# TKK - HELSINKI UNIVERSITY OF TECHNOLOGY

S-38.3041 - Operator Business MOB Final Report: Spring-2008

H. Hämmäinen/ T. Brunou/ M. Tallberg

The answers to the final report questions should be returned as one copy per individual, i.e. one per student. The format should be as a PDF or as a Word document and it should be returned to Mathias Tallberg by 12:00 p.m. noon on May 6<sup>th</sup> via email (mathias.tallberg@tkk.fi). The length of the report should be approximately 2-3 pages, however, preferably not longer than 4 pages.

The amount of additional bonus points that the student can receive from the whole MOB exercise is 6 exam points. All the parts in the exercise will be graded, i.e. the preliminary report, the actual game session, and the final report. The bonus points cannot turn an unacceptable exam result to an acceptable one. The bonus points received from this MOB exercise will be valid until the course is lectured next time (period I in 2008/2009).

The main task in the final report is to analyze how your team succeeded in the game.

### **TASK 1:**

How did your team succeed in the game? What were the reasons for succeeding/ not succeeding in the game? E.g. was it because of something your team did or was it perhaps because of something that the competitors did? Analyze!

### **TASK 2:**

How did your teams' actions differ from that of the plans that your team did in the preliminary exercise? Why? If they didn't vary differ from the plans, what were the reasons for this? Analyze!

### **TASK 3:**

Which of the following features would, in your opinion, be good to have in MOB? Choose the statement that describes your opinion the best: (5) I totally agree, (4) I agree, (3) I agree/ I don't agree, (2) I don't agree, (1) I totally don't agree, or (0) I can't say/ No comments.

Feature 1: Mobile Virtual Network Operator (MVNO) business

Feature 2: Roaming and interconnection

Feature 3: Spectrum auctions

Feature 4: Mobile TV Feature 5: WiMAX

**Feature 6:** Something else... what?

Explain also briefly why you chose as you chose!

#### **TASK 4:**

What were the biggest problems with MOB? Why? How would you improve or remove these problems?

## **TASK 5:**

Which alternative describes your opinion about the following statements best: (5) I totally agree, (4) I agree, (3) I agree/ I don't agree, (2) I don't agree, (1) I totally don't agree, or (0) I can't say/ No comments?

Statement 1: The preliminary exercise added value to the learning of the game as a whole.

**Statement 2:** Tasks 1 and 2 in the final report added value to the learning of the game as a whole.