Buying and Selling Simulation is a logistics simulator which aims to show students the concepts of the purchasing process. Students will have 9 rounds to achieve the profit target. The duration of each game is approximately 20 minutes.

The student will develop the following areas:

- Stock management
- Negotiation with suppliers
- Cost control
Students must make decisions about production volume, choice of suppliers and the purchase of raw materials, and then monitor the arrival and sale of products from the factory. (The simulator is accompanied by a document which gives brief instructions and contextualization).
Through the use of graphs and charts, at the end of each week, the student analyses stock levels, sales forecasts and how the decisions taken affect the final cost of the product. In this way, at all times through the simulator the student is aware of the situation and can take corrective measures.