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Altri autori (Persone)	RouseWilliam B BoffKenneth R
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Note generali	Based on the Workshop on Organizational Simulation, supported by the Defense Modeling and Simulation Office and held in December 2003.
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Nota di contenuto	Organizational Simulation; TABLE OF CONTENTS; Forward; Preface; Contributors; 1 Introduction and Overview; Scope of Organizational Simulation; Architecture of Organizational Simulation; Perspectives on Organizational Simulation; Workshop on Organizational Simulation; Enterprise Systems; NASA Columbia; Command and Control - C2; Domestic Crisis - G8; Joint Urban Operations - JUO; Functionality and Technology; Overview of Book; Introduction; Behaviors; Modeling; Simulations & Games; Conclusions; References; 2 Strategic Thinking Via

Organizational Simulation; Abstract; Introduction

Strategy QuestionsHow can a new strategy best be deployed?; What are the organizational implications of a new strategy?; How will novel situations be addressed with this strategy?; What are the design implications of this strategy?; What are the work implications of a new organization?; How well will the organization perform in the environment?; Summary; Enterprise Integration; Context of Challenge; Nature of Challenge; Organizational Issues; Phenomena to Stimulate; Types of Interaction Needed; Measure of OrgSim Success; Command & Control; Contest of Challenge; Nature of Challenge

Organizational IssuesPhenomena to Stimulate; Types of Interaction Needed; Measures of OrgSim Success; Joint Urban Operations; Context of Challenge; Nature of Challenge; Organizational Issues; Phenomena to Stimulate; Types of Interaction Needed; Measure of OrgSim Success; Functional Requirements; Models of Interaction; View and Information Flows; Tasks & Experiences; User Support; Methods & Tools; Enabling Technologies; Conclusions; References; 3 Using Organizational Simulation to Develop Unprecedented Systems; Abstract; Introduction; Illustrations of Unprecedented Systems; Story 1 - DART

Story 2 - Robotics-Agents-People - or RAP - TeamsRole of Teams and Culture Change; Requirements For Organizational Simulation; Architecture; Process; Scenarios; Agents; Measurement; Putting it all together; Summary; References; 4 The Learning Organization and Organizational Simulation; Abstract; The Learning Organization Concept; Organizational Simulation; The Literature of the Learning Organization; Philosophy of an LO; Characteristic Activities of a Learning Organization; The Five Disciplines; Organizational Learning: Adaptive vs. Generative

Activities and Processes of Good Learning OrganizationsExamples of Organizations Striving to be Effective LO'S; U.S. Department of Defense & Terrorist Organizations; US. Navy's Integrated Learning Environment; Potential Benefits to a Learning Organization From Use of Organizational Simulation; Applications of OrgSim to the LO; Process Modeling; Organizational Culture Elements; The Learning Management Maturity Model; Sample "What If" Questions; Conclusion; Challenges and Opportunities; Recommendations; References

5 Requirements and Approaches For Modeling Individuals Within Organizational Simulations

Sommario/riassunto

From modeling and simulation to games and entertainmentWith contributions from leaders in systems and organizational modeling, behavioral and social sciences, computing and visualization, and gaming and entertainment, Organizational Simulation both articulates the grand vision of immersive environments and shows, in detail, how to realize it. This book offers unparalleled insight into the cutting edge of the field, since it was written by those who actually researched, designed, developed, deployed, marketed, sold, and critiqued today's best organizational simulations.The cover