

## Martin Prause

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### Education

- 2011/01 – 2015/01 **Ph.D. in Economics**  
WHU - Otto Beisheim School of Management, Vallendar (Germany)  
Title of thesis: “Serious Simulation Games: Exemplified Design, Implementation and Application” (Grade: Summa cum laude)  
*Columbia University – MBA Leadership program*
- 2011 - 2012 **Master of Business Administration, with International Modules in USA, China, India**  
WHU-Otto Beisheim School of Management, Vallendar (Germany),  
Title of thesis: “How to incorporate different types of business games to enhance the applicability in economic education” (Grade: A-)  
*TSEMB - Tsinghua School of Economics and Management Beijing (Innovation & Financial Management)*  
*CEIBS - China Europe International Business School (Operation & Financial Management)*  
*IIMB - Indian Institute of Management Bangalore (Operations in India & International Marketing)*  
*Northwestern University - Kellogg School of Management (International Patents & International Marketing)*
- 2001 - 2007 **Master of Computer Science (German Diploma)**  
TU Dortmund, Dortmund (Germany)  
Specialization: Computational Intelligence  
Title of thesis: “Artificial Immune Systems for solving the dynamic vehicle routing problem with time windows” (Grade: A-)
- 1999 - 2001 **Qualified IT Specialist (Apprenticeship)**  
Impuls AG, Bremen (Germany)

### Professional Experience

- Since 2/2016 **Assistant Professor** for Computational Economics and Business Analytics
- 2015-2016 **Post-doctoral researcher** at the chair of Microeconomics and Industrial Organization, WHU - Otto Beisheim School of Management, Vallendar (Germany)  
Topics: Business Simulations, Computational Economics & Agent-based modeling
- 6-9/2015 **Visiting scholar** at the University of Tokyo (Japan), Department of Innovation Management  
Topic: Agent-based simulation of Advanced Manufacturing/Industry 4.0 diffusion of manufacturing SMEs in Japan/Germany.
- 2011 - 2014 **Research Assistant and Lecturer** at the Chair of Microeconomics and Industrial Organization, WHU - Otto Beisheim School of Management, Vallendar (Germany)  
Lecturer in the Bachelor program for compulsory courses in mathematics.
- 4-7/2013 **Ph.D. Internship** at Infosys Inc. (India): Simulations in Education
- 5-10/2014 **Mentor** in the Google Inc. GSoC Program: Gambit – The Game Theory Explorer in cooperation with the London School of Economics.  
<http://www.gametheoryexplorer.org/>
- 5-10/2012 Google Inc. GSoC Program: Gambit – The Game Theory Explorer in cooperation with the London School of Economics.  
<http://www.gametheoryexplorer.org/>
- 2007 - 2010 **CIO** at Studio Borgelt GmbH, Koblenz (Germany)
- 2005 - 2006 **Computer Science, Student Assistant** at TU Dortmund, Dortmund (Germany)

2002 - 2005     **Mobile Application Development** at Pro IT GmbH, Dortmund (Germany)

### Teaching Experience

- Since 2011 - 2015     **Teaching assistant at WHU** for the courses: Managerial Economics (EMBA), Economics of Markets (FTMBA, PTMBA), Economics of Strategy (FTMBA, PTMBA), Corporate and Competitive Strategy Tools (FTMBA, PTMBA, EMBA), Personal Growth (FTMBA, PTMBA, until 2014), Doing business in India (FTMBA, PTMBA), Competitive Strategies (GMP, since 2013), Competition Policy and Regulation (MSc, until 2013), Business War Game (MSc, until 2013), Competing in European Markets (Summer programs, EMBA electives, since 2012)
- Since 2014     **Lecturer with Chris Doran at HKUST (Hong Kong)** in the Capstone course “Corporate and Competitive Strategy Tools”  
**Lecturer at WHU**, Advanced Spreadsheet Applications (EMBA)
- 2013 & 2014     **Lecturer at WHU** Mathematics 1 (BSc)
- Since 2016     **Lecturer at WHU**, Quantitative Methods for Managers (FTMBA, PTMBA, EMBA), Machine Learning (FTMBA, PTMBA),
- Since 2017     **Lecturer at WHU**: Management Abroad Course – India (BSc)

### Publications

- Prause, Guenther & Weigand (2014), A business simulation game for location-based strategies, *Developments in Business Simulation and Experiential Learning*, 41, 96-106.
- Prause & Weigand (2014), Simplified Cuckoo Search: A robust metaheuristic for agent-based artificial markets, *Proceeding of the Computing in Economics and Finance Conference* (May 2014, Oslo).
- Prause and Weigand (2016), Industry 4.0 and Object-Oriented Development: Incremental and Architectural Change, *Journal of Technology, Management and Innovation* 11(2), 104-110.
- Prause (2017), On the Trail of Machina Economicus, *Infosys Insights – Purposeful AI*, 68-75.
- Prause & Günther (2017), Technology Diffusion of Industry 4.0: An Agent-Based Approach, *International Journal of Computational Economics and Econometrics*, forthcoming.
- Prause & Weigand (2017), Global Strategy Game: A Serious Game for Teaching International Business, *Game-On - 18<sup>th</sup> International Conference on Intelligent Games and Simulation*, 101 - 105.
- Prause & Weigand (2017), The Rig: A leadership practice game to train on debiasing techniques, *Proceedings of the 2017 Winter Simulation Conference*, 4312 - 4323.
- Prause & Weigand (2018), Market Model Benchmark Suite for Machine Learning Techniques, *IEEE Computational Intelligence Magazine*, forthcoming.

### Conferences

- Association for Business Simulation and Experiential Learning (ABSEL), 2014 (Orlando)
- Society for Computational Economics (SCE) - Computing in Economics and Finance, 2014 (Oslo)
- IV International Workshop on Computational Economics and Econometrics, 2016 (Rome)
- Game-On’ 18<sup>th</sup> International Conference on Intelligent Games and Simulation, 2017 (Ireland)
- 50<sup>th</sup> Winter Simulation Conference, 2017 (Las Vegas, NV, U.S.)

### Awards

- Best Ph.D. Internship at Infosys 2013
- Best Student Paper at ABSEL Conference 2014
- JSPS (Japan Society for the Promotion of Science) scholarship 2015