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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

for Data Analysis -- 4 Findings -- 4.1 Analysis of the Behavioral Intention Change -- 4.2 Matched Pair Analyses -- 4.3 Resulting Propositions from Data Analysis -- 5 Conclusions -- References -- Structuring Game Design with Active Learning Benefits: Insights from Logistical Skills Training in Managing an Emergency Department -- Abstract -- 1 Introduction -- 2 Simulation Game Theory -- 3 Game Design -- 3.1 What is Being Simulated -- 3.2 Intended Outcomes -- 3.3 Debriefing -- 3.4 Evaluation -- 4 Results -- 5 Discussion and Conclusion -- References -- Playing (in) a Crisis Simulation -- Abstract -- 1 Introduction.

2 Theoretical Framework and Bibliographical Review -- 2.1 Play in Crisis Management Exercises -- 2.2 A Blind Spot in the Optimal Engagement in the Flow -- 2.3 Pleasures and Emotions from Play -- 2.4 Selected Issue: From Fun in Games to Fun in Simulations -- 3 Mechanism of the Experiment -- 3.1 Presentation of the Simulations and Simulation Room -- 3.2 System of Observation -- 3.3 Methodology of the Analysis -- 4 Results -- 4.1 Density of Ludicity -- 4.2 Towards a Typology of Ludicity -- 4.3 Sensitivity of Ludicity to the Injection of an Event -- 4.4 Entropy and the Persistence of Ludicity -- 5 Conclusions and Discussion -- Acknowledgements -- References -- Through a Mirror Darkly - On the Obscurity of Teaching Goals in Game-Based Learning in IT Security -- Abstract -- 1 Introduction -- 2 Research Question -- 2.1 Main Research Question -- 2.2 Hypotheses -- 3 Methods -- 3.1 Database -- 3.2 Methods -- 4 Results -- 4.1 Overview -- 4.2 Hypotheses -- 5 Discussion -- 5.1 Assumptions -- 5.2 Data Extraction and Methods -- 6 Conclusions -- 6.1 Summary and Conclusion -- 6.2 Future Research -- Acknowledgements -- References -- The Tacit Knowledge in Games: From Validation to Debriefing -- Abstract -- 1 Introduction -- 2 Validation in Games -- 2.1 From Simulations to Games -- 2.2 Validity vs. Credibility and Usability -- 2.3 Overview of Validation -- 3 1st Round of Interviews: Debriefing Pitfalls -- 4 2nd Round of Interviews: Factors Influencing Games' Success -- 5 3rd Round of Interviews: Defining Successful Debriefing -- 6 Conclusion -- References -- Educational Escape Room - Challenges and Obstacles -- Abstract -- 1 Introduction -- 2 Adult Education and Games -- 3 Escape Room - The Basics -- 4 Escape Room in Education -- 5 Zombie Attack - Challenges -- 6 Zombie Attack - The Tests -- 7 Tests Results -- 8 Conclusions -- References.

Simulation Gaming Design and Implementation -- Simulated Construction of State's Intersubjective Reality in Virtual Games: An Emerging Tool of Social Power? -- Abstract -- 1 The Subject Description -- 2 The Modernized Idea of Social Power -- 3 Virtual Games and Hyperreal Space -- 4 Gaming Modality of Social Power -- 5 The Subject Perspective -- References -- A Review of Game-Based Research for English Language Learning in S&G Interdiscipline Journal -- Abstract -- 1 Introduction -- 2 Previous Literature Reviews -- 3 Method -- 3.1 Setting Inclusion and Exclusion Criteria -- 3.2 Searching for and Identifying Potentially Relevant Studies -- 3.3 Coding Scheme -- 4 Results and Discussion -- 4.1 Game Genres -- 4.2 Language Skills Focus -- 4.3 Learners' Learning Outcomes -- 4.4 Research Methodology -- 5 Conclusion -- References -- Accuracy in Business Simulations -- Abstract -- 1 Introduction -- 2 Techniques and Measures of Simulation Accuracy -- 2.1 How to Measure the Accuracy in Simulations -- 2.2 Measures of Accuracy -- 2.3 Simulations Evaluation -- 3 Improving Simulation Accuracy -- 3.1 Deep Learning Artificial Neural Networks -- 4 Statistical Learning Networks -- 5 Applications, Conclusions and Future Research -- References -- Group-Based Learning and Group Composition on the Provision of

Public Goods: Incorporating Agent-Based Simulation and Gaming -- Abstract -- 1 Introduction -- 1.1 Public Goods Game -- 2 Agent-Based Modeling -- 2.1 Agent -- 3 Simulation -- 3.1 Parameter Setting -- 3.2 Learn from Past Experience -- 3.3 Learn from the Environment -- 4 Gaming -- 4.1 Design and Procedures -- 4.2 Results Analyses -- 5 Conclusion and Future Works -- Acknowledgment -- References -- Can the Veil of Ignorance Create Consensus? -- Abstract -- 1 Introduction -- 2 The Siting for a Contaminated Waste Landfill Game Incorporating the Veil of Ignorance. 2.1 NIMBY Issues and the Possibility of Building Consensus Through the Veil of Ignorance -- 2.2 A Previous Study Using the Siting for a Contaminated Waste Landfill Game -- 2.3 The Purpose of This Study -- 3 Method -- 3.1 An Overview of the Siting for a Contaminated Waste Landfill Game -- 3.2 Regional Features and Method of Calculation -- 3.3 The Flow of the Game -- 3.4 The Implementation of the Game -- 3.5 Questionnaire After Each Phase -- 4 Results -- 4.1 General Results -- 4.2 Change in Subjective Perceptions After the Practice and Actual Phases -- 5 Discussion -- Acknowledgments -- References -- The Development of the 3D Role-Playing Game on PC with an Assistive System for Deuteranopia -- Abstract -- 1 Introduction -- 2 Material and Method -- 3 The Result -- 4 Discussion -- 5 Conclusion -- References -- The Trust Game: The Influence of Trust on Collaboration in the Light of Technological Innovations -- Abstract -- 1 Introduction -- 2 Trust, Innovation and Complex Systems -- 2.1 Simulation Games on Trust -- 3 The Trust Game: A Simulation Gaming Approach -- 3.1 Design Considerations of the Trust Game -- 3.2 Set Up of the Game Play Sessions -- 3.3 Initial Results of the Playtest -- 4 Conclusion and Future Research -- Acknowledgement -- References -- The Funnel of Game Design - Proposing a New Way to Address a Problem Definition Using the IDEAS Approach -- Abstract -- 1 Introduction -- 2 State of the Art: From the Past to the Present -- 3 The IDEAS Game Design -- 4 Case Study T-TRIPP -- 5 Discussion and Conclusions -- Acknowledgement -- References -- Little Things Mean a Lot in Simulations -- Abstract -- 1 Introduction -- 2 The Survey -- 3 Methodology -- 4 Results -- 5 Discussion -- 5.1 Sharing Work Evenly -- 5.2 Selected Our Leader -- 5.3 Few Team Members Did All the Work -- 5.4 Most Effort Learned the Most and Becoming a Better Employee. 5.5 Team Friendship -- 5.6 Difficulty Coordinating Efforts -- 5.7 Prepared at the Start -- 5.8 Realism -- 5.9 Duration and Effort -- 5.10 Simulation Represented the Real World -- 5.11 Team Spent More Time on the Simulation Than any Other Course -- 5.12 Gender -- 5.13 Team Rank at the Completion of the Simulation -- 5.14 The Differences Between International Students and US Students -- 6 Conclusions -- Acknowledgements -- References -- Impact of Competition in Energy Market on Promotion of Renewables: An Agent-Based Model Approach -- Abstract -- 1 Introduction -- 2 Methodology -- 2.1 Concept of Game -- 2.2 Model of Game -- 2.3 Strategies of Agents -- 3 Simulation Results and Discussions -- 3.1 Outline of Results of Simulation-1 -- 3.2 Dynamics of Simulation-1 -- 3.3 Outline of Results of Simulation-2 -- 4 Conclusion -- Acknowledgements -- References -- The Perception of Business Wargaming Practices Among Strategic and Competitive Intelligence Professionals -- Abstract -- 1 Introduction -- 1.1 Strategic, Market, Competitive Intelligence -- 1.2 Business Wargaming as an Intelligence Co-creation Method -- 1.3 The Practice of Business Wargaming -- 2 Survey Description -- 3 Survey Results -- 4 Discussion of Results -- 5 Limitations and Suggestions -- References -- Managing Competing Values in Sustainable Urban Tourism: A Simulation-Gaming Approach -- Abstract -- 1 Introduction

-- 1.1 Managing Sustainable Urban Tourism -- 2 Theory and Concepts -- 3 Materials and Methods -- 3.1 The Sustainable Urban Tourism Game -- 3.2 Game Quality -- 3.3 Research Question and Approach -- 4 Findings -- 4.1 City Strategies -- 4.2 Comparative Strategies -- 4.3 Limitations -- 5 Conclusion -- Acknowledgements -- References -- Simulation Games as a Framework to Conduct Scientific Experiments - The Example of Prospect Theory Research -- Abstract -- 1 Introduction.  
2 Scientific Experiments.

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Sommario/riassunto

This book constitutes revised selected papers from the 50th 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.

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