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Nota di contenuto	Intro -- Preface: ISAGA - The First 50 Years of Research and Teaching Excellence -- Bibliography -- Organization -- Contents -- Simulation Gaming in the Science Space -- A Journey to the Role of Facilitator: Personal Stories Unfolding Alongside World Trends -- Abstract -- 1 Introduction -- 2 Beginnings - 1969 -- 3 Facilitation Circa 1969 -- 4 Professional Development - 1979 -- 5 Facilitation Circa 1979 -- 6 Academic Contexts - 1989 -- 7 Facilitation Circa 1989 -- 8 Emergent New Roles and Study - 1999 -- 9 Facilitation Circa 1999 -- 10 Seniority as Educators - 2009 -- 11 Facilitation Circa 2009 -- 12 Researching, Writing and Travelling - 2019 -- 13 Facilitation Circa 2019 -- 14 Concluding Comments -- References -- Differences Between Facilitator-Guided and Self-guided Debriefing on the Attitudes of University Students -- Abstract -- 1 Introduction -- 2 Method -- 3 Results -- 4 Discussion -- References -- Evaluation of a Pilot Game to Change Civil Servants' Willingness Towards Open Data Policy Making -- Abstract -- 1 Introduction -- 2 Background -- 2.1 Open Government Data -- 2.2 Game Description -- 3 Research Approach: Evaluation of the Game -- 3.1 The Survey -- 3.2 Sample Description -- 3.3 Methods

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Sommario/riassunto

This book constitutes revised selected papers from the50th International Simulation and Gaming Association Conference, ISAGA 2019, which took place in Warsaw, Poland, during August 26-30, 2019. The 38 papers presented in this volume were carefully reviewed and selected from 72 submissions. They were organized in topical sections named: simulation gaming in the science space; simulation gaming design and implementation; simulation games for current challenges; simulation games and gamification; and board perspective on simulation gaming.