ENGINUITY 2021

COMPETITION REVIEW

The ENGINUITY 2021 Competition gave participants the opportunity to experience the challenges that face their corporate management on a daily basis, and pitted them against their colleagues and peers from around the world in a unique business management challenge.
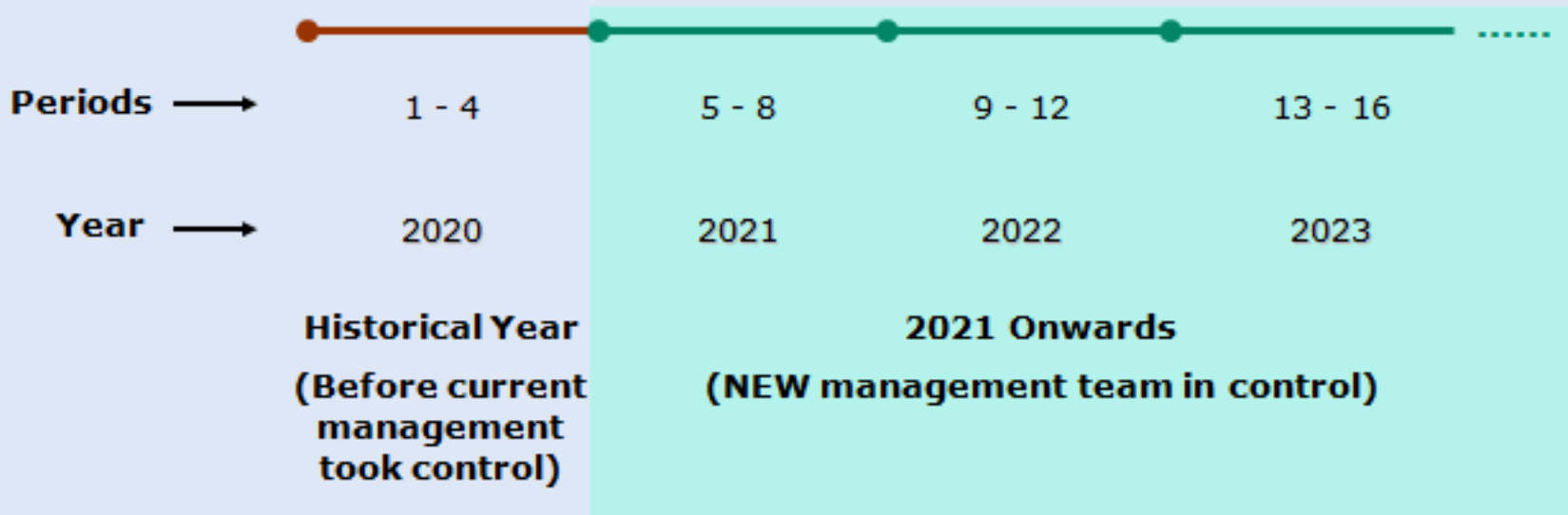
Using a sophisticated computer simulation, competing teams were given the task of managing a fledgling UK-based global construction business from 2021 onwards.

STRATEGY AND DECISION MAKING

To be successful, each management team needed to devise an effective business strategy to grow their business, making decisions in a number of key areas, including finance, marketing, overheads, procurement and job progression.

Decisions were made for a period, representing 3 months, or a quarter, in the real world.

Periods ⟶	1 - 4	5 - 8	9 - 12	13 - 16
Year ⟶	2020	2021	2022	2023

Historical Year

(Before current management took control)

2021 Onwards

(NEW management team in control)

TEAMS

Over 160 teams from
Around the globe.

SPONSORS

AECOM
Arcadis
Arup
Atkins
Bechtel
Clancy
Clough
COWI
Downer Group
Hatch
Jacobs
KBR
Knight Piésold
Laing O'Rourke
Linesight
Mott MacDonald
MWH Treatment
Naylor Love
Network Rail
Pantera Group
Parsons
Robert Bird Group
Scottish Water
Stantec
The Murphy Group
Tonkin & Taylor
Tony Gee and Partners
Waterline Projects
WSP
WT Partnership

LOCATIONS

Australia
Canada
Chile
Holland
Germany
India
Ireland
Italy
New Zealand
Peru
Qatar
South Africa
UK
United Arab Emirates
United States
New Zealand

THE PRELIMINARY ROUNDS

During the 8 weekly Preliminary Rounds, which took place between March and May, each team played independently in their own 'virtual' world, competing for work against simulated rival companies, each with their own bidding strategies.

12 teams qualified for the Final, spread globally, with 3 teams from the UK, 2 from Italy, 5 from the United States and 2 from India, and there was just 129 points separating the teams going into the 6-round Final.

Defending champions WSP USA were again well represented with 2 teams, and previous winners AECOM and Parsons also had finalists, with teams from Atkins India, Jacobs, Network Rail and Stantec all hoping to become first-time winners.

						PERIOD MOVEMENT	
Position	Name	Sponsor	Location	Total KPI	Improvement	From	Change
1	The Tower of Babble	Jacobs	UK	2,222	9 %	6	5
2	Dogecoin Mining, Inc.	Parsons	United States	2,209	3 %	1	-1
3	Diligent Disruption	Stantec	United States	2,205	5 %	2	-1
4	Bangalore BULLZ	Atkins India	India	2,163	4 %	4	0
5	Tycoons KATKAL	Jacobs	India	2,149	18 %	39	34
6	The Wolves of Milano	Jacobs	Italy	2,124	10 %	19	13
7	Whatever it takes	Stantec	Italy	2,120	7 %	10	3
8	Dark Horses	Network Rail	UK	2,119	4 %	5	-3
9	The New AECOMers	AECOM	UK	2,108	7 %	14	5
10	Choobie Dirt Beans	WSP USA	United States	2,094	7 %	15	5
11	It's Nothing Parsonal	Parsons	United States	2,093	0 %	3	-8
12	The Trusty Wrench	WSP USA	United States	2,093	5 %	11	-1
13	Stronghold	Hatch	Australia	2,092	7 %	16	3
14	Clough - Team A	Clough Australia	Australia	2,087	5 %	12	-2
15	Ministry of Wopus	WSP NZ	New Zealand	2,075	2 %	7	-8
16	Enginuity State of Mind	Jacobs	United States	2,069	2 %	8	-8
17	Fingers Crossed	Jacobs	UK	2,067	7 %	22	5
18	Stantogether	Stantec	Australia	2,060	7 %	20	2
19	Network Prevail	Network Rail	UK	2,057	4 %	13	-6
20	Peaches & Kiwi Builders	Jacobs	United States	2,048	6 %	18	-2

The top of the League Table at the end of the Preliminary Rounds

THE FINAL

The final was played over a further 6 rounds during two weeks in late May and early June, enabling the teams to take part in the final from wherever they were located, and giving them enough time between each round to make considered and effective decisions, and reflect upon and refine their strategies.

During the final the teams competed 'head to head' directly against each other. This created an even more uncertain and pressurised environment in which the skills and team dynamics formed in the early years were really put to the test.

The final saw lots of ups and downs, but ultimately it was **"It's Nothing Parsonal"** from **Parsons (United States)** who emerged victorious as the ENGINUITY 2021 Champions.

Enginuity 2021 Competition
TEAM LEAGUE TABLE

At the end of period 18 (Later Years)

Position	Name	Sponsor	Location	Total KPI	Improvement	PERIOD MOVEMENT From	Change
1	It's Nothing Parsonal	Parsons	United States	2,962	7 %	2	1
2	The Tower of Babble	Jacobs	UK	2,908	5 %	1	-1
3	Diligent Disruption	Stantec	United States	2,667	3 %	3	0
4	The Trusty Wrench	WSP USA	United States	2,587	7 %	6	2
5	Choobie Dirt Beans	WSP USA	United States	2,547	-1 %	4	-1
6	Dark Horses	Network Rail	UK	2,489	3 %	7	1
7	Dogecoin Mining, Inc.	Parsons	United States	2,483	-2 %	5	-2
8	Whatever it takes	Stantec	Italy	2,476	3 %	8	0
9	The New AECOMers	AECOM	UK	2,464	3 %	9	0
10	The Wolves of Milano	Jacobs	Italy	2,416	5 %	10	0
11	Bangalore BULLZ	Atkins India	India	2,243	2 %	11	0
12	Tycoons KATKAL	Jacobs	India	2,136	-3 %	12	0

The Final League Table

Legend	
The New AECOMers	2,962
Bangalore BULLZ	2,908
The Wolves of Milano	2,667
Tycoons KATKAL	2,587
The Tower of Babble	2,547
Dark Horses	2,489
Dogecoin Mining, Inc.	2,483
It's Nothing Parsonal	2,476
Diligent Disruption	2,464
Whatever it takes	2,416
Choobie Dirt Beans	2,243
The Trusty Wench	2,136

p12 p13 p14 p15 p16 p17 p18

The Champions

"It's Nothing Parsonal" from

Parsons (United States)

Each member of the winning team :-

Jayme Lynch
Sudipta Ghorai
Adam Wescount
Tim Ultee

received a cash prize, engraved crystal award and certificate of achievement.

The Runners Up

"The Tower of Babble" from

Jacobs (UK)

with their awards.

Each of the runners up :-

Patrick Kinsella
Yung Lau
Anna Feledi
Anna Gudowska

received a cash prize, engraved crystal award and certificate of achievement.

Each finalist received a personalised Certificate of Achievement, denoting their finishing position in the overall Competition.

ENGINUITY 2021

Certificate of Achievement

Awarded To **Jordan Rodriguez**

A Member Of The

3rd Placed
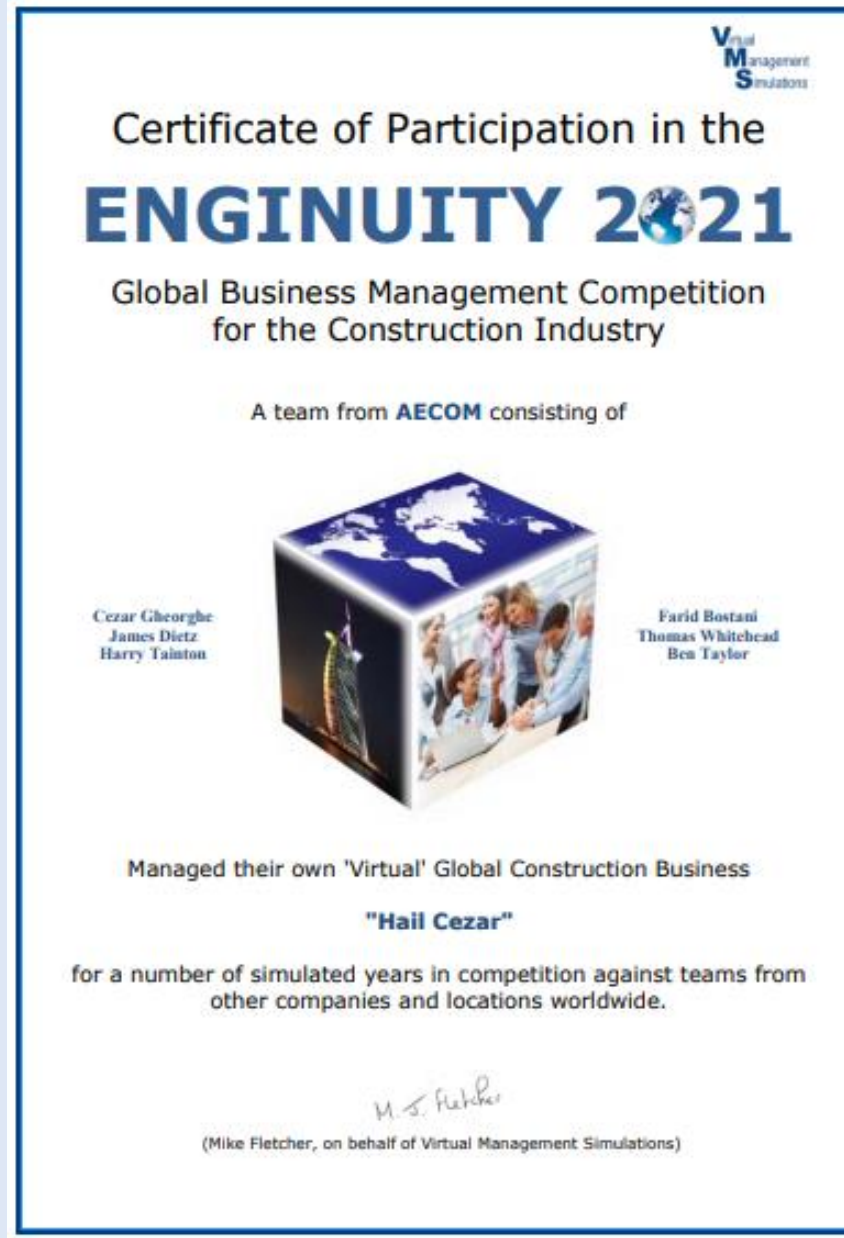
Team

"Diligent Disruption"

From

Stantec

The Global Business Management Competition for the Construction Industry

Virtual
Management
Simulations

Each participant in the Competition received a certificate of participation.

DURING 2021

- **Publicity** for the competition will be sent out at the beginning of November
- **Registration** will start during November

DURING 2022

- The **2022 software** is released on the website at the beginning of January
- **Trialling** starts after the software is released for registered teams
- The **Preliminary Rounds** take place between March and May
- The **Final** will take place during May and June

Further detailed information can be obtained from the website at:

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or by e-mail

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Virtual
Management
Simulations