terms of Use](#)

Copyright © 1999-2006 JA Worldwide. All Rights Reserved. "JA Titan" is a trademark of JA Worldwide. Problems, issues, concerns? [Send us an e-mail](#) or call us toll-free at 1 (866) 528-4826. This page [5f98149a-928e-4cd5-a063-b3272074d6a0] was generated in 0.54 seconds.

Step 1-Add a Class (Teacher or Volunteer)

A class can be created only if your JA area has available licenses.

- The system will automatically display the **Classes** tab if you are a teacher. The system will automatically display the **Schools** tab if you are a volunteer.
- Click on school name. (Skip this step if you are a teacher.)
- Click on the class name.
- On the right side of the page, click **New Class**.
- The system will display a class form.
- Enter the class information. (This information cannot be changed once it has been submitted.)
- Click **Finish**.

Unlimited games can be played within each class license. A new license is needed for each new class.

Deleting a class does not put the license back onto your account. Contact the Help Desk.

Step 2-Add Student Teams (Teacher or Volunteer)

There is no limit to the number of Student Teams in a class.

- Click on the class name.
- The system will open to the **Student Teams** tab. Click **New Student Team**.
- In Step 1, enter the team name and click **Continue**.
- In Step 2, complete the information form and click **Finish**.

Step 3-Create a Game (Teacher or Volunteer)

There is no limit to the number of games that can be set up within a class.

- Click **My Account**.
- The system will open to the **Classes** tab. Click on the correct class name.
- Select the **Games** tab.
- On the right side, click **New Game**.
- Select the players by clicking **Add Players**.
- Complete the form information.
- Click **Finish** to create the game.

Unlimited games can be played within each class license. A new license is needed for each new class.

Deleting a class does not put the license back onto your account. Contact the Help Desk for help.

It is not recommended that the Area administrator set up any games for teachers or volunteers. Whoever sets up the game will have access to game administration screens.

Step 4 - Game Screen Access (Student Teams)

Each Student Team should be given their username and password to Sign-In to the program.

- The system will open to the **My Games** tab of the student team.
- Click the Game name.
- Click **Play Now**.

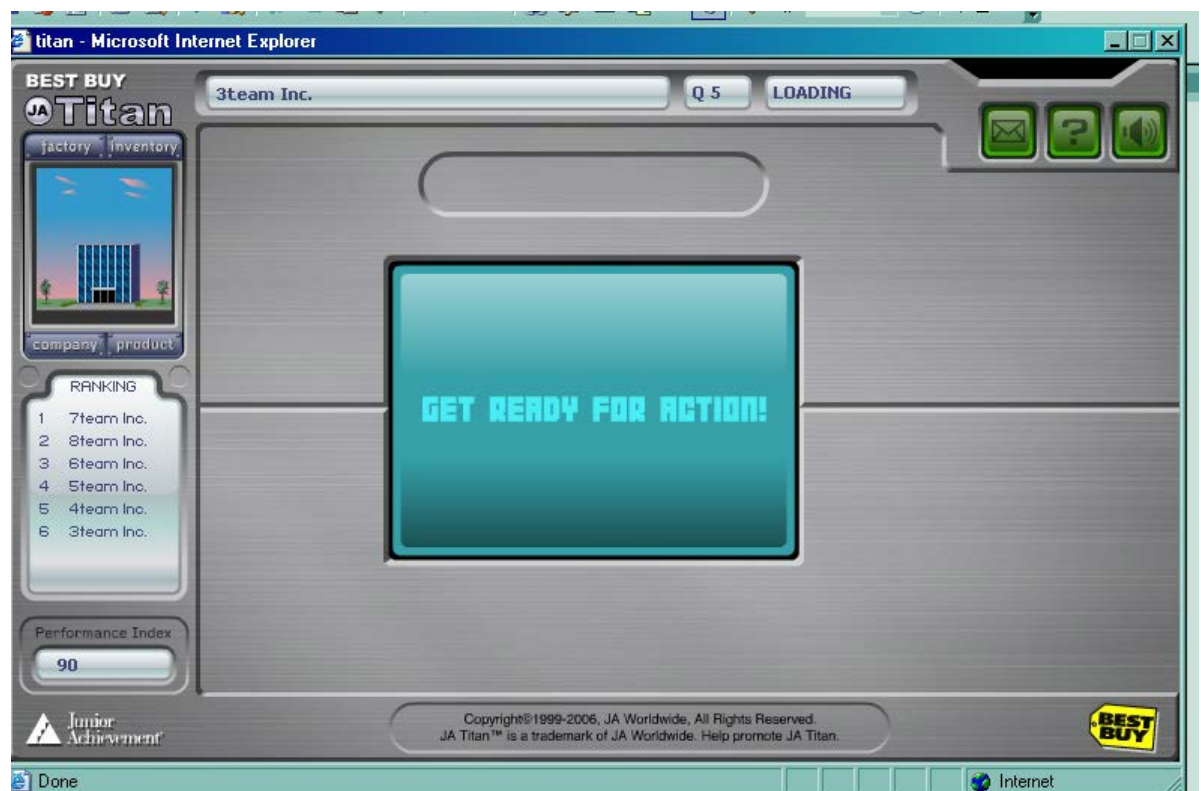
A second screen will appear and look like “bay doors” opening. This page will take longer to load the first time the site is accessed by each student computer.

- At the top of the game screen, teams can see their team name, what quarter the game is in, and how the quarters will close (auto, timed, or manual).
- The green envelope icon will re-open your Video Instant Messenger (VIM).

- The green question mark icon is the help button.
- The green speaker icon will turn sound on and off. Note: The administrator can turn off sound for the entire game. If the administrator chooses to do so, you will not be able to turn it back on.
- At the left side of the screen, you can see your company headquarters and your product. You also can see your current ranking and Performance Index (PI). The PI is calculated using the following:

Retained earnings	50%
Demand potential	10%
Supply potential	10%
Productivity	10%
Market share	10%
Growth	10%

The charitable giving decision is calculated as part of the market share.



Video Instant Messaging (VIM)

Once the “bay” doors open, the VIM screen will appear with messages from company staff and advisors. They introduce team players to *JA Titan* and give tips or summaries of what has happened as a result of their decisions. Teams can go back to the previous quarter’s VIMs at any time.

- The characters have voices.
- Use the X at top right to close the VIM screen.



Game Screen

At the top of the screen, teams can click **Reports** to view their Company and Industry reports. Teams also can click **Analysis** to help them examine necessary decisions, and **Product** to see how their Holo-Generator looks right now.

The Plan Tab

This is where teams enter their decisions and submit their plan. Team plans can be submitted at any time until the quarter is closed. Once a quarter is closed decision change must be made by the game administrator.

BEST BUY JA Titan
3team Inc. Q 7 LOADING

PLAN | REPORTS | ANALYSIS | PRODUCT

ADVICE: "This is the big leagues, Boss. Enter your plan below or click on the buttons to the right to get some advice from your staff."

Plan	Q5	Q6	Q 7	Projection
Unit Price	30.00	30.00	30.00	Resources: \$63,503.00 Available Cash: \$13,503.00 Credit Line: \$50,000.00
Unit Production <small>Capacity: 700 units</small>	525	525	525	Expenses: \$12,878.56
Marketing <small>Decision Detail</small>	1400.00	1400.00	1400.00	Result: \$50,624.44
R & D <small>Decision Detail</small>	525.00	525.00	525.00	Production Cost/Unit: \$18.17 Utilization: 75%
Capital Investment <small>Depreciation: \$1400</small>	1400.00	1400.00	1400.00	
Charitable Giving	13.00	13.00	13.00	

RANKING

- 7team Inc.
- 8team Inc.
- 6team Inc.
- 5team Inc.
- 4team Inc.
- 3team Inc.

Performance Index: 93

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Advice

At the top of the screen, you will see your advisor's feedback and sometimes an idea of what to do. At the top right, you can click on each of the decisions to see each advisor's feedback.

BEST BUY JA Titan
3team Inc. Q 7 LOADING

PLAN REPORTS ANALYSIS PRODUCT

ADVICE: "The company that is prepared is the company that is productive. Sure we're selling, but while we're waiting for applause, our competitors are sharpening their knives. Inventory levels must safely reflect the fluctuations of demand, so adjust production upward to cover potential buying binges."
Fire Staff Do it!

Plan	Q5	Q6	Q 7	Projection
Unit Price	30.00	30.00	30.00	Resources: \$63,503.00
Unit Production <small>Capacity: 700 units</small>	525	525	525	Available Cash: \$13,503.00
Marketing <small>Decision Detail</small>	1400.00	1400.00	1400.00	Credit Line: \$50,000.00
R & D <small>Decision Detail</small>	525.00	525.00	525.00	Expenses: \$12,878.56
Capital Investment <small>Depreciation: \$1400</small>	1400.00	1400.00	1400.00	Result: \$50,624.44
Charitable Giving	13.00	13.00	13.00	Production Cost/Unit: \$18.17 Utilization: 75%

Ranking:
1 7team Inc.
2 3team Inc.
3 3team Inc.
4 3team Inc.
5 4team Inc.
6 3team Inc.

Performance Index: 93

Junior Achievement BEST BUY

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If the team does not approve of the advice given by the current staff member the team can fire them and hire someone new.

BEST BUY JA Titan
3team Inc. Q 7 LOADING

HIRING DECISION DETAIL

Current VP

Name: Clarence
School: U. of London
Experience:

Motto: "Time is money, so get busy"

- Former CFO of Galaxy Technology
- Hobbies include memorizing annual reports, organizing closets, intergalactic hang gliding
- Does most calculations in his head

KEEP CURRENT VP

Candidate

Name: Juanita
School: Yale
Experience:

Motto: "Chance favors the prepared mind"

- Earned master's degree at age 18
- Nicknamed "Number wizard"
- Hobbies include reading, writing, and arithmetic

HIRE NEW VP

Ranking:
1 7team Inc.
2 3team Inc.
3 3team Inc.
4 3team Inc.
5 4team Inc.
6 3team Inc.

Performance Index: 93

Junior Achievement BEST BUY

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The Reports Tab

The **Industry** report allows students to view all companies' PI scores, sales, net profit, retained earnings, unit retail price, and market share. By

clicking the Units, Dollars, Productivity, and Economics tabs at left, students can view pertinent details.

The **Company** report displays all company-specific details. Students have the ability to view various details by using the tabs at the right.

The screenshot shows the JA Titan software interface. At the top, it displays "BEST BUY JA Titan" and "3team Inc." with a "LOADING" indicator. The main navigation menu includes "PLAN", "REPORTS", "ANALYSIS", and "PRODUCT". Below this, there are tabs for "Industry" and "Company". A quote from a character is displayed: "Dang, these numbers are mushy. Companies are making more Holo-Generators than they're selling, but the factories are at low efficiency. Isn't one plus one ever two?". A character portrait is shown on the right. The main content area features a table with columns: Overview, Company, P.I., Sales, Net Profit, Rtd. Earnings, Unit Price, and Market Share. The table lists several companies, with 3team Inc. highlighted. A "RANKING" sidebar on the left shows a list of companies, and a "Performance Index" shows a score of 93. The bottom of the screen contains copyright information and a "BEST BUY" logo.

Overview	Company	P.I.	Sales	Net Profit	Rtd. Earnings	Unit Price	Market Share
Units	7team Inc.	93	15450	2105	12924	30	17%
Dollars	8team Inc.	93	15450	2105	12924	30	17%
Productivity	6team Inc.	93	15450	2105	12924	30	17%
Economics	5team Inc.	93	15450	2105	12924	30	17%
	4team Inc.	93	15450	2105	12924	30	17%
	3team Inc.	93	15450	2105	12924	30	17%

The Analysis Tab

Student teams can view and create various graphical representations of business data.



The Product Tab

The product tab allows students to view various options for their Research and Development (R&D) investment. Once teams have invested (submitted their plan) in R&D, they can return to this tab to view the enhancement. If teams exceed all options of R&D, their investment will continue to contribute to their overall PI score.

The screenshot displays the JA Titan software interface. At the top left, it says "BEST BUY JA Titan" with "factory" and "inventory" tabs. Below this is a building icon and "company" and "product" tabs. A "RANKING" list shows: 1. 7team Inc., 2. 8team Inc., 3. 6team Inc., 4. 5team Inc., 5. 4team Inc., 6. 3team Inc. A "Performance Index" shows a score of 93. The main navigation bar includes "PLAN", "REPORTS", "ANALYSIS", and "PRODUCT" (which is selected). The user is identified as "3team Inc." and "Q 7" is shown. A "LOADING" button is present. On the right, there are icons for email, help, and audio. The main content area is titled "ZX-10 HOLO-GENERATOR" with a "Select a color:" option. A character's portrait is shown with a speech bubble: "A perfect Holo-Gen—what could be more beautiful? What about an IMPROVED perfect Holo-Gen? Push some more dollars at R&D and blind the buying world with your Holo-Gen's glory!" Below this is a "DECISION DETAIL" button. A "Features" section lists three items: "Spend more on R&D to 'invent' this feature" (repeated three times). An image of the ZX-10 Holo-Generator is shown with "Features: Standard." below it. The footer includes "Junior Achievement", "Copyright©1999-2006, JA Worldwide, All Rights Reserved. JA Titan™ is a trademark of JA Worldwide. Help promote JA Titan.", and a "BEST BUY" logo.

Student Game Simulation Guide

Technology Requirements and Help Desk Information

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 - You can check the RAM, processor speed and operating system by locating the My Computer icon (either on the desktop or under Start). Right click on the icon and select Properties. It will show on the General tab, toward the bottom where it says Computer.
- Internet connection of at least 56Kbs
- Mouse or other pointing device
- Sound card and speakers (optional for in-game sound)
- Printer (for printing reports)
- Minimum screen resolution of 800X600
- Browser

Windows:

- [Firefox 1.0.1](#)
- [Netscape 4.7 and 6](#)

- [Internet Explorer 5, 5.5, and 6](#)
- [Flash 6 Plug-in](#)

Macintosh:

- [Safari 1.2.4](#)
 - [Firefox 1.0.1](#)
 - [Flash 6 Plug-in](#)
- Shockwave flash client, available for free download at <http://www.adobe.com/shockwave/download>

Please contact your local JA office for immediate help. JA Help Desk service is available from 6 a.m. to 5 p.m. Mountain Time, Monday through Friday. The Help Desk staff can be reached by phone at 1.866.528.4826 or by e-mail at helpdesk@ja.org.

Getting Started

Sign-in to *JA Titan* (Student Team)

- Open your web browser
- Type <http://titan.ja.org> into the address field.
- Click on Go.
- Enter the user name and password provided by your teacher or volunteer.
- Click on Sign-In. This is your personal “home” page on *JA Titan*.

Home Page

Once you have signed into *JA Titan*, you will have access to several functions. At the right side of every page, there is general help to guide you through the page. The buttons at the top right and the contact information at the bottom are present on every page within the site.

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- The **Forum** is used by students to communicate strategies and encourage competition.
- The **Help** link is user specific — you view help topics that apply to your user status.
- **Sign Out** allows you to leave the site without leaving the Internet.
- The **My Games** tab shows any games you administer or participate in.
- The **Inbox** allows you to view any mail sent within the *JA Titan* program.

Student/Team Home Page

Welcome, Zteam1. [My Account](#) [Forum](#) [Help](#) [Sign Out](#)

World > United States > Junior Achievement > Titan University > another titan test class > Zteam1

Zteam1 [Edit](#)

Role: Student Team Class: Another Titan Test Class
Company: zteam1 Inc. Status: **Online**

My Games [Inbox](#)

19 Games.

Game	Status	Role	Start Date	Start Time
Game 11975	In Q2	Player	Oct 3, 2006	02:02PM MDT
Game 11978	In Q5	Player	Oct 3, 2006	02:03PM MDT
Game 11980	In Q2	Player	Oct 3, 2006	02:03PM MDT
Game 11981	Done	Player	Oct 3, 2006	02:04PM MDT
Game 11982	Done	Player	Oct 3, 2006	02:05PM MDT
Game 11984	Done	Player	Oct 3, 2006	02:07PM MDT
Game 11986	Done	Player	Oct 3, 2006	02:07PM MDT
Game 14113	Gathering	Player	Oct 6, 2006	09:50AM MDT
Game 14121	Done	Player	Oct 6, 2006	09:50AM MDT
Game 14123	Done	Player	Oct 6, 2006	09:51AM MDT
Game 14126	In Q2	Player	Oct 6, 2006	09:52AM MDT
Game 14133	In Q1	Player	Oct 6, 2006	09:53AM MDT
Game 14277	Gathering	Player	Oct 6, 2006	01:45PM MDT
Game 14279	Not Started	Player	Not Set	Not Set
Game 14280	In Q1	Player	Oct 6, 2006	01:46PM MDT
Game 14281	Done	Player	Oct 6, 2006	01:46PM MDT
Game 14282	Done	Player	Oct 6, 2006	01:47PM MDT
Game 14285	Gathering	Player	Oct 6, 2006	01:47PM MDT
Game 14286	Gathering	Player	Oct 6, 2006	01:48PM MDT

The **My Games** tab identifies games your team is participating in. Click the **Game** link to start playing a game or to view game details.

The **Inbox** lists incoming messages.

Game Screen Access (Student Teams)

Each Student Team should be given their username and password to Sign-In to the program.

- The system will open to the **My Games** tab of the student team.
- Click the Game name.
- Click **Play Now**.

A second screen will appear and look like “bay doors” opening. This page will take longer to load the first time the site is accessed by each student computer.

- At the top of the game screen, teams can see their team name, what quarter the game is in, and how the quarters will close (auto, timed, or manual).
- The green envelope icon will re-open your Video Instant Messenger (VIM).
- The green question mark icon is the help button.

- The green speaker icon will turn sound on and off. Note: The administrator can turn off sound for the entire game. If the administrator chooses to do so, you will not be able to turn it back on.
- At the left side of the screen, you can see your company headquarters and your product. You also can see your current ranking and Performance Index (PI). The PI is calculated using the following:

Retained earnings	50%
Demand potential	10%
Supply potential	10%
Productivity	10%
Market share	10%
Growth	10%

The charitable giving decision is calculated as part of the market share.



Video Instant Messaging (VIM)

Once the “bay” doors open the VIM screen will appear with messages from company staff and advisors. They introduce team players to *JA Titan* and give tips or summaries of what has happened as a result of their decisions. Teams can go back to the previous quarter’s VIMs at any time.

- The characters have voices.
- Use the X top right to close the VIM screen.



Game Screen

At the top of the screen, teams can click **Reports** to view their Company and Industry reports. Teams also can click **Analysis** to help them examine necessary decisions, and **Product** to see how their Holo-Generator looks right now.

The Plan Tab

This is where teams enter their decisions and submit their plan. Team plans can be submitted at any time until the quarter is closed. Once a quarter is closed, decisions changes must be made by the game administrator.

BEST BUY JA Titan

3team Inc. Q 7 LOADING

PLAN REPORTS ANALYSIS PRODUCT

“This is the big leagues, Boss. Enter your plan below or click on the buttons to the right to get some advice from your staff.”

ADVICE

- Unit Price
- Unit Production
- Marketing
- R & D
- Capital Investment
- Charitable Giving

Plan	Q5	Q6	Q 7	Projection
Unit Price	30.00	30.00	30.00	▼ Resources: \$63,503.00 Available Cash: \$13,503.00 Credit Line: \$50,000.00
Unit Production <small>Capacity: 700 units</small>	525	525	525	► Expenses: \$12,878.56
Marketing <small>Decision Detail</small>	1400.00	1400.00	1400.00	► Result: \$50,624.44
R & D <small>Decision Detail</small>	525.00	525.00	525.00	▼ Production Cost/Unit: \$18.17 Utilization: 75%
Capital Investment <small>Depreciation: \$1400</small>	1400.00	1400.00	1400.00	
Charitable Giving	13.00	13.00	13.00	

Ranking:
1 7team Inc.
2 8team Inc.
3 6team Inc.
4 5team Inc.
5 4team Inc.
6 3team Inc.

Performance Index: 93

Junior Achievement

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BEST BUY

Advice

At the top of the screen, you will see your advisor’s feedback and sometimes an idea of what to do. At the top right, you can click on each of the decisions to see each advisor’s feedback.



If the team does not approve of the advice given by the current staff member the team can fire them and hire someone new.



The Reports Tab

The **Industry** report allows students to view all companies' PI scores, sales, net profit, retained earnings, retail price, and market share. By clicking the Units,

Dollars, Productivity, or Economics tabs on the left, students can view pertinent details.

The **Company** report displays all company-specific details. Students have the ability to view various details by using the tabs at the right.

BEST BUY JA Titan

3team Inc. Q 7 LOADING

PLAN REPORTS ANALYSIS PRODUCT

Industry Company

"Dang, these numbers are mushy. Companies are making more Holo-Generators than they're selling, but the factories are at low efficiency. Isn't one plus one ever two?"

Next

Overview	Company	P.I.	Sales	Net Profit	Rtd. Earnings	Unit Price	Market Share
Units	7team Inc.	93	15450	2105	12924	30	17%
Dollars	8team Inc.	93	15450	2105	12924	30	17%
Productivity	6team Inc.	93	15450	2105	12924	30	17%
Economics	5team Inc.	93	15450	2105	12924	30	17%
	4team Inc.	93	15450	2105	12924	30	17%
	3team Inc.	93	15450	2105	12924	30	17%

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The Analysis Tab

Student teams can view and create various graphical representations of business data.



The Product Tab

The product tab allows students to view various options for their Research and Development (R&D) investment. Once teams have invested (submitted their plan) in R&D, they can return to this tab to view the enhancement. If teams exceed all options of R&D, their investment will continue to contribute to their overall PI score.

The screenshot displays the JA Titan software interface. At the top left, it says "BEST BUY JA Titan". Below this are "factory" and "inventory" tabs, and a small image of a building. To the right, there's a "company" and "product" section. The main navigation bar includes "PLAN", "REPORTS", "ANALYSIS", and "PRODUCT" (which is highlighted). The "PRODUCT" tab shows a character with a speech bubble: "A perfect Holo-Gen---what could be more beautiful? What about an IMPROVED perfect Holo-Gen? Push some more dollars at R&D and blind the buying world with your Holo-Gen's glory!". Below this is a "DECISION DETAIL" button. The "Features" section lists three items: "Spend more on R&D to 'invent' this feature", "Spend more on R&D to 'invent' this feature", and "Spend more on R&D to 'invent' this feature". To the right, the "ZX-10 HOLO-GENERATOR" is shown with a "Select a color:" option and four color swatches. Below the product image, it says "Features: Standard.". On the left side, there's a "RANKING" list: 1 7team Inc., 2 8team Inc., 3 8team Inc., 4 5team Inc., 5 4team Inc., 6 3team Inc. Below the ranking is a "Performance Index" of 93. At the bottom, there's a "Junior Achievement" logo, copyright information: "Copyright©1999-2006, JA Worldwide, All Rights Reserved. JA Titan™ is a trademark of JA Worldwide. Help promote JA Titan.", and a "BEST BUY" logo.