

## ANNUAL REPORT ISAGA 2023-24 (REPORTING YEAR)

**Author:** Heide Lukosch

**Period:** 07/2023 - 06/2024

This annual report covers the ISAGA activities between the membership meetings of 2023 and 2024, as required by the bylaws of ISAGA, to give the general member assembly an up-to-date version of the work of the executive board (EB).

This report serves as a comprehensive overview of ISAGA's achievements, initiatives, and progress over the past year. ISAGA remains committed to fostering innovation, collaboration, and excellence in the field of Simulation and Gaming. Throughout the year, ISAGA has continued to bring together professionals, researchers, and enthusiasts from diverse backgrounds, creating a vibrant and dynamic community. We have strived to provide a platform for knowledge exchange, networking, and the advancement of simulation and gaming methodologies across various domains. We are happy that the ISAGA conferences continue to be successful in-person meetings of lively exchanges between researchers and practitioners.

We have actively promoted interdisciplinary collaboration and encouraged the exploration of new frontiers within the simulation and gaming landscape. By fostering partnerships with academic institutions, industry leaders, and governmental organizations, ISAGA has played a pivotal role in shaping the future of this rapidly evolving field.

The related financial report for the period 2023-2024 provides an overview of the financial performance of ISAGA, showcasing our commitment to transparency and accountability.

We invite you to explore this report and celebrate the remarkable accomplishments of ISAGA and its community.

The past period can be characterized by ongoing intensive work of the EB, around six themes: regular ISAGA EB Zoom meetings, outreach activities, conferences, summer school and SG competition, and special Interest Groups, all of which we will describe below.

### **Theme 1: Regular ISAGA EB zoom meetings**

The EB has met on a regular basis via zoom, mostly every 6 weeks, to discuss matters of ISAGA. All agendas and notes are stored for insight if requested. The EB has discussed the themes outlined below, leading to maintaining and improving the associations' activities and developments for added value for its members.

### **Theme 2: Outreach activities - ISAGA Home Page and Newsletter**

Birgit Nettie, and Marieke were the main driving force of the ISAGA newsletter, with other board members supporting the creation and distribution. Birgit, Nettie and Sebas take care of the website. The EB works continuously on updating and improving the content of both the newsletter and the website, and to make information on the field of SG available to the association's members.

Still, this work requires a lot of time and effort, and if any ISAGA member had a number of hours to spare on the project, please get in touch with the EB. The EB will follow up with this action item to update and fill the website to support member presentation, information exchange, and collaboration.

### **Theme 3: ISAGA Conference 2023**

The ISAGA EB has as a responsibility to coordinate the yearly allocation of a conference to an organizing committee or organization. Traditionally this coordination has been done through a system of formal letters in which potential organizers describe their plans and the EB then decides that official ISAGA conference of that particular year.

In 2023, two members of the ISAGA EB have been on an advisory board for the conference in La Rochelle, which met on regular basis, and provided feedback on suggestions of the conference organiser. In addition, two EB members supported the organisation of the conference 2024, with Heide as chair of the conference, and ISAGA member Maria Freese as co-chair.

The 54th ISAGA conference in La Rochelle, France, was well attended and very well organised - from paper sessions to interactive workshops, a public gaming exhibition, and an engaging social program. The EB wishes to send an official Thank you to Nicolas Becu and his team for organising a great conference to connect, learn, and exchange.

For the upcoming two years, one conference plan is almost underway, one awaited:

2024: 55th Christchurch, NZ – [www.isaga2024.com](http://www.isaga2024.com), with Springer Conference Proceedings agreed

2025: 56<sup>th</sup> Stuttgart, Germany – proposal accepted, in combination with Global Simulation and Gaming Award

Another proposal has been submitted to organise the 2027 conference in Japan.

#### **Theme 4: Summer School**

From 26.-30.06.2023, the ISAGA summer school took place at Kozminski University, Warsaw, Poland, organised by Marcin Wardaszko and Ryoju “Roy” Hamada under the theme: “Simulation game design and research for complexity dissemination”.

In **2024**, the Summer school will take place from 01. to 05. July, in the week before the conference, in Sydney, Australia in close proximity to the conference in New Zealand, so teachers and students who want to participate in both events have to travel to that part of the world only once.

In 2025, it is proposed to organise the ISAGA Summer school in Stuttgart, Germany.

#### **Theme 5: Simulation Gaming Competition**

During the Covid-19 pandemic, a new event within and for the ISAGA community was born – the ISAGA Simulation Gaming Competition. The idea emerged from a hybrid format of local teams designing a game together, in a global competition. In **2021** and **2022**, the competition was held with local teams in EU, JP, NZ (2021), and in JP (2022). The competition is supported by an international committee, awards were handed out at the 2021 conference and

locally in 2022. In 2023, the competition took place later in the year, again coordinated by Ryoju Hamada. The same will happen in 2024.

## **Theme 6: Special Interest Groups**

Marieke de Wijse-van Heeswijk is the EB member who is responsible for coordinating the Special Interest Groups (SIGs). Currently, there are three active SIGs.

### *Special Interest Group Game Science*

This group has been initiated by Prof. Jan Klabbers. A group of ISAGA researchers exchanges perspectives on the science of SG, and aims to share the results of their discussion as scientific publication(s) with the community. A first scientific publication has been submitted (lead: Sebas), a second one is in development (lead: Marieke).

### *Special Interest Group Games for Sustainability*

This group has ongoing meetings with expert talks, developed a website, and aims to share their knowledge in upcoming scientific publication(s). More information can be found here: [www.isaga.com/sustainability](http://www.isaga.com/sustainability)

### *Special Interest Group on Facilitation*

The main aim of this group is to exchange experiences and best practices/approaches towards the facilitation of simulation games.

ISAGA members can reach out to [marieke@isaga.net](mailto:marieke@isaga.net) if they are interested in participating in one of the groups, or would like to propose a new SIG.

## **Summary**

2023-24 has been a successful period for the ISAGA EB, with maintaining and improving activities that were introduced in previous years.

This year the elected period for one EB members ends, and this place has to be filled during the membership meeting through election.

We are looking forward to an interesting conference in Christchurch in 2024, and many engaging meetings and exchanges within our community.

### **EB Members during this period**

Heide Lukosch (chair – term ending in 2024)

Sebastiaan Meijer (secretary)

Nettie Wester (treasurer)

Birgit Zuern (outreach)

Marcin Wardaszko (summer school)

Marieke de Wijse-van Heeswijk (outreach, SIGs)

Roy Hamada (ISAGA competition)