1.	Record Nr.	UNINA9910520074303321
	Titolo	Simulation and gaming for social design / / Toshiyuki Kaneda, Ryoju Hamada, Terukazu Kumazawa, editors
	Pubbl/distr/stampa	Singapore : , : Springer, , [2021] ©2021
	ISBN	981-16-2011-3
	Descrizione fisica	1 online resource (309 pages)
	Collana	Translational Systems Sciences ; ; Volume 25
	Disciplina	006.3
	Soggetti	Computer simulation - Industrial applications Game theory - Industrial applications
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Chapter 1. Simulation and Gaming as Instruments for Social Design Chapter 2. A Learning Process Analysis on Hypergames for Understanding Cognitive Conflict Chapter 3. Designing a Right-Conversion Game for Affordable Housing in Addis Ababa Chapter 4. Games to Change Perceptions of Social Norms: What Constitutes Serious Games? Chapter 5. Towards Explicating Gamification Types for Motivating Sustainability Action Chapter 6. Towards Explicating Gamification Types for Motivating Sustainability Action Chapter 7. The Unique Value of Gaming Simulation as a Research Method for Sustainability-Related Issues Chapter 8. Fish & Chips: Simulation of a Simple Problem That Is Not Easy to Solve Chapter 9. Gaming for Arctic Sust ainabilityChapter 10. Serious Board Game Jam as an Exercise for Transdisciplinary R esearchChapter 11. Amalgamating Agent and Gaming Simulation to Understand Social-Technical SystemsChapter 12. Sharing tacit knowledge by playing Supply Chain Collaboration GamesChapter 13. Diversity of views on food: A Gaming Simulation to Promote Food-Related CommunicationChapter 14. Project PAL: Development of Simulation Games for Solving Social Problems of Indigenous People
	Sommario/riassunto	This book is a collection of research articles that deal with three aspects of simulation and gaming for social design: (1) Theory and

methodology, including game system theory and agent-based modeling; (2) Sustainability, including global warming and the energyfood nexus);; and (3) Social entrepreneurship, including business, ethnic, and ethical understanding. The latter two especially form two major areas of clinical knowledge in contemporary life. Simulation and gaming, with its participatory approach, provides participants with a seamless integration of problem solving and education. It has been known as a tool for interdisciplinary communication since the 1960s, and now it is being developed to contribute to global society in the twenty-first century. This is the first book on simulation and gaming for social design that covers all aspects from the methodological foundations to practical examples in the fields of sustainability and social entrepreneurship. Regardless of the size of the problematics, societal system design involves (1) The visioning and conception aspects due to the long-term, overall nature of the goal; (2) Interdisciplinary thinking and communication for the exploration of new states of accommodation with technological systems; and (3) The "human dimension" aspect including education that must be dealt with, thus academic developments of simulation and gaming for social design as system thinking and practice methodologies are anticipated. Simulation and gaming has great potential for development as a tool to facilitate the transfer between theoretical and clinical knowledge