

NEWS from ISAGA

International Simulation and Gaming Association

ISAGA NEWS #4 February 2013

Wishing all ISAGA members a good 2013 we bring you the newest information from around the globe.

There's a lot going on!

Have a look on following sections:

[LET'S JOIN:](#) coming events and conferences

[LET'S LOOK BACK:](#) reviews of past gaming events

[LET'S RESEARCH:](#) invitations to join research projects

[LET'S SAGA:](#) news from local gaming associations

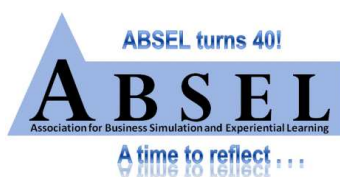
[LET'S READ:](#) reviews of gaming literature

[LET'S GET INSPIRED:](#) news from ongoing projects

Enjoy!

For any comments or wishes about the newsletter, please contact jagoda@isaga.net

[LET'S JOIN: coming events and conferences](#)



ABSEL's 40th Anniversary Meeting

MARCH 6-8 2013, Oklahoma, USA

ABSEL (Association for Business Simulation and Experiential Learning) invites participation from everyone interested in experiential and innovative learning methods including both experienced and new academicians, students, and business professionals. We welcome quantitative and qualitative research, theoretical models, empirical research, literature reviews, cases, demonstrations, games, exercises, simulations, proposals for round table and

panel discussions, and other work related to creative or innovative teaching and learning methods. Student and business professional participation in ABSEL is highly encouraged. [>>>learn more and register](#)



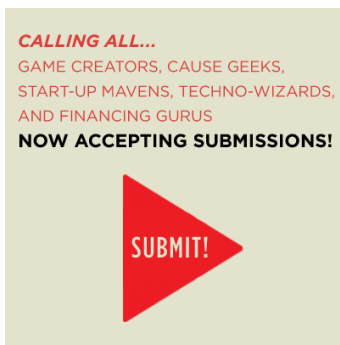
ISAGA 2013

JUNE 24-28 2013, KTH Stockholm, SWEDEN

Organizers: ISAGA and KTH Stockholm

The annual conference of the International Simulation and Gaming Association (ISAGA) focuses on the role of gaming in all its forms for solving the grand societal issues in education, innovation and sustainability. This years' special focus will be on gaming for transport and logistics. For 5 days, experts, researchers and practitioners will gather in Stockholm to discuss, play and design games, hosted by the Transport Science department. The paper submission deadline is approaching!

[>>>learn more and register](#)



The Games for Change Festival

JUNE 17-19 2013, New World Stages, New York City, USA

Organizers: Games for Change

Once a year, New York City plays host to the Games for Change Festival – the largest gaming event in New York City and the leading international event uniting “games for change” creators with those interested in accessing the positive social impact of games.

Speakers from both inside and outside the industry who have new knowledge will share in the area of game design, production, financing, distribution, education, social issues, and new technologies & platforms. Presentations, discussions, demos, and rants are all welcome.

[>>>learn more](#)



The History of Games International Conference

JUNE 21-23 2013, Montreal, CANADA

Organizers: Espen Aarseth (IT University of Copenhagen), Raiford Guins (Stony Brook University),

Henry Lowood (Stanford University), Carl Therrien (Université de Montréal)

It is the first international conference on the history of games which will explore the subject of the history of video and computer games and reflect on the methodological issues related to the subject. This will be the occasion to bring together academics, curators and museum exhibitors, introduce the general public and students to the history of the medium, and sensitize partners from the game industry to their role in terms of cultural heritage and preservation. [>>>learn more](#)



Simulation Australia - Call for papers 2013

SEPTEMBER 16-20 2013, Brisbane, AUSTRALIA

The SimTecT Organising Committee is pleased to announce the Call for Abstracts for the 18th Annual SimTecT Conference. Simulation Australia, the national body for those working in simulation in Australia, will bring together the SimHealth 2013 and SimTecT 2013 conferences for the first time in 9 years. This exciting joint conference will explore the concept of "Crossing Boundaries".

We encourage you to consider the boundaries that may or may not exist in your context and how you have developed, adapted or resolved issues in education and training, research and professional collaboration. Are boundaries important and crossing them unrealistic and inappropriate; or are there lessons from other disciplines, industries and cultures which are applicable to simulation?

Join us in September 2013 to listen, experience and explore simulation in research, development and across all industries. Expand your horizons, cross some boundaries of your own. >>> [learn more](#)



AsiaSim 2013: 13th International Conference on Systems Simulation - Call for papers open!

NOVEMBER 6-8 2013, SINGAPORE

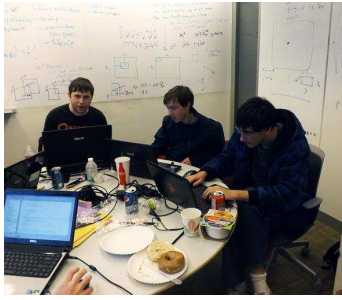
The AsiaSim conference is an annual international conference that started in 1999, and has primarily been organized by the three Asian simulation societies, Chinese Association for System Simulation (CASS), Japanese Society for Simulation Technology (JSST), and Korea Society for Simulation (KSS). In 2011, the Federation of Asia Simulation Societies (ASIASIM) was set up to promote the advancement of modelling and simulation in industry, research and development in Asia and beyond. For the first time in the history of the AsiaSim series, the conference will be brought out of the three countries to Singapore. >>> [learn more](#)

[LET'S LOOK BACK: reviews of gaming events](#)

Global Game Jam Boston @Northeastern University

Held on: JANUARY 25-27 2013

Reviewed by: Casper Hartevelde, Boston, c.hartevelde@neu.edu



Global Game Jam (GGJ) is the premier annual game creation event that fosters the development of innovative game concepts and promotes international collaboration and teamwork. GGJ brings together thousands of game development enthusiasts participating through many local jams around the world on a single weekend. GGJ has proven itself to be an incubator for creative experiments and new start-ups. Some of the successes have included games being published and exciting collaboration opportunities for participants.

This year over 300 locations participated worldwide during the weekend of January 25 to 27 and Northeastern University was one of them. We had 40 dedicated participants (which is little compared to sites who have 200 or more participants) and they created 12 games based on this year's theme. The theme was an audio file of a heartbeat. Some participants went as "lone wolf," which means they did all the work alone; others worked as "freelancer" by creating content for multiple teams. Being a lone wolf paid off because the best overall game design award and the most innovative design award went to lone wolves. It was a great success and we are looking forward to the Global Game Jam 2014! But first we will get some sleep...

[More information about the jam and the games created @Northeastern](#)

[More information about the GlobalGameJam and all of the games created](#)

LET'S LOOK BACK SPECIAL!

reviews of past ISAGA conferences brought by Ellysebeth Leigh



ISSUE #2

ISAGA 1997, Tilburg, The Netherlands.

Organizers: Jac Geurts, Cisca Joldersma & team.

Although it is painfully expensive to travel from Australia half way round the world for a conference, I was committed to attending my second ISAGA conference, and did all the normal academic tasks of submitting an abstract, waiting for news, working on the paper and presentation, and requesting approval to attend. It was a relief when all these were in place. And also a challenge - since I knew from ISAGA 1996 in Riga - that **ISAGA conferences are kind to their presenters, but expect a lot from them.**

I was also aware that the convenors would be hard at work creating the best possible experience for all those planning to descend on Tilburg early in summer. **By now I also understood that ISAGA goes where a committed individual and a dedicated team are willing to commit to a year of hard work and take the risk of having enough people turn up to make it a successful proposition.** Jac's presentation in Riga had been irresistible, promising a fascinating perspective on The Netherlands and the week lived up to all his promises...

[>>> Read more to see what happened in Tilburg :\)](#)

LET'S RESEARCH: invitations to join research projects



Luiz Antonio Tilton, Phd invites ISAGA members to join a business simulation research

For more than 2 decades I have been developing Business Simulation Games (BSG) in Brazil and now, as part of my post-doctorate research, I would like to apply my samples in multi-cultural situations. All games are web based and have already been tested and are in use (in portuguese) within many graduation and MBA courses in Brazil, for example: Universidade de Sao Paulo and other brazilian faculties. Although the desired language is english, the application can be translated into other languages (available list of languages upon request). It is important for me to add that any researcher that accepts this invitation must colaborate to write an article to be submitted to a scientific magazine for publication (a list can be found in the following link) and colaborate to translate to your language, because the use of the samples are non profitable. My contribution, as co-author within the article, is to suggest scientific reference, subject(s) for the research, translation to english, monitoring the application remotely, write the article and, of course, the access to the game itself. In all cases, each use of the game is limited to the period of research and a project should be submitted before access is granted. >>> [More information can be found here](#)

LET'S SAGA: news from local simulation ang gaming associations

NEWS FROM GERMANY

by Sebastian Schwägele



ISAGA is partner of the German Simulation And Gaming Award 2013

Under the slogan "Your Playground for Outstanding Ideas" the Centre for Management Simulation (ZMS) of the DHBW Stuttgart in cooperation with SAGSAGA presents the German Simulation And Gaming Award 2013. This year ISAGA started a official partnership.

The award acknowledges and honours outstanding academic theses within the subject spectrum (the teaching and learning methods) of "simulation games" or individual aspects thereof. It is a precondition for participation that the thesis was handed in to a European University or College after January 1st, 2010 and is written in English or in German.

The winners look forward to an attractive prize package with seed capital up to 1.000 €, a presentational platform on the European S&G Forum and the ISAGA-Conference 2014, a two-year free membership in SAGSAGA or ISAGA and a publication in the ZMS-owend series.

The deadline for application is **April 30th, 2013**. More information: www.g-saga.com.

NEWS FROM JAPAN

by Toshiko Kikkawa



In Japan, 2012 was a good year for people who love the game of **Backgammon**. The public broadcaster, NHK, aired a dramatic series featuring the life of Taira no Kiyomori, an aristocratic military commander in the 12th century. This series used an archetype of the modern game of Backgammon to mediate the explicit and implicit conflicts between the Emperor and his warriors. In fact, Kiyomori's age was a historical turning point, marking the transfer of power from the Emperor to the warriors. In the television series, the results of a Backgammon game sometimes foreshadowed a character's future.

The game of Backgammon appears to have first become popular in the 6th century. A beautifully decorated board, believed to have been used by a reigning Emperor, is among the artifacts on display at the Shosoin Treasure House of Todai-ji Temple, established in the 8th century. In 689, the ruling Emperor imposed the first ban on Backgammon due to its association with gambling. Thereafter, the game was frequently banned, a practice that may reflect its popularity. However, its popularity waned at the end of the Edo period.

The revival of Backgammon has not only encouraged lovers of the game but has also drawn the attention of the general public to both traditional and modern games. As reported in my last newsletter, many workshops focused on game design are now available. This trend may be additional evidence of an increasing interest in games. In the following, I introduce two workshops organized by board-game retailers.



One is a 4-hour game-design workshop organized by Mr. Noriaki Watanabe, a former producer of a digital game company Square Enix who is currently the owner of a game shop, 'Drosselmeyer's Board Game Mart'. At the workshop, he leads about 20 participants interested in designing games through the process of creating a game. It is noteworthy that one of the products of these workshops is now commercially available as a card game.

The other workshop, which lasts half a day and focuses on game design, is led by Mr. Koji Malta, who worked as a game developer at a digital game company Nintendo and is currently the owner of a game shop, 'Sugorokuya'. In these workshops, targeted at children, elementary school students cooperatively design a game. Mr. Malta also volunteers to lead workshops on analog games for children living in the area affected by the 3.11 disaster.

The two aforementioned cases suggest new possibilities for expanding the field of gaming by simplifying the game-design process. Indeed, people wanting to design their own games may be reluctant to enter the community of Simulation and Gaming because they believe designing games is an art. However, as the workshop participants demonstrate, even non-experts can join the world of game design, hopefully expanding

the Simulation and Gaming community in the near future.

NEWS FROM AUSTRALIA

by Ellysebeth Leigh, Australia, elyssebeth.leigh@uts.edu.au

Introducing Simulation Australia



Simulation Australia is the national body for simulation professionals in Australia. It began with a group of simulation collaborators to apply for government sponsorship of a research centre. That effort failed but they decided to put their plans into operation anyway, with the support of industry partners. The success of that decision was marked by their first conference in 1996. Since then the organisation has held annual conferences and other member events, around Australia and published hundreds of professional papers. The goal was to bring awareness of the benefits of simulation to a wider audience.

That initial entity was known as the Simulation Industry Association of Australia [SIAA] with a strong industry and defence focus, run almost entirely by volunteers. During the years after its establishment, the simulation focus gradually broadened to include health, education, decision support, human factors and 'serious' games. Then an extensive review of opportunities, membership benefits and goals led to a restructure that saw the establishment of Simulation Australia as a member driven organisation with a small number of paid staff and larger ambitions.

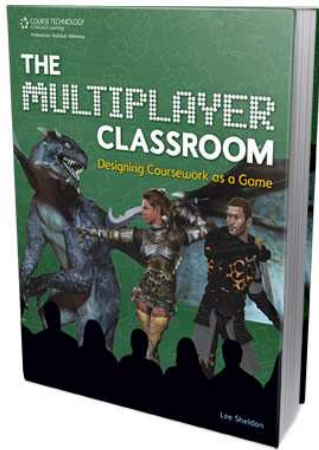
In 2013 Simulation Australia will host its 26th conference. It is the 26th because there was sufficient volunteer effort to host two annual conferences between 2004 and 2012 – one on technology and training (SimTecT) and a second on health (SimTecT Health) topics. The 2013 conference in Brisbane, brings these two strong communities together in a major international event.

The changes made in 2010 were driven partly by growing awareness that employers seeking 'competent' simulation professionals have had few guidelines or measures for assessing 'competence'. There is also a large gap between the knowledge and abilities of those who provide simulation solutions and those who do – or might – buy them. Simulation Australia aims to bring these two groups together to enable exchange of knowledge, development of new avenues for growth in uses of simulation and education of those who do use it and those who do not yet realise its full potential.

The Professional Development team is taking on the task of developing the documentation needed to establish what it means to be a "Simulation Professional". We know that simulation jobs range from maintenance of helicopter simulators, to designing scenarios for health training; and from designing pen and paper 'learning games' to planning 'emergency exercises' for assessing response readiness at major airports. And we also know that this task will be a large, challenging and complex one with the potential to 'change the game' in some aspects of how work is done in health, defence and education among many others. Membership focused 'divisions' provide communication and support networks for specialist groups, and the Simulation Australia office sponsors regular meetings around Australia.

The call for papers for 2013 is now open. For an exciting opportunity to attend a conference that brings together all the diversity of 'simulation' in one place readers are invited to submit an abstract and plan to be in beautiful Brisbane in September.

LET'S READ: reviews of gaming literature



The Multiplayer Classroom

reviewed by: **Martijn Koops**, The Netherlands, martijn.koops@hu.nl,

At his moment I am reading a very interesting book: [The Multiplayer Classroom](#), by Lee Sheldon.

Lee describes how he designed game design course, as a multiplayer game. Of course the first design was not immediately perfect. Lee shows us the process he went to, and explains the choices he made.

I am setting up two courses as multiplayer games myself, and I find the book inspiring. The 4 player types of Bartle are mentioned as something to take into account.

So not everything is new, Bartle's article was published in the late 90's. But the insights are brought onto stage at appropriate moments in the design cycle Lee goes through. I think that it is a nice and inspiring book.

LET'S GET INSPIRED: news from ongoing projects



This section is open to all who are or were involved in ongoing projects at research groups, universities, and companies. Here you can present the essence of your project. Readers may be interested in learning what is going on at an early stage. Sure, you will not share with us your embryonic, or top-secret projects. Nevertheless, if you report at early stages, you open the field for exchange and discussion, and, you improve the value of our newsletter. Information released at an early stage is valuable for our readers, who love to be one step ahead:) We look forward with curiosity to your contributions.

Markus Ulrich markus@isaga.net

PLUNKETT'S PAGES

This Serious Alternate Reality Game (ARG) provides ways for players to learn about the 1916 Easter Rising through the medium of play. The discovery of a box, and its mysterious artifacts acts as the portal entry for players (14-15 year olds) into the ARG, and sets them on a voyage to uncover the 'truth' behind Irish rebel, Joseph Plunkett's

diary pages, developing their learning and collaborative, interpersonal and problem-solving skills en route.

Plunkett's Pages, developed by Ronan Lynch (Doctoral Researcher in Dundalk Institute of Technology), goes live in March 2013. Website: www.ronanlynch.com Contact: ronan.lynch@dkit.ie

TheBox

It's a baby of last year's ISAGA Summer School in Atlanta (USA). The simulation game will address a widespread challenge found in corporate sustainability in only two hours: A profit company wants to change the way it operates on the market and to develop a sustainability culture. But it finds itself trapped on a hard-to-leave track. The international group of students, Ania, Birgit, Martijn, and Dmitry, together with teacher Markus Ulrich, continue their work through Skype, following the 21-step design method of Richard Duke. Prototypes are expected early summer.

Further information: Ania (ania.izwantowska@gmail.com), Birgit (zuern@dhbw-stuttgart.de) or Markus (markus.ulrich@ucs.ch).

How to develop an online role-playing game in five minutes; the power of Cyberdam

by Pieter van der Hijden, the Netherlands, pvdh@sofos.nl

Developing an online role playing game based on the Cyberdam game engine takes at least one month and probably more. However, sometimes, it is not necessary to go all this way. A simple online role playing Cyberdam game can be up and ready to run in five steps of about one minute each:

- Identify purpose, audience, topic and name of the game
- Identify the roles to be played by the participants
- Create the game model in the Cyberdam game environment
- Create the game manifest
- Run a test session

In <http://wp.me/p1abe3-3X> we illustrate this for an example for "Tug-of-war on Rails". Screenshot: Tug-of-War on Rails; Role: Chairperson of the Passengers Union; home page used to read and write messages from/to other roles.

When more time is available than five minutes, the simple Cyberdam game might be extended with virtual city maps with background information, creating your own map or infographic of the problem, adding events, including multimedia, adding stages and adding (complex) tasks, decisions, calculations and automated feedback.

For full text and references, see <http://wp.me/p1abe3-3X>, Sofos Consultancy (www.sofos.nl), Amsterdam, The Netherlands – 2013

THE PEASANT'S BUSINESS SCHOOL

by Michał Mijał, University of Warsaw, Poland, mijal@mail.wz.uw.edu.pl



Two years ago a board game called the [Peasant School of Business](#) (pol. *Chłopska Szkoła Biznesu*) was created. The idea behind it was

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Past Issues

Transl



the form of a game. It was ordered by the Malopolska Institute for Culture. Meanwhile the authors shared the tool with the Faculty of Management of the University of Warsaw and since then it's being used to show aspects of negotiations, teamwork and determinants of entrepreneurship to the university students.

It can also be applied and adapted for other numerous purposes eg.:to teach the basics of cooperatives, explain how the supply and demand work, to visualize the determinants of cluster creation in modern economy.

The strengths of this game lie in that it scales perfectly from 12 to 36 persons, its length can be adjusted according to teacher's needs between 30 and 75 minutes and there are two modes available: basic and advanced (requires more strategic planning and allows to choose from significantly more options).



In the last two years we conducted at the university over 20 games in various configurations and every time the tool at least confirmed its potential sometimes exceeding the expectations of both trainers and students.

>>>[To read more about the concept of the game go here](#)

LET'S CONTRIBUTE



Call for newsletter contributors and editors

If you are

* active in the gaming field as a researcher, practitioner, consultant, designer or teacher

If you

- * know about interesting events coming up in the world
- * read something worth recommending

If you want to

- * share you knowlegde
- * invite others to join gaming projects or events organized by you
- * let others know what is happening in your local SAGA

...please contact Jagoda (jagoda@isaga.net).

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