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| Sommario/riassunto | Simulation is the art of using tools - physical or conceptual models, or computer hardware and software, to attempt to create the illusion of reality. The discipline has in recent years expanded to include the modelling of systems that rely on human factors and therefore possess a large proportion of uncertainty, such as social, economic or commercial systems. These new applications make the discipline of modelling and simulation a field of dynamic growth and new research. Stanislaw Raczynski outlines the considerable and promising research that is being conducted to counter the problems of un |