45th ISAGA CONFERENCE
JULY 07-11, 2014
DORNBIRN, AUSTRIA

Call for Paper & Information

WWW.ISAGA2014.COM
Welcome to the 45th ISAGA conference in Dornbirn, Austria!

The conference is being held jointly by ISAGA (International Simulation and Gaming Association) and SAGSAGA (Swiss Austrian German Simulation and Gaming Association). It is the first ISAGA conference in Austria. In 2004 SAGSAGA and ISAGA held the last joint conference in Munich. Now 10 years later the venue is Vorarlberg, Austria’s westernmost state. Its location goes well with the three-nation association of SAGSAGA because Vorarlberg is located in the middle of the Alps, on the shores of Lake Constance (central Europe’s third largest freshwater lake) that is shared by Germany, Austria and Switzerland. The host, the University of Applied Sciences Vorarlberg (FHV), has a long tradition of designing and using simulation games. Gaming simulation methods are used in all study programs and about 50 simulation games are currently in use. A large number of professors and lecturers actively use gaming methods for learning. Students also learn through the design of games as part of projects for local companies and organizations.

The Program of the ISAGA 2014 will include:

- Presentation of state-of-the-art developments in the gaming domain, including research, evaluation, facilitation, debriefing and design.
- Plenary keynote lectures and keynote actions and panel discussion sessions.
- Thematic research sessions and poster presentations focus on gaming related to academic research and analytical science traditions (with best paper and best poster award; peer-review process).
- Active gameplay and open space interactive sessions with a focus on gaming as part of an art, craft and design science tradition.
- A game for a real client will be designed throughout the conference and the design process will be documented. Participants can actively design or observe the design process and the prototype game will be played in a plenary action session.
- Special conference games will be exclusively developed for the event and played during ISAGA 2014. One game will use traditional haptic game materials. It is highly interactive and will involve all participants for the whole duration of the conference. Another game will use newest mobile phone and app technology. It will be a GPS-based adventure conference game.

The “Time Capsule of Gaming” public exhibition will show 45 years of ISAGA history and about 250 years of history in using gaming simulation in German speaking countries. More than 30 companies are partners of the conference and they will show their gaming products and services in a showroom (two days).

The conference is a forum for enhancing gaming simulation and related approaches. A wide range of methods including traditional gaming methods such as computer and web based simulation games, board based games, role-play games, learning games, policy exercises and scenario games etc., as well as new developments in digital games, game based learning and gamification etc. will be discussed.

We have made reservations at a special conference rate at several different hotels. All hotels are located in Dornbirn (within walking distance or 5–10 minutes by bus). A special hotel booking portal was created for the ISAGA conference.

We are looking forward to seeing you in Dornbirn / Austria in July 2014!

Willy Christian Kriz
(Organizer of ISAGA 2014 and Chair of SAGSAGA)
In the 21st century expectations and beliefs are changing as to what students, employees and decision-makers have to learn in order to function in our societies and global economy. We have to efficiently navigate through increasing amounts of information, we must analyze and make decisions, and we have to rapidly master new knowledge domains. We need to collaborate with others in accomplishing complex tasks, using different systems for representing and communicating information and for generating innovation.

Today a paradigm shift from teacher-centered instruction to learner-centered instruction is constantly being discussed. Lifelong learning must ensure the development of knowledge and competencies for sustainable societies. Shifting the emphasis from teaching to learning demands a more interactive and experiential learning environment for both teachers and learners. These forms of learning environments also involve a change in the roles of both teachers and learners. The role of the instructor is transformed from that of a learning facilitator and co-learner.

When moving from a passive reproduction of inert knowledge to an active creation of applicable knowledge and to the development of useful competencies, gaming simulations have a lot to offer. Gaming simulations create an interactive, cooperative and safe learning environment that makes it possible to cope with complex authentic situations that are close to reality. Game-based learning is a form of experiential learning, based on qualitative and quantitative models of socio-technical systems. Students, employees and decision-makers are feeling and understanding the effects of decisions, thus exploring ideas for possible preferred futures and actions.

As Klabbers has pointed out, design — broadly conceived — aims at implementing courses of action with the purpose to change existing (dysfunctional) situations into preferred ones. He distinguishes two levels of design: design in the small and design in the large. Design in the large offers a basis for various forms of consulting, training and education in the attempt to foster new ways of thinking and acting as well as changing social systems. Design in the small produces gaming simulations as interventions and interactive learning environments to enhance education and training. Put to use with this goal in mind, they contribute to the design in the large process of complex socio-technical systems and to organizational learning.

THE THEME of the 45th ISAGA conference

“The shift from teaching to learning: individual, collective and organizational learning through gaming & simulation”
Topics
You are in particular invited to contribute along the main theme of the conference and to present innovative ideas in education and training with simulation games. However, contributions may also focus on a wide range of themes related to theory, research and practice in the field of gaming simulation. Topics from all areas of gaming are welcome, such as (but not limited to):

- Gaming for education and training
- Gaming for support of decision making
- Methodology of gaming simulations for learning, research and design
- Methodology for research on and assessment of games, i.e. measuring behavior and learning outcomes
- Applications of gaming for solving the grand challenges in society and sustainability
- The blend of gaming with virtual and augmented reality, mobile and online worlds
- Skills and requirements for gaming professionals
- Innovation in Facilitation and Debriefing
- Concepts, tools and best practice examples of game design processes
- New insights in interfaces and interaction design with games
- Contributions may focus on traditional gaming methods like computer and web-based simulation games, board based games, role play games etc as well as on new developments of digital games, game based learning and gamification etc.

Submission dates and deadlines
It is possible to organize special tracks or thematic sessions. If you want to take the initiative, please submit your idea online or send an email to the organizers. All contributions are finally due on March 31st, 2014, at the latest. Applicants will receive notification of acceptance no later than April 15th, 2014.

- Deadline for submitting full papers (incl. abstract): March 31, 2014
- Feedback from reviewers: April 15, 2014
- Camera-ready papers (including abstract): May 1, 2014
- Papers shall be written in English
- Science & Research pillar: No longer than 30,000 characters (incl. space characters), including abstract (maximum 2,000 characters), references, figures and tables, contact information
- Art & Craft pillar and posters: Extended abstract (description of the contribution with maximum 12,000 characters) including references, figures and tables, contact information
- Uploaded as PDF and .doc or .docx format in the conference management system

Registration
ISAGA 2014 uses an online registration and payment system based upon ConTool. You can create a profile and log in to the system for submitting a paper or other contribution, and / or for registration as a participant. We cordially invite you to register for the conference at the conference website. Deadline for early bird registrations (reduced fee) is March 31st, 2014. On the website you find further detailed information about different fee categories (member / non-member; students; full 5-days conference ticket / part-time 2-days ticket etc).

To celebrate 45 years of history of ISAGA and to celebrate about 250 years of history of gaming simulations in German-speaking countries a public exhibition on the history of Gaming will be organized and presented at the ISAGA 2014 event. Simulation games and game artifacts (game parts, books, photos, ISAGA conference items etc.) from past decades and even centuries will be on display.

A highlight is for example the “War game” that was developed in 1780 by the Braunschweig mathematician Johann Christian Ludwig Hellwig. The game was originally entitled “Attempt of a tactical game based on chess and played by two or more persons”. It was Hellwig’s ambition to create a cost-saving and playable war simulation game and to didactically employ this simulation for his teaching. Hellwig’s game is basically a book of rules that has to be amended by a board and game parts that have to be produced by the players themselves. The war game was reconstructed by Rolf Nohr und Stefan Böhme (from Braunschweig University of Arts) according to the original writings of Hellwig. This game will even be playable at ISAGA 2014.
EXHIBITION
“Time Capsule of Gaming”

The exhibition will show one of the first computer based general management simulation games to be distributed in Germany for personal computers. It is based on the MS-DOS operating system. At the ISAGA 2014 we will make it playable on authentic computers of the 1980s. TOPSIM - Petrol is a simulation designed in the second half of the 1980s by UNICON and ARAL (nowadays BP) to train owners of gas stations on how to improve their top and bottom line. We have been able to restore this virtual landmark. This simulation game even has a strong connection to the venue place. Originally players find themselves in charge of a gas station in Lindau, Lake Constance (2 km away from the Austrian border).

40th anniversary of Dick Duke’s standard work

A special activity will be related to Richard Duke’s classic book “Gaming: The Future’s Language”. Published by Sage in 1974, the research for this work was developed at The Netherlands Institute for Advanced Study (1973). For the conference we plan a 40th anniversary celebration of the book with a reprint of the original and all conference participants will receive one. In addition we will publish a second book “Back to The Future of Gaming” that is based on Dick Duke’s classic and explores the past, presence and future of gaming in relation to the main ideas of the original book. Dick Duke has given his consent and he is the honorary editor of the book. All conference participants will also receive an issue of this new book.

SHOWROOM
Two Days of Products

ISAGA 2014 organizes a two-day product showroom.

Partners and sponsors that are producing and selling simulation games and related products will have stands located in the foyer of the University of Applied Sciences Vorarlberg. Their products and services will be shown from July 8 – 9, 2014. More than 30 partners will display their products and services.
With its numerous sights and attractions Dornbirn and Vorarlberg offers exciting social activities. During the conference you are able to enjoy interesting sightseeing and conference social activities. Participation in all social activities is already included in the conference fee!

Monday 7th July 2014
Welcome dinner of the City of Dornbirn and State of Vorarlberg, with music and opening program. (Venue: Dornbirn Cultural Center)

Tuesday 8th July 2014
University Welcome Dinner, with music. (Venue: FHV University)

Wednesday 9th July 2014
Boat Ride on Lake Constance with dinner and music. Lake Constance has countless facets and faces. You will have the opportunity to get to know them all. Discover the lake on board, on an enchanting Lake Constance cruise. (Venue: ship MS Vorarlberg)

Thursday 10th July 2014 — Sightseeing Tours
You can choose from several tours (with bus and entrance tickets):
A) Dornbirn Tour: Rolls Royce Museum (The Worlds Largest Rolls Royce Museum); Karren Lookout (with cable car to Dornbirn’s local mountain, 971 m); Inatura Museum (Vorarlberg’s animate and inanimate nature).
B) Bregenz Tour: Kunsthaus Bregenz (The KUB is one of the leading museums of modern art); Bregenz Festival and Opera House
C) Pfänder Tour: Lake Constance’s mountain (with cable car to mount Pfänder at 1064 m) and visit of the eyrie
D) Architecture Tour: Architecture aficionados regard Vorarlberg as the European centre of contemporary architecture.
E) Cheese Road – Bregenzerwald: Dairy farms, cheese producers, farmhouses, handicraft workshops and cheese inns.

ISAGA Gala Dinner with Music
Part I: Honofric speeches and celebrations: Best Paper Award, 45 years of ISAGA celebration act, 40th anniversary of Dick Duke Book “Gaming: The Future’s Language” celebration etc. (Venue: State Theatre of Vorarlberg in Bregenz)
Part II: Dinner and music (Venue: Museum of Vorarlberg in Bregenz; located next door to the Theatre of Vorarlberg)

Friday 11th July 2014
Closing Ceremony with traditional ISAGA tree planting.

Arrival by train and city bus: From the bus terminal at Dornbirn train station, take either the number 50 bus (yellow bus) for “Gailfùg Gànzer” or the number 22 bus (yellow bus) for “Gòtos” and get off at the “Sàgrìnhùcù” stop. Or take the number 2 or 3 bus (red bus) for “Plànhìm Wallenmàhnd” and get off at the “Fàchhòchschul” stop. Travel time: approx. 10 minutes.

Arrival by car: Take the highway exit “Dornbirn-Süd”, drive in the direction of the city center, after the fifth set of lights (on your left, you will see the city hospital), take a left and then at the second set of lights, just after you have crossed the bridge, turn right.

Arrival by plane: From Zurich airport (Switzerland), take the train to either Bregenz or Feldkirch (travel time: approx. 90 minutes) and then change trains for Dornbirn. If you are coming from St. Gallen-Altenrhein airport (Switzerland), take the shuttle service to Dornbirn and then take either city busses 2 or 3 directly to the university. If you are coming from Friedrichshafen airport (Germany), take the train to Bregenz and then change to Dornbirn. From Munich airport (Germany), take the train to Bregenz (travel time: approx. 3 hours) and then change to Dornbirn.