



International Simulation and Gaming Association

February 2006

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St. Petersburg -- 37th Annual Conference of ISAGA: "Global interdependence of the uniform educational space"



3 July - 7 July, 2006

Plans continue for the 37th Annual ISAGA Conference. This year's venue is St. Petersburg, RUSSIA. The theme for the 37th conference is "Global Interdependence of the Uniform Educational Space." Hosts for this year's conference is St. Petersburg State University of Engineering and Economics. Conference dates are 3 July to 7 July 2006.

Several important email addresses are available for specific topics. To submit Papers and Abstracts, please use articles@isaga2006.com. For questions regarding conference registration and payments, please use payment@isaga2006.com. For all other questions, the following email address is provided contacts@isaga2006.com.

Articles and abstracts for ISAGA 2006 are encouraged. Should you choose to submit an Abstract paper length is not to exceed 750 words. No limitation is noted for paper lengths, but typically paper lengths should not exceed 5000 words (approximately 15 pages). All papers and abstract are requested to be free of copyright restrictions, and must have company/government clearance. It should be noted that papers previously presented or published will not be accepted. Also not acceptable are papers that serve as marketing tools for private interests.

Papers must be created using Microsoft Word. Upload the completed document as an email attachment to articles@isaga2006.com. Before papers are considered for acceptance the author(s) must be registered for the conference. Registration information is found at payment@isaga2006.com. Of note is the requirement for bank transfer for registration payment. Pieter van der Hijden advises conference attendees of the bank transfer specifics. When registering, please be advised to use BIC = PSPBFIHH and IBAN = FI9480004701087970.

At the conference, papers will have 30-40 minutes for presentation. Presenters are advised that this typically consists of 20-30 minutes for presentation and 5-15 minutes for question and answer period. However, as this is a friendly conference. Flexibility is expected and times are adjustable to suit the presenter and topic.

Availability of audio/visual equipment is provided to all presenters. The University will make available PowerPoint 2000 and Windows 2003 or its equivalent. The software will run on computers with CD drives. Should presenters desire to use their own laptops, please advise conference organizers of this request prior to the conference. This is to insure that accommodations can be made to the satisfaction of the pre-

sender. To discuss specific presentation equipment requests, please email contacts@isaga2006.com.

As with past ISAGA conferences, best paper award(s) can be expected. Conference organizers are addressing this specific feature of ISAGA. Local outstanding paper committee, members of the steering committee and recommended experts will make best paper award(s) selection and announcement.

A variety of living accommodations are available for the 37th Annual ISAGA Conference. Conference organizers arranged accommodations at the University and at nearby hotels. Registrants are requested to review the ISAGA conference web site (<http://www.isaga2006.com>) for specific accommodation information. For those interested in a 'native' approach, short term apartment rentals are available as well. Interested persons are advised to search in St. Petersburg specific regional information through your internet browser.

Summer in St. Petersburg

St. Petersburg, called the Venice of the North, offers many historical and cultural opportunities. Scheduling the conference at the first of July gives participants a chance



to see St. Petersburg and its environs during its designated summers. Summer in St. Petersburg begins in June and concludes in August. Participants can expect temperatures to range between 11C (52F) and 20C (68F), with about thirteen days of rain. Some may want to consider bringing along a raincoat or umbrella.

When not attending ISAGA events, should participants have the time, the following sites are worthy of consideration: the lovely Vasilyevsky Island, the bridges of St. Petersburg, Nevsky Prospect, the Summer Garden, Petrodvorets, the Palaces of St. Petersburg and its Suburbs, Churches and Cathedrals of St. Petersburg, and the Hermitage Museum. Location information for these sites can be found by conducting a Google search (be careful not to access St. Petersburg, Florida, USA) or using your favorite search engine.

The upcoming 37th Annual ISAGA Conference in St. Petersburg is shaping up to be one of continuing series of informative, enlightening, and culturally stimulating events. Make your plans to attend today. Be sure to forward 37th Annual ISAGA Conference information on to persons who can benefit and benefit from the years of experience ISAGA members bring to this conference.

ISAGA Summer School 2006



International ISAGA Summer School in Gaming & Simulation
Theme *Facilitation and Debriefing of Simulation & Gaming*

Date **August 19 - 26, 2006**

Venue **Dornbirn (Austria), University of Applied Sciences Vorarlberg**

Teaching Staff

Prof. Dr. Jan Klabbers (The Netherlands)

Prof. Dr. Elysebeth Leigh (Australia)

Dr. Vincent Peters (The Netherlands)

Prof. Dr. Paola Rizzi (Italy)

Dr. Markus Ulrich (Switzerland)

Directors: Dr. Willy Kriz (Austria) and Dr. Paola Rizzi (Italy)

Participants

The minimum number of participants is 20, the maximum are 32 participants. The number of participants within each of the five design teams is 3 to 7. The Summer School language is English.

Program

The summer school will give participants the opportunity to learn about the use of different gaming simulation methods and to learn how to design simulation games. Morning sessions: lectures and discussions lead by teachers about their perspectives on gaming simulation design. Afternoon and evening sessions: participants form small project teams. They will design, test and discuss their own prototype games coached by teachers. Participants have to choose one of the five teachers and their project team in advance, together with the registration to the Summerschool and they will stay in this project team for the whole Summerschool. However, as all project results (prototype games) will be shown in the whole group everyone will have the opportunity to experience the designed games of the other project teams as well.

Participation Fee

ISAGA members: 400,-- / non-members: 500,-- / student members: 200,-- / student non-members: 250,--. All prices are in Euro. Members of affiliated organizations will be charged the ISAGA member-fee (SAGSAGA, JASAG, SIGIS, OzSAGA, NASAGA, SAGSET, SAGANET, ABSEL, and DiGRA).

A number of limited places is available for participants from developing countries (100,-- Euro regular or 50,-- Euro for students). The fee includes Summer School documentation, certificate, sight-seeing activity, welcome and closing dinner. The fee does not include meals or accommodation.

Contact and Registration

Registration begins on the 21st of January 2006. Please look at the Summerschool website for detailed registration procedure instructions and further information.

Contact Dr. Willy Kriz at info@isaga-summer-school.org

Report about the ISAGA conference 2005 Atlanta



Marleen van de Westelaken

The 36th annual international conference of the International Simulation and Gaming Association - "Serious Play: Form, Function, and Fun" - began 27 June and ended on 1 July. Participants from all over the world gathered in the College of Management at the Georgia Institute of Technology in Atlanta, Georgia USA for this conference organized by Richard Teach and his team.

The conference

On Monday the conference started for all participants. Each conference day consisted of the following activities. The day started with a plenary session, in which several people gave a presentation on a topic, and after a short break, parallel tracks started. Parallel tracks consisted of paper presentations, presentations of games, playing games, or a poster presentation. Tracks were organized around a theme, so people who were interested in a theme were able to stay in the same room and see different presentations on that topic in one track. The parallel tracks lasted all day, and sometimes even ended in the evening. Between parallel tracks was lunch break, which wasn't organized jointly so participants could choose where and with whom they wanted to eat. Most of the participants gathered at the restaurant next to the College of Management and enjoyed an all American lunch, while discussing all kinds of topics. Next to this informal lunch, Richard Teach had put conversational breaks in the program. These breaks gave opportunity to discuss a topic or a presentation a little longer, or time to reflect on what had been presented.



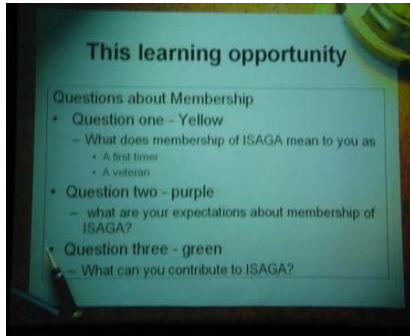
Starbucks

On the first day not everybody was used to, and dressed to, the difference between the heat of Atlanta outside and the cool, air-conditioned rooms inside. So the Starbucks credit card and discount at Starbucks, arranged by Richard Teach for all participants, were received enthusiastically. Before the plenary sessions and in the breaks the people of Atlanta could see a large group of participants, talking in different languages, moving towards the Starbucks at Barnes & Nobles and getting out with a big cup of tea or coffee to get warm, and to enjoy.

The program

On Monday it became apparent that unfortunately quite a lot of people who had put in an abstract in November weren't able to come to the conference. On the one hand this meant that there were fewer participants than in earlier years. On the other hand this meant that a lot of presentations put in the program were cancelled, which meant that at some times there were no sessions at all, while at other times there were too many sessions at a time to choose from. But fortunately everybody who would give a plenary presentation was in Atlanta, so participants could enjoy a great variety of subjects presented by Hubert Law-Yone, Arata Ichikawa, Richard Teach, Martin Shubik, Amparo García-Carbonell & Beverly Rising, Markus Ulrich, Jan Klabbbers, Yuli Porkhovnik, Ivo Wenzler, Elyssebeth Leigh, Joel Barker, Nathan Bos, and Pieter van der Hijden.

On Tuesday a special track was organized. It was called Jan Klabbers' mini symposium and therefore Jan Klabbers started with a plenary presentation on this subject: A Framework for Artifact Assessment and Theory Testing. Presentations related to this subject were put in this track, which lasted all day and was well visited by the participants. Jan Klabbers is now working on a special issue of the Journal of Simulation and Gaming, in which articles presented in this track will be published within the framework Jan presented in his plenary presentation.



On Wednesday a special plenary session was organized for the Secretary-General of ISAGA, Elysebeth Leigh. She asked participants in a workshop setting what membership of ISAGA meant to them, what their expectations about membership of ISAGA were, why ISAGA was attractive to them, what ISAGA future purposes might be, what their expectations of the steering committee were, and what they could contribute to ISAGA. Participants were asked to put the answers on little cards, and exchange them. Finally these cards are gathered and will be analysed by Elysebeth Leigh for future policy of ISAGA.

The All American Way of Life

The Steering Committee members were invited at the Teach Residence on Sunday for an American Cocktail Party. A lot of good food, prepared by Joan Teach, and a nice ambiance made this evening a great way to start the conference and meet each other again.

Next to the informal conversational breaks Richard Teach and his team took care of the needs of participants to relax, enjoy the American culture and get to know each other more informally. On Monday evening a cocktail reception was organized in the courtyard of the College of Management. A band was playing, the weather was nice and participants could enjoy drinks and conversation.



After lunch on Wednesday a cultural tour to the Martin Luther King, Jr. Center and Stone Mountain Park was on the program. The MLK, Jr. Center was really impressive for a lot of the participants. Unfortunately we had to leave very quickly, so we didn't have time to see everything (but probably we would have said the same thing if we had been there for two



hours or more). After that Stone Mountain Park was on the program: an amusement park around a large rock, where participants could climb the mountain, or take the train, and had the opportunity to enjoy the beautiful view over Atlanta and Georgia. After that an US style picnic with live music was ready, and after enjoying an hour or so in the park or on the train, we could sit down at the best spot, especially for ISAGA participants, to see the laser show on the mountain with music and fireworks.

On Friday participants were invited to the Carter Presidential Library, where we enjoyed the ISAGA Banquet and live singing. Some of the participants who had their birthday were sung for and even a few participants showed us their musical talents.

Concluding

Richard Teach has done a great job, also taking into account that he had only a few people to support him during the conference. The outstanding paper committee is, as far as we know now, still reading and judging the papers as a lot of papers were in late. Some of them still came in during the conference, even with the reward Richard promised and handed eve-

ryone who had put in his or her paper on time: a book about Atlanta. Richard will prepare the proceedings. A part of the submitted papers will be published in a book, all papers and abstracts will published on CD-ROM.

Yuli Porkhovnik, president-elect of ISAGA, is now preparing the conference in Saint- Petersburg next year. More information will be announced on the ISAGA webpage and can be found on the official conference web-page: <http://www.isaga2006.com/main.htm>.

Summer School 2005 comments

As a first time teacher in this Summer School I learned a lot.

- How to build a summer school where theory and practice is well balanced;
- How people with extremely different backgrounds can successfully work together;
- How creative are people who want to learn game facilitation;
- How good summer school refreshes you for a long upcoming busy school year much better than anything else;
- How to adapt on one game frame many different games for different target groups, different educational aims etc;
- How enjoyable are lectures larded with exemplary games;
- How beautiful is Krakow (and northern Poland with all its lakes);
- How teacher led structured formal learning helps you to put in order your self-learnt knowledge base.
- and how many good ideas well organised summer school creates.

Anne Villems

"Summer School" sounds if not boring, but strange: we, humans, need vocations! Vocations from monotony of our working duties, and we get them in Krakow. ISAGA was seriously pregnant (longer than elephants used to) and find nice places to bring nice multiply babies!

As we know, we (as usual people!) learn from each other much faster than from school teachers. Our endless question "What it is?" was firstly asked by Pavlov's dog. But we are able to learn from dogs as well. What we learn from humans- impossible to forget!

Mieko gave me great lesson (I named it The Law of Mieko):

After game is over, ask participants to keep silence for several minutes, do not speak. After this ask them to make any notes they wish . After 3-5 minutes passed, open discussion.

Ability to think we often wrongly recognize as produce openly/orally spontaneous waves of our mind flow. Be aware not to be drawn in it.

Dmitri Kavtaradze

Achieving a “Visual Identity”

This is the term used for the process of developing an organisational logo and associated images. As Steering Committee members will be aware we have been engaged in a collaborative process to select a logo for ISAGA that will be a constant as we move into the future. It will not replace the unique logo chosen for each conference – but will be used along side that image to help us develop a continuity of identity.

The process began several years ago with an effort to draw on volunteer/student concepts, but this year we opted to turn to a professional graphic artist. A small number of artists provided an introduction to their work, and the committee chose Mark LeBay to complete the task. We have had three rounds of images and revisions, and Mark is now finalising his proposals for voting.

The logo will be used for such things as this newsletter, as part of official correspondence and in conjunction with future conferences. Thank you to all who have participated in the voting process – and I am looking forward to concluding to this project early in the New Year.

Elysebeth Leigh
General Secretary - ISAGA

Purpose, Goals and Structure of ISAGA

ISAGA '05 answers to questions of the general secretary Elysebeth Leigh
Marieke van Heeswijk

"This information was gathered during the ISAGA congress of 2006 in Atlanta, where Elysebeth, our Chair, conducted an interactive session with the participants to gather information on several subjects on in what way ISAGA should develop itself to gain maximum contribution to the members. This info will be used in the practice of the steering committee."

Please write your comments, ideas and contributions about these topics to M.van.Heeswijk@gitp.nl and elysebeth.leigh@uts.edu.au .

Questions asked:

- What does membership of ISAGA mean to you?
- What are your expectations about membership of ISAGA?
- Why is ISAGA attractive to you?
- What might ISAGA future purposes be?
- What are your expectations of the steering committee?
- What can you contribute to ISAGA?

What does membership of ISAGA mean to you?

as a first timer

- a window through which to observe and learn about s&g

as a veteran

- a kind of small community
- rewards of seeing a set of beliefs fulfilled
- ideas for design and research
- friendship

in general

- except from the conference I do not have the feeling that I am a member of ISAGA
- nothing
- I think there are more possibilities
- networking, many votes!
- get inspiration
- raising awareness of projects
- a multi cultural experience
- to address experience with gaming and to reflect on my work with gaming

What does membership of ISAGA mean to you? In general (sublevels)

in general

- chance to be heard
- travelling nomads
- opportunity to meet other disciplines
- broadening perspectives
- to be a part of the community

Social level

- reminiscing
- new friends

Research

- Practice methodology **not** necessarily in the same field!
- what's new and who is doing what

cultural

- different cultures, many votes!
- different communication styles
- meeting research colleagues
- disseminating research methods
- exchange ideas

**Meaning membership:
*regarding the conference***

- ideas for design
- a place to share ideas
- helping guide research
- inspiration for further research
- discovering current state research
- meet other people in the field
- share knowledge
- to get away from it all
- finding resources
- not to re- invent the wheel
- knowledge creation/exchange
- search for special interest group
- setting of future goals
- learn new techniques
- opportunity to meet other disciplines
- justification of professional pursuits
- in spite of teaching others
- practice of listening
- a world wide network

Q2: What are your expectations about membership of ISAGA

to learn new ideas

- assistance in disseminating new ideas
- new ideas for improved performance

opportunities

- collaboration
- to inspire
- getting an internal forum to test and discuss ideas
- stimulating the forming of a discipline
- competency mapping
- access to knowledge and resources around gaming
- tips about things going on in the gaming world
- new books
- other conferences
- workshops
- info on special interest groups

networking

- meet researchers
- exposure to a great variety of simulations and games
- spread of ideas

Q2 expectations membership (II)

- the organization is too unprofessional
- no 'big' expectations because I do not think the steering committee in the current state is able to answer needs like:
 - more better keynotes, not every year again much of the same people
 - better supply of networking information, this lacks at this moment
 - full participation power on electing the members of the steering committee
 - quote 'the organization is extremely unprofessional, I hope it will change

Q2 expectations membership (III)

- membership needs to be promoted and expanded
- do we need a membership chairman/committee?
- expect on better screening of the papers and presenters on content and English speech
- more ambitious, higher quality, better practicing
- get info and exchange on a regular bases
- to get answers to my questions
- easier access to people and knowledge
- access to shared information base, about products, experience
- continuing with communicating with colleagues during the year
- active community during the year
- to get information for example on what is happening in the summerschool

Q2: expectations about membership (IV)

- no expectations
- no idea?
- automatic subscription of the S&G journal
- to publish in the gaming and simulation journal
- support of work
- new cultural experiences
- about the papers and presentations
- all presenters should speak proper English
- a complete copy of all the slides and papers

about the organization

- more activities during the year
- special groups
- workshops

- the summerschool is very good
- maybe conferences once in two years

Q3 why is ISAGA attractive to you?

- low threshold
- ambassador for gaming and related disciplines
- open & friendly environment
- interesting ideas and learning
- cross cultural sharing
- promote s&g across cultures
- variety of cultures present
- learning about other cultures

Q4 What might ISAGA future purposes be?

- sharing knowledge and ideas at more occasions than the conference, for example the newsletter and more meetings
- knowledge sharing structured during the year
- knowledge and ideas for different professions from teachers to consultants
- ISAGA is very interesting in that it is reflective of where NASAGA was 10 years ago
- get a strong network
- create different interest subgroups within ISAGA
- loosely coupled professionals
- letting the people know the methods (how to's) and the benefits of gaming and simulation
- advance the recognition of games and simulation

Q4 ISAGA future purposes (II)

- variety of experience levels present
- virtual organization
- ISAGA seems a very believable and talented group
- to be a group of reference
- rejuvenation
- reorganization
- more people organizing
- more awareness about what is happening in ISAGA
- providing opportunities to exchange and inspire
- create a methodology, a shared language and a meta discipline

Q4 ISAGA future purposes (III)

- adopt new innovations, technologies, etc.
- get a broader scope about what is going on in the world
- ISAGA is a good place to meet people with the same interest further nothing
- deliver networking data

- create special interest subgroups
- facilitate geographic groups?
- cooperation with other organizations in reflective fields
- to be a real revolutionary tool for social change
- to be the center of social sciences

Q4 ISAGA future purposes (IV)

to facilitate the learning of the members

- to organize exchange of ideas and debate within ISAGA community
- *focus and discipline*
- *continue to have broad perspectives on gaming*
- keep the freedom of different points of view
- *experience design of games*
- *to make use of the abilities of members*
- *more knowledge sharing in future*
- knowledge manager
- providing a directory of gaming and simulation products
- offering a directory of members that is interest based
- channel more info to the website on content

Q4 ISAGA future purposes (V)

- assure high quality conferences
- Assure good papers
- Assure good presenters
- make standards for quality
- make standards for design methodology
- offering a test bed for product/artefact assessment at early-late stages of development
- what is the current mission and purpose of ISAGA?

Q5 expectations of the steering committee

- lead ISAGA into the future
- organization
- I expect every year one or three minor improvements/innovations be done!
- a viable organization which it is not
- organize conferences
- efficient communication
- organizational change
- keep things going
- revision of rules
- renewal of the dynamics in the community
- better agenda setting
- there is no core organization, but this is very important for continuity

Q5 expectations of the steering committee: (II) concerning SC members

- less members, more action, clear vision, checking on conference organization
- is paralysed by own 'democratic rules' and ego's
- delegation of specific task, one per sc member and permitting to perform according to long term strategy
- to be an umbrella for committed people to implement new ideas and not to be a brake and stop there

Q5 expectations of the steering committee: (III) concerning members

- to be more visible for the members
- to communicate with members
- provide opportunities for younger members
- motivate members
- make use of ability of members
- engage members to the organization
- optimize exchange between members and organization
- let us feel members during the year
- clearness of being a member
- clear added value of being a member
- access to journals
- access to papers/abstracts/ past publications

Q5 expectations of the steering committee: (IV) concerning members

- listen to members
- content of the past G&S journal freely available
- communities of directions of ISAGA
- better communication and coordination at the sessions
- transparency
- for example in election process
- election in general meeting
- allocation of tasks to be shared
- guarantee of state of the art quality
- quality control
- to be operative instead of passive
- procedures for recording 'everything in archives
- reports of the contributions of each single member
- customer orientation

Q5 expectations of the steering committee: (V) concerning members

- global networking between fellow associates
- connecting and have contact with fellow organizations
- communicate about this to members

- ideas, perspectives, knowledge exchange
- public relationships
- giving stimuli for cooperation
- challenges, contests
- make use of technologies
- courage to risk, dare, decide and preserve
- not only once a year a conference

Q5 expectations of the steering committee (VI)

- provide direction
- courage, strong leadership when needed
- urgent need for long term strategy and inform about it!
- more focused
- quality control, long term perspective
- more web & it
- info on program, abstracts, inscription standard on web
- to promote and represent the field of s&g
- be visual and active
- concrete and executable vision, purpose goals, think & act, try & learn rather than be too careful and do nothing, but what can ISAGA do with this large structure?
- communicate to members of purposes and future goals
- formulate vision, specify strategy and IMPLEMENTING IT
- steer the organization
- organize a frame of different views

Q6 What can you contribute to ISAGA?

- Engagement & enthusiasm
- technical support for other colleagues
- a player for testing games
- knowledge and experience
- research I have done and ideas to go further
- focus on specific issues
- spreading the game bug to the younger
- ideas about visualizations, visual games and storytelling
- historical perspective
- opens to change perspectives
- background knowledge on development
- content experience on e learning
- bridging it and g&s
- a bridge to low tech and high tech

Q6 contributions to ISAGA? (II)

- research ideas for other colleagues
- provide overview of s&g related research projects we are involved in
- collaboration opportunities
- internship/visiting positions
- papers
- research results
- products, results and methods

Q6 contributions to ISAGA? (III)

organizing

- organizing skills
- hosting an activity
- take on tasks that can be delegated by the steering committee
- organising summerschool, conference etc.
- advertising and spread info about ISAGA
- seeking of funding for the organization
- time to perform tasks
- helping steering committee to operate more professionally
- throw in items to discuss

Things to take action upon?!

Marieke van Heeswijk

Mentioned a lot were:

About the membership

- a lot of people do not feel member, or feel advantages of it next to visiting conferences

To facilitate members more in:

- Networking
 - *Provide info on who is a member of has been a member with background information*
 - *Be active in attracting interesting parties, maybe cooperating*
 - *Maybe facilitating special interest groups*
- providing information
 - *on line, past papers available*
 - *info on summer school*
 - *info on vision/strategy/activities/projects of ISAGA*
 - *stimulate the forming of a discipline*
 - *... also on regular base*
 - *a inventory of games around the world*
- giving (more) voting power/insight in procedures of ISAGA/SC committee

on the conferences:

1. organize better key notes
2. better qualitative papers, better screening
3. presenters speak good English
4. more people at conferences

about ISAGA steering committee

(I personally have the impression people do not know how we are organized and what is the philosophy behind it)

1. make long term and short term **strategies** and implement them
2. **be accessible** to suggestions of members
3. a lot of members have **no positive expectations**, (*thinks sc is passive, do not know what we do and why*)
4. give members **voting power** on who should be in the **sc committee**
5. sc members all should be **active** in improving ISAGA performance, implement!
6. get more **sub committees** in sc to handle a certain portfolio/assignments (example, promoting ISAGA, marketing and get sponsoring activities)
7. more **active ambassadors** role
 - a. *benefits of ISAGA, and g&s, unique added value*
 - b. *promote g&s*
 - c. *cooperation with other disciplines in reflective area*
8. offering **testing** opportunities
9. better **agenda** setting
10. get **3 improvements** done a year
 - a. *make use of abilities and work potential of regular members*
11. **more activities** than just conference
 - a. *like summerschool, is rated very positive*

n.b. there are overlaps possible between the different categories

Update of Membership Database

Matthias Puschert is actually updating the membership base of ISAGA. Persons who are or have been Members of ISAGA have already been contacted by Matthias. Due to the state of the membership database there might be persons who have not got an E-Mail or Mail by Matthias. To ensure, that we still have correct data all ISAGA Members are asked to send the following data via email to Matthias.Puschert@web.de. Thanks for your help!

Your contact data should include:

-First name(s):

-Name:

-Title:

-Sex (m/f):

- Organization:
- Address:
- Zip Code:
- City:
- State/Province:
- Country:
- Phone:
- Fax:
- E-mail:
- Web-site:
- Areas of interest (brief description of max. 4 lines of text):

At the moment, membership is free of charge. The membership is valid for two years. It is automatically renewed if you participate an ISAGA conference, or by your written application.

If you have any questions, please do not hesitate to ISAGA Membership Secretary Matthias Puschert.

Future ISAGA Conference Locations – Get Ready!

2007-07-09 - 2007-07-13	Nijmegen, The Netherlands	38th Annual Conference of ISAGA; theme "Organising and learning through gaming and simulation"; contact Vincent Peters
2008-07-07 - 2008-07-11	Kaunas, Lithuania	39th Annual Conference of ISAGA; theme "Games: virtual worlds and reality"; contact Irena Patasiene
2009 July	Singapore	40th Annual Conference of ISAGA; contact Yiyu Fischer Cai or Gee Kin Yeo

Calendar of Events in 2006:

Month	Event	Contact/Website
May 24-27	Modelling, gaming and simulations in natural resource (mainly) management" MSU.	http://www.nispa.sk/portal/page_print.php?sid=211
May	3rd Deadline for handing in Papers to be published at 37th Annual Conference	http://isaga2006.com/abstr.htm
June		
July	3rd-7th: 37th ISAGA Conference St. Peters-	http://www.isaga2006.com

	burg "Global interdependence of the uniform educational space"	
August	19 - 26, 2006 ISAGA Summer School 2006 in Dornbirn (Austria), University of Applied Sciences Vorarlberg	http://www.isaga-summerschool.org
September		
October		
November		

Newsletter Editors

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Please feel free to send comments and information /content for further volumes to the editors. Especially information about affiliates is warmly welcome.

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Further Information: ISAGA Homepage: www.isaga.info