

Newest from the gaming community of ISAGA.
Newsletter#1/2012

Is this email not displaying
correctly?

[View it in your browser.](#)



ISSUE April 2012

- [LET'S JOIN](#): coming gaming events
- [LET'S LOOK BACK](#): at passed gaming events
- [LET'S READ](#): reviews of gaming literature
- [LET'S GET INSPIRED](#): looking backstage on ongoing gaming projects
- ISAGA IS GROWING: how many and where from
- LET'S CONTRIBUTE: call for newsletter contributors and editors



[Forward to a Friend](#)

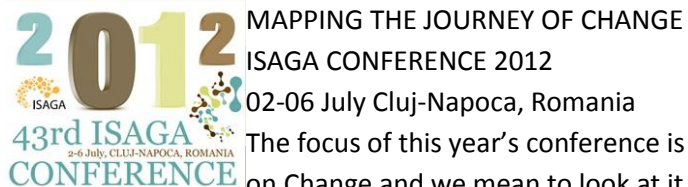


ISAGA is growing!

113 registered members
and supporters from
33 countries (the US,
Poland and The
Netherlands being the
most represented)
31% women
69% men

LET'S JOIN

Coming gaming events



MAPPING THE JOURNEY OF CHANGE
ISAGA CONFERENCE 2012
02-06 July Cluj-Napoca, Romania
The focus of this year's conference is
on Change and we mean to look at it
through the usual lenses of gaming and
simulation: learning-by-doing and reflection-in-action

[>>learn more and register](#)

We are open for more!

**Recommend joining to
your friends and
colleagues.**

Guide them to www.isaga-members.org



DESIGNING GAMES FOR
SUSTAINABILITY
ISAGA SUMMERSCHOOL 2012
28 July - 04 August, Georgia Institute of

Technology, Atlanta GA, USA

This years summerschool covers different methods of game design for sustainability (for education and training, for decision making, urban planning etc.). In interactive teamwork (coached by the teachers) participants will develop prototype games.

[>> learn more and register](#)



1st GAMING and SOCIAL

MEDIA CONFERENCE

trends and applications in gaming and social media

4th – 6th October 2012, Singapore

Organized by Serious Games Association (Singapore).

[>> learn more and register](#)

LET'S LOOK BACK

Passed gaming events

The 5th DiGRA Conference 14 -17. Sept. 2011 THINK



DESIGN PLAY

ERIC TRESKE REPORTS

DiGRA is a professional society dedicated to advance the study of digital games, and to foster the development of research practices and standards in the field.

After conferences in the Netherlands

(2003), Canada (2005), Japan (2007) and England (2009)

DiGRA's conference came back to Hilversum, Netherlands.

The organiser's announced in their invitation: „Join us at

our serious playground and participate in a meaningful

dialogue between all players in the field of games and play.

We seek to connect game research to the creative industries and society by fostering an integrated practice of research,

Why is it worth joining ISAGA?

ISAGA is...

- * the longest established international gaming community

ISAGA brings together...

- * people of diverse backgrounds and professions.

ISAGA covers...

- * a wide range of gaming application: from traditional policy exercises to the latest in interactive technologies.

ISAGA creates...

- * a powerful and creative environment for people wanting to solve complex societal challenges

ISAGA gives you...

- * discount for the annual conference and summer school fee
- * discount for the Simulation and Gaming Journal
- * access to the membership database

design, engineering and entrepreneurship.“ And I must say they keep completely right. It was fantastic to see how game, play and design fits together. It was a very wise decision from the organizer committee to hold this conference together with the Utrecht School of the Arts. The conference program was very interesting from a theoretical and practical point of view. The workshops started from analysing traditional board games and finished with the news about electronic gaming development. The conference combined very different foci from the wide field of simulation and gaming. The well chosen key note speakers contributed to the conference's special spirit: Reiner Knizia, Eric Zimmerman, Jen Jensonor or Bernie DeKoven's. And for participants, which “only” wanted to shop, there were also shops with board games and scientific literature about electronic gaming available .

Who wants to look back – there is still a very well structured website available:

<http://gamesconference.hku.nl/>

Eric Treske eric@isaga.net

LET' S READ

Reviews of gaming literature

ISAGA CONFERENCE PROCEEDINGS IN
SIMULATION&GAMING JOURNAL



The last issue of the [Simulation&Gaming journal](#) features a special issue edited by Jonnie Hill and Ma. Mercedes Rodrigo. The issue contains 8 papers that have (in earlier forms) been presented at the ISAGA 2009 conference in Singapore. David Crookall (Editor of S&G) mentions in his editorial the importance of binding the journal and ISAGA conferences together, as well as the historical bonds between ISAGA and the journal. The special issue papers



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).

We are planning to send out a regular newsletter, every 6 weeks, so we need contributors to provide the content.

Looking forward to hearing from you until May the

span a nice selection from educational application, via hypothesis testing in industry to behaviour in online games. A must-read for a nice introduction in the broad field that gaming simulation is, as well as in-depth papers for the specialists.

20th.

Do we actually progress?

As food for thought, I looked up the discussion of Martin Shubik's book "The uses and methods of gaming" published 1975 (Elsevier Scientific Publishing Co, New York, then available for 12 US dollars). The journal "Operational Research Quarterly" spend a page (Vol. 27, No. 4, ii, p 1024) discussing the value of Shubik's words. 37 years later it must be interesting to read that:

Some space is devoted to validation, but the result is not satisfying. It appears that Marie Lloyd was correct—a little bit of what you fancy does you good—if you design a game and are satisfied, then for you it is valid. How then are you to convince your client? This is still largely an unresolved problem and Shubik has little new to say. Perhaps that is why the growth market for gaming lies in education—the problem of validity is less important; all we need is a system which makes the desired points so that the student understands and remembers.

The book critic has proven to have a good insight in the complexity of our field, as for sure the education application is now dominant in our field.

Reading Shubik's book with the knowledge of 2012 gives some good food for thought on the directions of the development of science in our domain.

Sebastiaan Meijer sebas@isaga.net

LET'S GET INSPIRED

Let's look backstage – news from ongoing projects



What is this section about?

The section "Let's look backstage" 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

Sustainable Management – a new module at the University of Applied Sciences and Arts, Northwestern Switzerland (German). This module was designed for industrial engineers, with 3 ECTS points. It started with 44 students in fall 2011 with three teachers, among them Markus. Three simulation games are part of the module:

The [New Commons Game](#) on common pool resources (author: Richard Powers), the simulation game [napuro](#), designed to convey the concepts of corporate sustainability (by Markus Ulrich), and [SimplyCycle](#) on the cradle-to-cradle concept (by Sonja Eser).

Markus Ulrich, markus.ulrich@ucs.ch.

Fishpond – a simulation game about common pool resources(English, German, French, Italian). This easy to run simulation game has been developed for the Internet platform for teaching economics of the Swiss National Bank. Fishpond deals with the problem of overuse of freely accessible resources. Through their own actions during the game, students experience the incentives inherent in common pool resources. Environmental problems, such as global warming, serve as examples. All materials are freely available at www.iconomix.ch/en/resources/m06

Markus Ulrich, UCS Ulrich Creative Simulations, markus.ulrich@ucs.ch.

Archipelago - how games can support corporate sales processes (English, Polish)

The game was developed to answer the need of Microsoft's

Business Application Department (Microsoft Dynamics) who decided to change the way of presenting their business solutions. The company has turned from presenting their products on power points slides towards genuine emotions and experiencing real advantages related to the use of the Microsoft Dynamics CRM application in a game. By making their clients play a business game during sales meetings Microsoft spreads its CRM philosophy and provides clients with a possibility to experience the functionality of their business solutions. [Watch a short movie about the game.](#)

Jagoda Gandziarowska, PGS Pracownia Gier Szkoleniowych (the tongue twisting company) jagoda@pracowniagier.com

[follow on Twitter](#) | [friend on Facebook](#) | [forward to a friend](#)

Copyright © 2012 ISAGA, All rights reserved.

You are receiving this e-mail as a member of ISAGA.

Our mailing address is:

International Simulation and Gaming Association

Appelternhof 24

6581 GW

Malden, Europe 6581

Netherlands

[Add us to your address book](#)

[unsubscribe from this list](#) | [update subscription preferences](#)

