

ISAGA

*International Simulation and Gaming Association
August 2004*

Contents:

ISAGA 2004 Conference:	1
Members in Print:	2
HispASAGA:	3
For more information, e-mail contact is agarcia@upvnet.upv.es	3
JASAG:	3
SAGSAGA:	4
ISAGA05:.....	4
Other ISAGA News:	5
Contributions:.....	5
Newsletter Editors:	6

ISAGA 2004 Conference:

Bridging the Gap: Transforming knowledge into action through gaming and simulation
35th Annual Conference of the International Simulation and Gaming Association (ISAGA) and Joint Conference of SAGSAGA.
6.-10. September 2004.
Ludwig Maximilians University, Munich, Germany.
Website: www.sagsaga.org/isaga2004
Contact: isaga2004@sagsaga.org



180 contributions have been sent, which means an interesting variety of themes concerning Gaming & Simulation. Until now 320 persons have already registered.

During the conference there will be some activities making the motto of the conference “Transforming Knowledge into Action” vivid. Every attendee to the conference will get book and CD with all papers that reached the editors in time. Individual visits in Munich are easily possible because the conference is close to the city and conference fee includes a ticket for public transport. Besides sightseeing tours and social activities there will be a special photo exhibition at the Gasteig, the Cultural Center of Munich.

Cathy Greenblat, past president, honorary member of ISAGA and photographer will present the exhibition:

Alive with Alzheimer’s

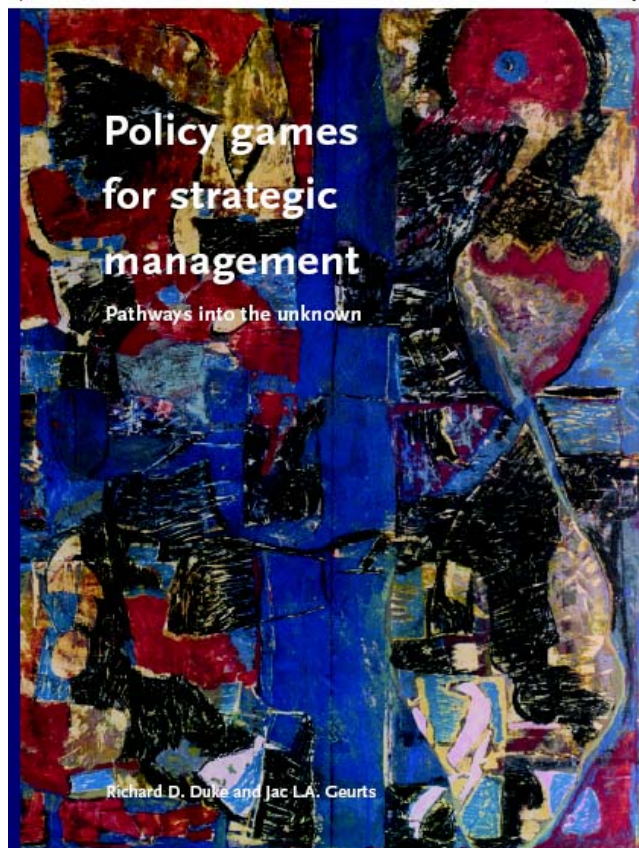
Exhibition will be open for the public 6-9 and 13-25 September 2004.

For detailed information about the conference have a look at www.sagsaga.org/isaga2004.

See you in Munich!

Members in Print:

Richard Duke and Jac Geurts collaboration resulted in the *Strategic Management: Pathways into the Unknown*. In this book, Duke and Geurts argue for integrating gaming-simulation into traditional management approaches to ensure that decision makers can attest to delivering



the best decision derived from optimum information for successful execution. The authors frame their research as identifying 'macro-problem characteristics' approach. The approach 'must be faster, employ many different persons, be reasonable in cost, be flexible and be capable of assimilating a very larger number of variables' from both internal and external sources.

Richard Duke is Professor Emeritus of the University of Michigan's College of Architecture and Urban Planning, and former Chairman of the Certificate Program in Gaming/Simulation of the Rockham Graduate School at the University of Michigan.

Jac L. Geurts is Professor of Policy Science at the Social Science Department of Tilburg University in the Netherlands. He teaches strategic management at the TIAS Business

School at Tilburg University.

Strategic Management: Pathways into the Unknown is offered by Dutch University Press. Customers in the UK and Ireland can order from Central Books' email address of orders@centbks.demon.co.uk. Customers in Germany, Austria, and Switzerland can order using email address info@wasmuth.de. Customers in the US, Canada and Mexico can order from Purdue University Press email address of libpup@omni.cc.purdue.edu. Customers from other countries of the world not listed may use email address info@dup.nl or visit the website of www.dup.nl. ISBN for this text is 90 36193 41 9. Congratulations Dick and Jac!

HispASAGA:

HispASAGA (*Asociación Hispano-Americana de Simulación y Juego* - Hispanic Simulation and Gaming Association) would like to announce its constitution as a forum for the study, creation and advancement of simulation and gaming in the professional and academic realms in Spanish-speaking countries around the world. The headquarters are to be located in Valencia, Spain with Amparo García-Carbonell as President, Frances Watts as Vice-President and Begoña Montero-Fleta as Secretary (members of ISAGA's Steering Committee).

HispASAGA hopes to encourage the expanding use of simulation and gaming in the Spanish speaking world and in its start-up stage would welcome any suggestions or adhesions practitioners would like to offer.

For more information, e-mail contact is agarciac@upvnet.upv.es

JASAG:

The Editorial Committee of ISAGA2003 has completed the selection of papers to be published in the official post-conference publication of ISAGA2003. The post-conference publication will be one-volume academic book that contains around 30 articles of various research fields in simulation and gaming. The book will be published sometime in September 2004. The text will be sold as an academic publication in the global book market. The details of the book (title, contents, and price) will be announced when the editorial works are completed.

JASAG Annual Conference

During the weekend of 5-6 June 2004, JASAG Annual Spring Conference was held at Tohoku University, Amemiya Campus, Sendai, Japan. Organized by Dr. Shinobu Kitani (Tohoku University), the main theme of the Conference was "Design, Evaluation, and Practice of Simulation and Gaming." The Conference attracted many participants for symposia, presentations, and experiential sessions. In symposia, discussants attempted to provide evaluations on current research issues as well as on applications of recent development in the use of S&G approaches. During the Conference, JASAG Awards were presented.

JASAG Award 2004

Acknowledging the members' contributions for studies on Simulation & Gaming, JASAG annually presents Awards such as JASAG Prize, Prize for Academic Excellence, Prize for Research and Design Excellence, and Prize for Young Professionals. Kiyoshi Arai, president of the JASAG, presented JASAG Prizes to the following laureates. Also, Yoichi Erikawa, president of the Foundation for the Fusion of Science and Technology (FOST), presented supplementary prizes.

Prize for Academic Excellence:

- Junkichi Sugiura (Aichi University of Education)

Prize for Research and Design Excellence:

- Sadao Murahara (Musashi Institute of Technology)
- Kiyoshi Arai (Chiba Institute of Technology), Hiroshi Deguchi (Tokyo Institute of Technology), Toshiyuki Kaneda (Nagoya Institute of Technology), Fumitoshi Kato (Keio University), and Mieko Nakamura (Ryutsu Keizai University)

Prize for Young Professionals:

- Nobuko Ihori (Ochanomizu University)
- Kenichi Shimada, Tomoko Saito, Naohito Shimomura, and Yutaka Furuie (as members of Fumitoshi Kato's research project at Keio University)

Please contact secretary@jasag.org for other JASAG activities and upcoming events.

SAGSAGA:

SAGSAGA Networking Meeting was held in Zürich/Switzerland on Friday - Saturday 14-15 May 2004. SAGSAGA Members and a reasonable number of people interested in gaming and simulation attended the meeting. Official contributions and networking during breaks showed a variety of gaming and simulation in further education. Some examples: Hans Flury demonstrated to attendees the art of play while simultaneously providing attendees with information about his techniques for coaching managers while engaged in play. Roman Capaul presented a simulation about school development used for the education of headmasters. Markus Ulrich showed his experience in simulation design. He compared and discussed different theoretical positions about design and how he has set various concepts into practice. Tutti Stutzer and Lis Schmid, two students, presented the board game "new commons game" as impressing and motivating computer simulation.

For more Information please contact SAGSAGA website www.sagsaga.org.

ISAGA05:

ISAGA05 will be held in Atlanta, Georgia, USA. It is closer than you may think. ISAGA05 begins less than 10 months from the conclusion of ISAGA04 in Munich. ISAGA05 begins 27 June and concludes 1 July, 2005.

There several important formats and deadlines of which you should be aware.

Paper and workshop formats.

If you are presenting a research or theory based paper you may choose from either a 30 minute or a 1 hour presentation time slot.

If you are running a workshop or demonstrating a game, you will have a choice of 1, 2 or 3 hour time slot.

Deadlines

Early Submission -- 15 November 2004: Proposals and abstracts submission received by 15 November 2004 are considered early submissions. Early submission acceptance notification will be issued 31 December, 2004. Remember to include in your submission your choice of paper or workshop format and time allocation request.

January - February 2005: Proposals and abstracts received after 1 January will be notified of acceptance on or before 15 February, 2005. Remember to include selection of paper or workshop format and time requirements.

After 15 February 2005: Proposals or abstracts received after 15 February are accepted on a "space available" basis.

15 May 2005: All final drafts of documents and papers must be submitted before 15 May to be included in the CD-ROM proceedings.

Submit proposals, abstracts, and final document in MSWORD format via email to ISAGA05@mgt.gatech.edu.

Hotel Reservations

Conference rate is secured at Georgia Tech Hotel. The conference rate is secured until 28 February 2005. Reservations made after 28 February 2005 are subject to hotel's standard rate. More information on the hotel is forthcoming.

For further information on ISAGA05, contact Richard Teach. Richard's email address is ISAGA05@mgt.gatech.edu, or he may be reached by telephone at 1+404-894-4355. Richard's traditional mail address is College of Management, Georgia Institute of Technology, 800 West Peachtree Street, Atlanta, GA 30332-0520 USA

Other ISAGA News:

Members are reminded of Jan Klabbers' email of May 18 concerning subscription agreement with SAGE Publications, publisher of the Journal of Simulation and Gaming. Please refer to earlier email for details.

Contributions:

Richard Duke
Thomas Eberle
Helen Godfrey
Jac Guerts
Fumitoshi Kato
Jan Klabbers
Willy Kriz
Dick Teach

Newsletter Editors:

Nina McGarry

George Washington University

Thomas Eberle

University of Passau, Germany

Fumitoshi Kato

Keio University