Appendix: ISAGA 2003 Program

August 25

11:30–13:00 ISAGA/JASAG Symposium 1: The Past, Present, and Future of JASAG
Chairman: Akira Sakamoto (Ochanomizu Univ.)
The Past, Present, and Future of JASAG
Fumitoshi Kato (Keio Univ.) and Yusuke Arai (Tokai Univ.)

14:30–16:00 ISAGA/JASAG Symposium 2: The Contribution of JASAG to S&G
Chairman: Fumitoshi Kato (Keio Univ.)
Commentator: Jan Klabbers (KMPC)
The Contribution of JASAG to Simulation & Gaming I
Kiyoshi Arai (Chiba Institute of Tech.)
The Contribution of JASAG to Simulation & Gaming II
Tomio Kinoshita (Koshien Univ.)
The Contribution of JASAG to Simulation & Gaming III
Kinhide Mushakoji (Chubu Univ.)

16:20–18:00 Opening Ceremony with JASAG Award
Opening Address: Social Transformation and Politics in Japan
Tsutomu Hata (Former Prime Minister and Member of House of Representatives)

18:00–20:00 Reception

August 26

9:30–11:00 Plenary 1: Social Contributions and Responsibilities of Simulation & Gaming 1
Chairman: Fumitoshi Kato (Keio Univ.)
Toward a New Science of Simulation and Gaming: ISAGA and the Identity Problem of Simulation and Gaming as an Academic Discipline
Rei Shiratori (Tokai Univ. & IPSJ)
Thoughts on the Retirement of Gaming-Simulation and Gamers
Cathy Greenblat (Rutgers Univ.)

11:30–13:00 Plenary 2: Social Contributions and Responsibilities of Simulation & Gaming 2
Chairman: Shigehisa Tsuchiya (Chiba Institute of Tech.)
Simulations and Social Responsibility: Why Should We Bother
Ivo Wenzler (Accenture)
From EN to INvironment: Simulation Games in Decision Making
Dmitri N. Kavtaradze (Moscow State Univ.)
14:00–15:30

Utilization of Soft Computing Techniques to the Field of Simulation & Gaming 1
Chairman: Norio Baba (Osaka Kyoiku Univ.)

The Effects of the Insertion Timing of Commercial Breaks on a Loss of Attention
Noriko Nagata (Kwansei Gakuin Univ.), Sanae H. Wake (Doshisha Women’s College of Liberal Arts),
Mieko Ohsuga (Osaka Institute of Tech.) and Seiji Inokuchi (Hiroshima International Univ.)

A Consideration on the Learning Behaviors of the Hierarchical Structure Learning Automata
Operating in the Nonstationary Multiteacher Environment: A Basic Research to Realize an
Effective Utilization of Artificial Neural Networks in the Nonstationary Environment
Norio Baba (Osaka Kyoiku Univ.) and Yoshio Mogami (Univ. of Tokushima)

Multiple Value Functions for a Computer Agent Interacting with Human
Yosuke Urushizaki (Fukui Univ.) and Naoyuki Kubota (Fukui Univ.)

Molecular Simulation Aiming at Life Simulation
Yuuki Komata (Hokkaido Univ.) and Mitsuo Wada (Hokkaido Univ.)

Actor-Oriented Approach to Simulation & Gaming
Chairman: Kiyoshi Arai (Chiba Institute of Tech.)

A New Horizon of Simulation and Gaming: Difficulties and Expectations of Facilitating Science, Technology and Practice
Kiyoshi Arai (Chiba Institute of Tech.)

Enhancing Policy Development Through Actor-Based Simulation
Jan Klabbers (KMPC)

Agent-Based Modeling Meets Gaming-Simulation: A Perspective to the Future Collaborations
Hiroshi Deguchi (Tokyo Institute of Tech.)

Structure-oriented Approach to Simulation & Gaming
Chairman: Shigehisa Tsuchiya (Chiba Institute of Tech.)

NEOS: New Employee Orientation Simulation
Richard Duke (Univ. of Michigan) and Jac Geurts

From Games to Policy Exercises: The Portfolio of 12 Simulations Within One Company’s Transformational Change Initiative
Ivo Wenzler (Accenture)

Policy Exercise Creating Environment for Double-Loop Learning
Shigehisa Tsuchiya (Chiba Institute of Tech.)

16:00–17:30

Computers, Games, and Interpersonal Relationships
Chairman: Akiko Shibuya (Keio Univ.)

The Influence of Video Game Use on Shyness: A Longitudinal Study of Secondary School Students
Nobuko Ihori (Ochanomizu Univ.), Akira Sakamoto (Ochanomizu Univ.), Kurie Ide and Kumiko Kobayashi (Ochanomizu Univ.)

Idea Generation Aided a Computer Network: The Effect of an Evaluation System
Rei Omi (Ochanomizu Univ.), Yumi Eto (Ochanomizu Univ.) and Akira Sakamoto (Ochanomizu Univ.)

Simulation and Gaming in Economics
Chairman: Yoshihiro Nakajima (Osaka City Univ.)

Power-Law Behaviors in Economical and Social Phenomena
Sasuke Miyazima (Chubu Univ.) and Keizo Yamamoto (Setsunan Univ.)

Investment Behavior of Electric Power Companies in Power Pool
Tatsuyuki Maitani (Kyoto Univ.), Hiroshi Takeishi (Kyoto Univ.) and Tetsuo Tezuka (Kyoto Univ.)
Price Competition Between Middlemen: An Experimental Study
Kazuhito Ōgawa (Kyoto Univ.), Kouhei Iyori (Kyoto Univ.) and Sobei H. Oda (Kyoto Univ.)

Simulation and Gaming in Politics and International Relations 1 (Election and Domestic Politics)
Chairman: Rei Shiratori (Tokai Univ. & IPSJ)
The Game of “Forming a Coalition Government”
Masayoshi Kuboya (Tokai Univ.) and Satoshi Kimura (Tokai Univ.)
The Artificial Politician Society: Modeling an Assembly in Silico
Katsuma Mitsutsuji (Univ. of Tokyo)
The Problem of Coordination
Jan-Erik Lane (The Univ. of Geneva) and Reinert Mæland (Lund Univ.)
Gaming Simulation of MUNICIPAL MERGERS: Its Development and Practical Application in the Classroom
Masami Ido (Akita Univ.), Kiyoshi Arai (Chiba Institute of Tech.) and Yukiharu Ishikawa (Akita Univ.)

Utilization of Soft Computing Techniques to the Field of Simulation & Gaming 2
Chairman: Noriko Nagata (Kwansei Gakuin Univ.)
Knowledge Extraction from Game Records by Using Probabilistic Model Based XCS
Hisashi Handa (Okayama Univ.)
Graininess Suppression Method for Transformation to the Digital Image from the Analog Image
Seiki Yashimori (Univ. of Tokushima), Yasue Mitsukura (Okayama Univ.), Sigeru Omatsu (Osaka Prefecture Univ.) and Koji Kita (Noritsu Co. Ltd.)
Development of a Intelligent Input Interface Using EMG for Mobile Terminal
Fumiaki Takeda (Kochi Univ. of Tech.) and Hironobu Sato (Kochi Univ. of Tech.)
Personal Identification Method Robust for Environmental Change
Hironori Takimoto (Univ. of Tokushima), Yasue Mitsukura (Okayama Univ.) and Norio Akamatsu (Univ. of Tokushima)
Intelligent Classification of Bill Money Using the LVQ Method
Sigeru Omatu (Osaka Prefecture Univ.)

A Theory of Gaming
Chairman: Yeo Gee Kin (National Univ. of Singapore)
Japanese Gaming Simulation 1941: A Historical Review
Arata Ichikawa (Ryutsu Keizai Univ.)
Scenarios in Simulation Games
Tse Min Lua (National Univ. of Singapore) and Yeo Gee Kin (National Univ. of Singapore)
A Business Game with Social Consequences
Joseph Wolfe (Experiential Adventures LLC)

Gaming Simulation for Risk Management
Chairman: Hidehiko Kanegae (Ritsumeikan Univ.)
Guaranties for Safety in Crisis Simulation
Jeanette Heldens (Univ. of Nijmegen), Bertruke Wein, Babette Pouwels and Ellen Hijmans
Emergency Headquarter Gaming for Training in Responding Earthquake Damage
Hideki Kaji (Keio Univ.), Katsumi Matsumura (System Kagaku Kenkyujo), Toshiyuki Kaneda (Nagoya Institute of Tech.), Hidehiko Kanegae (Ritsumeikan Univ.), Kenichi Ishibashi (Keio Univ.), Mari Yahagi (Keio Univ.) and Jun Mihira (Keio Univ.)
A Tourist Management Game to Keep Stable Customers at Risk
Jungyoung Park (Ritsumeikan Univ.), Kyoung Bae. Ji (Ritsumeikan Univ.), Masahiro Shirotsuki (Ritsumeikan Univ.) and Hidehiko Kanegae (Ritsumeikan Univ.)

Agent Based Modeling Meets Gaming Simulation 1 (Fusion between Gaming and ABM)
Chairman: Jan Klabbers (KMPC)
Agent Based Modeling and Simulation Gaming for Exploring Institutional Change: Presentation of a Methodology
Stanislas Boissau (Wageningen Univ.)

Network Games with Human and Agents
Kouji Uchiyama (National Defense Academy), Akira Namatame (National Defense Academy) and Yuji Aruka (Chuo Univ.)

Analyzing BARNGA Gaming Simulation Using an Agent-Based Model
Yutaka I. Leon Suenatsu (Kyoto Univ.), Keiki Takadama (Tokyo Institute of Tech.), Katsunori Shimohara (Kyoto Univ.), Osamu Katai (Kyoto Univ.) and Kiyoshi Arai (Chiba Institute of Tech.)

Identification of Player Types in Massively Multiplayer Online Games
Ruck Thawonnmas (Ritsumeikan Univ.), Ji-Yong Ho (Ritsumeikan Univ.) and Yoshitaka Matsumoto (Ritsumeikan Univ.)

Policy Exercise for Transition and Change 1
Chairman: Shigehisa Tsuchiya (Chiba Institute of Tech.)

Simulation Games in Organizational Change Processes
Marleen van de Westelaken (Univ. of Nijmegen) and Vincent Peters (Univ. of Nijmegen)

Openness: A Key to the Good Team Performance
Minako Fujiiie (Tokyo Electric Power Company), S. Tsuchiya (Chiba Institute of Tech.), A. Tanabe (Aitel Corporation) and K. Sekimizu (Aitel Corporation)

Evaluating the Results of Simulation Games: Simulating the Simulation Game
Vincent Peters (Univ. of Nijmegen), Geert Vissers (Univ. of Nijmegen), Marleen van de Westelaken (Univ. of Nijmegen), Mario Kieft (Univ. of Nijmegen), Jeannette Heldens (Univ. of Nijmegen) and Babette Pouwels (Univ. of Nijmegen)

20:00–

The Demonstration of the Base Environment for Simulation and Gaming
Chairman: Yoshihiko Suko (Keio Univ.)

The Demonstration of the Base Environment for the Simulation & Gaming: Using Real Time Location Information and Profile Information
Yoshihiko Suko (Keio Univ.), Haruki Yokoyama (Keio Univ.), Shingo Yamada (Keio Univ.), Takashi Nagano (Keio Univ.), Yuzuru Takeuchi (Keio Univ.) and Fumitoshi Kato (Keio Univ.)

Simulation and Gaming in Politics and International Relations 4 (Coalition Game)
Chairman: Masayoshi Kuboya (Tokai Univ.)

Let’s Play the Game of “Forming a Coalition Government”
Masayoshi Kuboya (Tokai Univ.) and Satoshi Kimura (Tokai Univ.)

Virtual Identity in Simulation and Gaming
Chairman: Ohyama Keizo (Kumamoto Gakuen Univ.)

Virtual Identity in Simulation and Gaming
Ohyama Keizo (Kumamoto Gakuen Univ.) and Shin’ichi Kabuki (Mejiro Univ.)

Comparing Two Forms of Group Decision Making: An Exercise in Analytical Hierarchical Process and Stakeholder Analysis
Chairman: Nina McGarry (The George Washington Univ.)

Comparing Two Forms of Group Decision Making: An Exercise in Analytical Hierarchical Process and Stakeholder Analysis
Nina McGarry (The George Washington Univ.) and Cynthia Knott

Policy Exercise for Transition and Change 3
Chairman: Shigehisa Tsuchiya (Chiba Institute of Tech.)
The Transfer Student: A Policy Exercise to Establish Symbiotic Relationships with the Local Community
Riho Yoshioka (Tokyo Electric Power Company), H. Sakai (Tokyo Electric Power Company), S. Tsuchiya (Chiba Institute of Tech.), A. Tanabe (Aitel Corporation) and D. Hyakushima (Chiba Institute of Tech.)

Understanding Yourself as a Facilitator of Simulations and Games
Chairman: Elyssebeth Leigh (Univ. of Tech., Sydney)
Understanding Yourself as a Facilitator of Simulations and Games
Elyssebeth Leigh (Univ. of Tech., Sydney) and Laraine Spindler (Univ. of Tech., Sydney)

August 27

9:30–11:00 **Plenary 3: Simulation & Gaming of P2M (Project and Program Management)**
Chairman: Kiyoshi Arai (Chiba Institute of Tech.)
Commentator: Takao Terano (Tsukuba Univ.), Tametsugu Taketomi (PMCC) and Yoshikazu Goto (Ministry of Economy, Trade, and Industry)
Enhancing Policy Development Through Actor-Based Simulation
Jan Klabbers (KMPC)
Complex Project Management and Gaming Simulation Methodology: Enriching Interfaces Between Mission and Performance
Shigenobu Ohara (Univ. of Tech., Sydney) and Kiyoshi Arai (Chiba Institute of Tech.)

11:30–13:00 **Plenary 4: Simulation and Gaming in Classrooms**
Chairman: Akira Sakamoto (Ochanomizu Univ.)
Commentator: David Crookall (Univ. de Nice Sophia Antipolis)
The Features and Role of Simulation Software in Classroom
Kanji Akahori (Tokyo Institute of Tech.)
Background and Current Status of Learning Games in the Field of Japanese School Education
Haruo Kamijo (The Quality Class Network)

14:00–15:30 **Poster Presentation 1 (13:00–16:00)**
Development of Simulation Code to Examine a Proper Group Decision Making
Masayori Ishikawa (Univ. of Tokyo), Nireka Adachi (Research Institute of Science and Tech. for Society) and Koichi Okamoto (Toyo Eiwa Univ.)
Conformity and Speech Order as Determinant Factors: Computer Simulation of Meetings
Nireka Adachi (Research Institute of Science and Tech. for Society), Masayori Ishikawa (Univ. of Tokyo) and Koichi Okamoto (Toyo Eiwa Univ.)

**Instructional Technology for Developing and Making Use of Simulations and Games for Primary and Secondary Education 1**
Chairman: Toshiki Matsuda (Tokyo Institute of Tech.) and Natsuko Ishii (Tokyo Institute of Tech.)
Alleviation of Language Anxiety Among Learners of Japanese Through Debate Activity
Mari Nishitani (Hinotsubashi Univ.) and Toshiki Matsuda (Tokyo Institute of Tech.)
Discovering New Relationships and Generalizations in Studied Mathematical Material with the Help of Computer Simulations
Gabriel Katz (Brandeis Univ.) and Vladimir Nodelman (Academic Institute of Tech.)
Instructional Activities Game: A Tool for Teacher Training and Research into Teaching
Toshiki Matsuda (Tokyo Institute of Tech.)
Gaming Materials for Planning ICT Integrated Lessons in Pre-service Teacher Training
Natsuko Ishii (Tokyo Institute of Tech.) and Toshiki Matsuda (Tokyo Institute of Tech.)
U-Mart: What We Have Learnt from the Virtual Market
Chairman: Hiroyuki Matsui (Kyoto Univ.)

The U-Mart System, an Artificial Futures Market Software and Its Usage for Education in Computer Science
Hajime Kita (Kyoto Univ.), Isao Ono (Univ. of Tokushima), Naoki Mori (Osaka Prefecture Univ.), Hiroshi Sato (National Defense Academy) and Hiroyuki Matsui (Kyoto Univ.)

Elementary Property of U-Mart found by Submitted Agents to “U-Mart International Experiment”
Yoshihiro Nakajima (Osaka City Univ.), Isao Ono (Univ. of Tokushima), Naoki Mori (Osaka Prefecture Univ.), Hiroyuki Matsui (Kyoto Univ.) and Hiroshi Sato (National Defense Academy)

A Report of U-Mart Experiments by Human Agents
Kazuhisa Taniguchi (Kinki Univ.), Yoshihiro Nakajima (Osaka City Univ.) and Fumihiko Hashimoto

Facilitation in Simulation and Gaming
Chairman: Fumitoshi Kato (Keio Univ.)

Facilitation-in-Communication: A Study of Educational Gaming-Simulation
Fumitoshi Kato (Keio Univ.)

Personnel Development Through Gaming Simulation and Outdoor Training: Fundamental Principles, Similarities and Differences, Empirical Studies
Thomas Eberle (Univ. of Passau)

Group Size in Gaming Simulation: What Can We Learn from the Literature on Psychological Experiments and Gaming Simulations?
Mieko Nakamura (Ryutsu Keizai Univ.)

Unicrisis: An Experimental Learning Game for Leaders in British Universities
Edward Borodzicz (Univ. of Southampton)

Simulation and Gaming in Politics and International Relations 2 (International Relations)
Chairman: Jan Erik-Låne (Univ. of Geneva)

The Formation and the Change of National Identities in a Simulated Society Game
Hiroshi Yamaoka (Nagoya Univ.), Hiroki Takehashi (Nagoya Univ.) and Käori Karasawa (Nagoya Univ.)

Modeling the International Economic Order: Absolute and Relative Gains
Kazutoshi Suzuki (Univ. of Tokyo)

Utilization of Soft Computing Techniques to the Field of Simulation & Gaming 3
Chairman: Junzo Watada (Waseda Univ.)

Wavelet Approach to Chaotic Forecasting of Stock Movement
Junzo Watada (Waseda Univ.) and Yoshiyuki Matsumoto

Face Extraction and Identification System Using Double Structure Neural Networks
Yasue Mitsukura (Okayama Univ.), Kesuke Mitsukura (Univ. of Tokushima), Minoru Fukumi (Univ. of Tokushima) and Shigeru Omatsu (Osaka Prefecture Univ.)

Effective Utilizations of Soft Computing Techniques for the Design of Reliable Decision Support Systems Which Deal Stocks
Norio Baba (Osaka Kyoiku Univ.), W. Yaai (Osaka Kyoiku Univ.), Y. Sakatani (Osaka Kyoiku Univ.), T. Kawachi (Osaka Kyoiku Univ.), Xu Lina (Harbin Institute of Tech.) and D. Zhenglong (Harbin Institute of Tech.)

Digital Learning Software for Science in Classrooms
Chairman: Kanji Akahori (Tokyo Institute of Tech.)
Digital Learning Software for Science in Classrooms
Yoshiyuki Maeda (Japan Science and Tech. Corporation), Kazunori Terada (NHK ENTERPRISES 21, INC.), Chisato Funasaka (Media Art Co., Ltd.), Isamu Kawaishi (Total Media Development Institute Co., Ltd.), Kazunori Uryo (PKD Co., Ltd.) and Kanji Akahori (Tokyo Institute of Tech.)

Agent Based Modeling Meets Gaming Simulation 2 (Industry and Tech.)
Chairman: Hiroshi Deguchi (Tokyo Institute of Tech.)
Technological Efficiency and Organizational Inertia: An Agent-Based Simulation Model of the Emergence of Disruptive Technologies
Christian Buchta (Vienna Univ. of Economics and Business Administration), David Meyer (Vienna Univ. of Economics and Business Administration), Andreas Mild (Vienna Univ. of Economics and Business Administration), Alfred Taudes (Vienna Univ. of Economics and Business Administration) and Alexander Pfister (Vienna Univ. of Economics and Business Administration)
Evaluation of the Dealings Form in an Artificial Vegetables and Fruits Market II
Suguru Tsujioka (Shikoku Univ.) and Kohji Yamamoto (Shikoku Univ.)
Agent-Based Simulation on Alliance of Automobile Enterprises
Shigemasa Suganuma (Japan Advanced Institute of Science and Tech.), Yoshiteru Nakamori (Japan Advanced Institute of Science and Tech.), V.N. Huynh (Japan Advanced Institute of Science and Tech.) and Jian Chen (Tsinghua Univ.)
Hybrid-Gaming of Firm Strategy in High-Tech Industry: Human Agents and AI Agents Intermingled in a Simulation Model
Lee Hao (Kyoto Univ.) and Hiroshi Deguchi (Tokyo Institute of Tech.)

Simulation & Gaming of P2M (Project & Program Management) 1
Chairman: Tametsugu Taketomi (PMCC)
The Relevance of Case-Study Method in Business Management Curriculum: Evidences from India
K.B. Saji (Amrita Institute of Management)
Intelligent Enterprises Emerge in Japan by Program Management Thinking: A Japanese Knowledge Framework of Enterprise Innovation
Shigenobu Ohara (Univ. of Tech., Sydney)
Business Simulator Toward P2M Education
Takao Terano (Tsukuba Univ.)
Project and Program Management for Enterprise Innovation (P2M) and Program Management Application
Masayuki Ishikura (Project Management Professionals Certification Center) and Hironori Hayashi (Consultant, JRI)

Simulation and Gaming in Social Psychology
Chairman: Junkichi Sugiura (Aichi Univ. of Education)
Determinants of Cooperative Attitude to Prevent an Environmental Disorder: An Examination in the Simulated Society Game
Junko Toyosawa (Nagoya Univ.), Kaori Karasawa (Nagoya Univ.) and Nobuhiro Mitani (Nagoya Univ.)
The Effects of Guilt on Intergroup Relationship: An Examination in a Simulated Society Game
Nobuhiro Mitani (Nagoya Univ.), Kaori Karasawa (Nagoya Univ.) and Junko Toyosawa (Nagoya Univ.)
Producing Angry Programs
Shigeru Nakamaru (IOND Univ. Japan)
Subjective Dependence on Out-Group Resources and Cooperation with Out-Group Members: Research Using a Simulated Society Game and “Strategic Business Game”
Miyuki Mori (Ochanomizu Univ.), Murafumi Ono (Hitachi, Ltd.), Kouji Kitada (Mitsui Sumitomo Insurance Company, Limited), Takenori Yabukawa (West Japan Railway Company) and Hiroshi Nanami (Kwansei Gakuin Univ.)
Poster Presentation 2 (15:30–18:00)
The Effect of Resource and the Identification with the Super-Ordinate Group on Cooperative Behaviors
Hiroki Takehashi (Nagoya Univ.), Hiroshi Yamaoka (Nagoya Univ.) and Kaori Karasawa (Nagoya Univ.)
The Development of the Persuasion Game
Junkichi Sugiura (Aichi Univ. of Education)
The Effects of Guilt on Intergroup Relationship: An Examination in a Simulated Society Game
Nobuhiro Miyanagi (Nagoya Univ.), Kaori Karasawa (Nagoya Univ.) and Junko Toyosawa (Nagoya Univ.)
The Influence of Cyber-Friends on Loneliness and Social Anxiety: The Training Effects of “Natural” Simulation of Interpersonal Relationships
Reiko Ando (Ochanomizu Univ.), Akira Sakamoto (Ochanomizu Univ.), Kanae Suzuki (Univ. of Tsukuba) and Tsutako Mori (Konan Women's Univ.)

Instructional Technology for Developing and Making Use of Simulations and Games for Primary and Secondary Education 2
Chairman: Toshiki Matsuda (Tokyo Institute of Tech.) and Natsuko Ishii (Tokyo Institute of Tech.)

Educational Game to Train “The Informatical and Systematical Thinking” for “Information Study”
Rie Emoto (Tokyo Institute of Tech.) and Toshiki Matsuda (Tokyo Institute of Tech.)

Report Writing Simulator: A Tool for Training “Informatical and Systematical Thinking”
Mitsuyo Kuto (Japan Women's Univ.), Satoko Tsukiji (Kouen Women's Secondary School) and Toshiki Matsuda (Tokyo Institute of Tech.)

Simulation System for Training Judgment on Information Morals
Kazue Tamada (Tokyo Management College), Toshiki Matsuda (Tokyo Institute of Tech.) and Hiroshi Nakayama (Tokyo Denki Univ.)

Development of a Game for Engineering Ethics Education in Technical High School
Shinichi Endo (Technical High School attend to Tokyo Institute of Tech.) and Toshiki Matsuda (Tokyo Institute of Tech.)

How Simulated Experiences in Virtual Community Brings Social Contribution in Real Community: The Case of JNVC
Kikuko Harada (Center for Entrepreneurship Development)

Simulations in Economic Activity
Chairman: Katsuyasu Fujita (Hokkaido Institute of Tech.)

The Game of Technology Negotiations in JVs: Experiences from India
K.B. Saji (Amrita Institute of Management)

Simulation Analysis of the Relationship Between Expenditure Dispersion Among Japanese Consumers and Economic Trends
Hisao Hirata (Tokyo Institute of Tech.), Hiromichi Mutoh (Japan Center for Economic Research), Nobuyuki Harada (Japan Center for Economic Research) and Kyoichi Kijima (Tokyo Institute of Tech.)

An Examination of the Social Consequences of Collusive Decision Making Practices in a Complex Business Game
Joseph Wolfe (Experiential Adventures LLC)

Simulation and Gaming in Politics and International Relations 3 (Political Education and Consciousness)
Chairman: Rei Shiratori (Tokai Univ. & IPSJ)

Re-creating the Immigrant Experience: An Interactive Simulation
David Rowland Grigg (Kaleidio Interactive Media Pty Ltd.)
Back to the Future and Future Perspective: What Do Students Learn from Simulation on the Past and the Future of International Relations?
Noboru Miyawaki (Matsuyama Univ.)

Utilization of Soft Computing Techniques to the Field of Simulation & Gaming 4
Chairman: Sigeru Omatu (Osaka Prefecture Univ.)
Utilization of Neural Networks & Genetic Algorithms in Order to Let Game Playing Much More Exciting
Norio Baba (Osaka Kyoiku Univ.) and Wang Shuqin (Osaka Kyoiku Univ.)
The Recognition Method of the EEG Feature Pattern Using the Factor Analysis
Shin-ichi Ito (Univ. of Tokushima), Yasue Mitsukura (Okayama Univ.), Norio Akamatsu (Univ. of Tokushima) and Rajiv Khosla (Univ. of La Trobe)

Learning Differently 1
Chairman: Fumitoshi Kato (Keio Univ.)
Teaching English to Children with Learning Difficulty
Akio Yamamoto (Gakushuin Boys’ Senior High School), Akiko Okano (College of Clinical Welfare) and Noriko Tsuchiya (Tokyo Metropolitan School of Nursing)
Ethics in the ESP Classroom: A Case-Study Simulation
Mark Freiermuth (Univ. of Aizu)
Induction for International Students Within a UK Environment Using Interactive Teaching and Learning Methods
Helen Godfrey (Napier Univ.)

Agent Based Modeling Meets Gaming Simulation 3 (Business)
Chairman: Takao Terano (Univ. of Tsukuba)
Toshiyuki Kaneda (Nagoya Institute of Tech.)
Exploring Business Gaming Strategies by Learning Agents
Masato Kobayashi (Univ. of Tsukuba) and Takao Terano (Univ. of Tsukuba)
Business Simulator Development Cycle with Human and Computer-Players
Akemi Morikawa (Univ. of Tsukuba) and Takao Terano (Univ. of Tsukuba)
City Development Strategy
Vadim Chekalin (St. Petersburg State Univ.) and Elena Zarukina (St. Petersburg State Univ.)

Simulation & Gaming of P2M (Project & Program Management) 2
Chairman: Shigenobu Ohara (PMCC)
Uncertainty Evaluation for Program Cycle Management in P2M: Real Option Approach in Pharmaceutical R&D Model
Tametsugu Taketomi (PMCC)
Indian Economy and Enterprise Innovation: Adopting Programme Management (with Special Reference to the Tata Group)
Jiban K. Mukhopadhyay (Economic Adviser, Tata Group)
An Evaluation of Role-Playing Gaming on Reformation Toward Sustainable Rural Society: How to Awake a Regional Context in Citizens
Shinobu Kitani (Tohoku Univ.), K. Arai (Chiba Institute of Tech.), T. Hasebe (Tohoku Univ.), N. Nomura (Tohoku Univ.) and F. Nakano (Tohoku Univ.)

Policy Exercise for Transition and Change 2
Chairman: Sigehisa Tsuchiya (Chiba Institute of Tech.)
Search Conference: New Opportunities in Tourist Management of St. Petersburg
Tatiana Neshcheret (St. Petersburg State Tech. Univ.) and Larisa Taratina (St. Petersburg State Tech. Univ.)
System Dynamics Model for Scope Change Control
Sanjeev Nadkarni (Shailesh J Mehta School of Management, IIT-Bombay) and Karuna Jain (Shailesh J Mehta School of Management, IIT-Bombay)

E-Process Game Helps Governments Prepare for e-Government
Pieter van der Hijden (Sofos Consultancy)

20:00–

Instructional Technology for Developing and Making Use of Simulations and Games for Primary and Secondary Education 3
Chairman: Akihiko Mitsuhashi (Sumida Junior High School) and Masato Nakagiri (Hida Senior High School)

A Class for Increasing Self-Awareness of Fascism: The Simulation of a Fascist System
Masato Nakagiri (Hida Senior High School)

Let’s Form a Company! A School Lesson Development with Simulation Method in Social Studies and Civics at Junior High School
Toshikazu Saegusa (Meguro dai-ni Junior High School)

Game Drawing Will Become A New Style of Gaming
Tsuyoshi Ajiro (Game Designer)

The Learning of Haiku on the Internet: The Haiku Game and Web KUKAI System for Children
Masaaki Sakaki (Japan Educational Publishing Co., Ltd.) and Mayumi Nishida (Shugakusha Co., Ltd.)

Hypothesis-Test Learning
Akihiko Mitsuhashi (Sumida Junior High School)

Search Conference as Feedback Tool
Chairman: Nina Nemicheva (St. Petersburg State Tech. Univ.)

Search Conference as Feedback Tool
Nina Nemicheva (St. Petersburg State Tech. Univ.) and Tatiana Neshcheret (St. Petersburg State Tech. Univ.)

Simulation and Gaming for Participatory Planning
Chairman: Toshiyuki Kaneda (Nagoya Institute of Tech.)

7-zones: Town Management Simulation
Yutaro Ito (Nagoya Institute of Tech.), Yuhi Inokuchi (Nagoya Institute of Tech.), Yuzuru Osakabe (Nagoya Institute of Tech.), Yoshihiro Nishimoto (Institute of Tech.) and Rim Meziani (Nagoya Institute of Tech.)

Simulation and Gaming in Politics and International Relations 5 (Simulation of International Relations)
Chairman: Noboru Miyawaki (Matsuyama Univ.)

Back to the Future and Future Perspective: What Do Students Learn from Simulation on the Past and the Future of International Relations?
Noboru Miyawaki (Matsuyama Univ.)

Simulation and Games for Standardization Managers Knowledge
Chairman: Tatiana Kovaleva (International Management Institute of St. Petersburg)

Simulation and Games for Standardization Managers Knowledge
Tatiana Kovaleva (International Management Institute of St. Petersburg)

Learning Differently 2
Chairman: Joan Teach (Lullwater School)

Colonizing a New World: From Social Studies to Social Skills Through Gaming
Joan Teach (Lullwater School)
Agent Based Modeling Meets Gaming Simulation 6 (Methodology & Society)
Chairman: Kiyoshi Arai (Chiba Institute of Tech.)

A Simulation of the Change of Public Attitude in a Social Space
Teruaki Ohnishi (The Wakasa Wan Energy Research Center)

Internal Dynamics and Multi-Agent Simulation
Takashi Sato (Japan Advanced Institute of Science and Tech.) and Takashi Hashimoto (Japan Advanced Institute of Science and Tech.)

Certification of Imitating Gaming and Non-gaming Products
July Mikhailovich Porkhovnik (St. Petersburg Univ. for Engineering and Economic) and A.I. Mihailuskin (St. Petersburg Univ. for Engineering and Economic)

Learning by Games, Games for Learning, and Learning Through Games
Chairman: Masami Ido (Akita Univ.)

Learning by Games, Games for Learning, and Learning Through Games
Masami Ido (Akita Univ.) and Haruo Kamijo (The Quality Class Network)

Public Communication Games
Nobuyuki Sanai, Keiji Suzuki (Future Univ.-Hakodate) and Haruo Kamijo (The Quality Class Network)

Games for Learning Japanese as a Second/Foreign Language
Miyuki Ise, Mariko Suzuki and Haruo Kamijo (The Quality Class Network)

Games for Simulated School Settings
Masami Ido (Akita Univ.)

The Search & Rescue Game
Chairman: Toshiko Kikkawa (Keio Univ.)

The “Search & Rescue” Game
Toshiko Kikkawa (Keio Univ.), Haruo Hayashi (Kyoto Univ.), Katsuya Yamori (Nara Univ.), Tsuyoshi Ajiro (Game Designer), Reo Kimura (Kyoto Univ.), Satoru Sadohara (Yokohama National Univ.), Kei Horie (Earthquake Disaster Mitigation Research Center, National Research Institute for Earth Science and Disaster Prevention) and Mitsuhiro Higashida (Nippon Telegraph and Telephone West Corporation)

August 28 ISAGA 2003’s Open Day for the Public

10:30–11:00  A Guide to Gaming: Principles and Practices
Speaker: Kiyoshi Arai (Chiba Institute of Tech.)

11:00–12:30  Learning Trust Through Multimedia Gaming
Gaming Director: Arata Ichikawa (Ryutsu Keizai Univ.) and Akira Sakamoto (Ochanomizu Univ.)

Teaching Economics with the Ideas of Experimental Economics
Facilitator: Sobei H. Oda (Kyoto Sangyo Univ.)

13:30–16:30  Game for Teaching Environmental Problems
Facilitator: Daisuke Sakamoto (Mitsubishi Research Institute, Inc.) and Hirotoshi Komoda (HISTORIA Institution)

Cases of Educational Games
Facilitator: Masami Ido (Akita Univ.) and Haruo Kamijo (The Quality Class Network)

U-Mart 2003: A Virtual Futures Market Game
Game Director: Hiroyuki Matsui (Kyoto Univ.)
9:30–11:00  Plenary 5: Impact of Entertainment Games on Society
Chairman: Arata Ichikawa (Ryutsu Keizai Univ.)
Effects of Exposure to Violent Video Games
Craig Anderson (Iowa State Univ.)
The Impact of Electronic Games on Child and Youth Development
David Walsh (National Institute on Media and the Family)

11:30–13:00  Plenary 6: Possibility and Prospect of Online Game in Asia
Chairman: Hosoi Koichi (Ritsumeikan Univ.)
Possibility and Prospect of Online Game in Asia
Kiyoshi Shin (IGDA, Tokyo)
Possibility and Prospect of Online Game in Asia II
Jong-Hyun Wi (Chung-Ang Univ.)
Possibility and Prospect of Online Game in Asia I
Edward Z. Huang (Shanda Network Japan Office)
Possibility and Prospect of Online Game in Asia III
Kenji Matsubara (Koei Co., Ltd.)
Possibility and Prospect of Online Game in Asia IV
Son Taizo (BB Serve Inc.)

14:00–15:30  Online Game Business
Chairman: Kiyoshi Shin (IGDA, Tokyo)
Online Game Business 1
Son Taizo (BB Serve Inc.)
Online Game Business 2
Kenji Matsubara (Koei Co., Ltd.)
Online Game Business 3
Edward Z. Huang (Shanda Network Japan Office)

Bring Your Own Game: A Forum for “Students” of Gaming-Simulation 1
Chairman: Fumitoshi Kato (Keio Univ.)
Revealing What Is Hidden: An Environmental Treasure Hunt
Fiona French (London Metropolitan Univ.), D. Chapman (Univ. of East London), M. Kendal (London Metropolitan Univ.) and P. St. George (London Metropolitan Univ.)
Demonstration of “Content Cruising System”
Takaaki Ishida (Keio Univ.) and Shinichi Hisamatsu (Keio Univ.)
Development of Software Program for Predicting the Performance of Ultra-Micro Wind Turbine for Educational Use
Kentaro Namiki (Oyama National College of Tech.), Sumiyoshi Mita (Oyama National College of Tech.), Taïro Nomura (Saitama Univ.) and Toshiki Matsuda (Tokyo Institute of Tech.)

Peter F. Drucker’s Thoughts and Gaming
Chairman: Arata Ichikawa (Ryutsu Keizai Univ.)
For the Knowledge Society: How to Involve Human Resources in Gaming
Arata Ichikawa (Ryutsu Keizai Univ.) and Mieko Nakamura (Ryutsu Keizai Univ.)
Policy Games for Strategic Management
Richard Duke (Univ. of Michigan) and Jac Geurts
Practicing Peter Drucker’s Management Wisdom
Joseph Wolfe (Experiential Adventures LLC)

Social System Modeling
Chairman: Yoshiteru Nakamori (Japan Advanced Institute of Science and Tech.)
A Framework for Intelligent Indoor Navigation: Applicability for Gaming Simulation in Assumed Social Contexts
Kazuhiko Shibuya (Cyber Assist Research Center, National Institute of Advanced Industrial Science and Tech.)

Stochastic Dynamics of Social System Analysis
Hiroyuki Matsuda (National Graduate Institute for Policy Studies), M. Nakano (Univ. of Occupational and Environmental Health) and T. Nemoto (Tokyo Metropolitan College)

Design of an Agent-Based Gaming Simulation
Yuji Shinoda (Japan Advanced Institute of Science and Tech.) and Yoshiteru Nakamori (Japan Advanced Institute of Science and Tech.)

General Session
Chairman: Toshiyuki Kaneda (Nagoya Institute of Tech.)

Verification of Mental Influence in Man-Machine Interaction Based on Double-Bind Theory
Kazuoh Ohnishi (Hannan Univ.) and Tatsuya Nomura (Hannan Univ.)

New Roles for Teachers in Edutainment Environment
Hanafizan Hussain (Multimedia Univ.) and Samsuri Hashim

Video Games and Violence
Chairman: Akiko Shibuya (Keio Univ.)

Colwell John (De Montfort Univ.) and Makiko Kato (De Montfort Univ.)

Does Video Game Use Grow Children’s Aggressiveness? Results from a Panel Study
Nobuko Ihori (Ochanomizu Univ.), Akira Sakamoto (Ochanomizu Univ.), Kumiko Kobayashi (Ochanomizu Univ.) and Fumika Kimura (Ochanomizu Univ.)

The Quantity and Context of Video Game Violence in Japan: Toward Creating an Ethical Standard
Akiko Shibuya (Keio Univ.) and Akira Sakamoto (Ochanomizu Univ.)

Agent Based Modeling Meets Gaming Simulation 4 (Environment & Education)
Chairman: Keiko Zaima (Senshu Univ.)

Agent-Based Simulation for Educational Policy Analysis
Atsuko Arai (Univ. of Tsukuba) and Takao Terano (Univ. of Tsukuba)

Environment Games with Strategic Agents
Shinji Tomita (National Defense Academy) and Akira Namatame (National Defense Academy)

Simulation of Thermostat Games among People by Coupling Agent-Based Model and Architectural Environment Model: Seeking Attitudes Suitable for Environmentally Symbiotic Society
Haruyuki Fujii (Tokyo Institute of Tech.) and Jun Tanimoto (Kyushu Univ.)

Agent-Based Simulation on the Diffusion of Green Products
Keiko Zaima (Senshu Univ.)

Environment Problems as Conflict and Cooperation from Simulation & Gaming 1
Chairman: Susumu Ohnuma (Fuji Tokoha Univ.)

Environmental Commons Game: Is Free Rider a “Bad Apple”? 
Susumu Ohnuma (Fuji Tokoha Univ.)

Persuasive Communication on Environment Conscious Behavior
Junkichi Sugiura (Aichi Univ. of Education)
Do Resolutions of Environmental Problem Facilitate Global Identity in the North and the South Regions? Game-Simulations by SIMINSOC
Yumiko Taresawa (Nagoya Univ.)

Incongruence©: A Conflict Resolution Exercise
Richard Teach (DuPree College of Management, Georgia Tech.) and Robert Schwartz (Eastern Washington Univ.)

**IT Policy and Game: International Comparison 1**
Chairman: Hiroshi Tokinoya (Tokai Univ.)

Research and Development of the Game for the Simulation and Education in the United States
Seiji Moriya (Tokai Univ.)

IT Policy and Game: German Case
Yasuke Arai (Tokai Univ.)

Gaming and IT Policies: A Comparative View
Hiroshi Shiratori (Hosei Univ.)

16:00–17:30

**Poster Presentation 4**

Applying Data Mining to Video Game Clustering Based on the Data of the Internet Survey
Tetsuya Onoda (Keio Univ.), Daiki Arai (Keio Univ.) and Yuka Nakano (Keio Univ.)

**Online Game Design**
Chairman: Kiyoshi Shin (IGDA, Tokyo)
Commentator: Jong-Hyun Wi (Chung-Ang Univ.) and Kenji Matsubara (Koei Co., Ltd.)

Online Game Design 1
Yoichi Wada (SQUARE ENIX Co., Ltd.)

Online Game Design 3
Rui Sato (CyberStep, Inc.)

**Bring Your Own Game: A Forum for “Students” of Gaming-Simulation 2**
Chairman: Dmitri Kavtaradze (Moscow State Univ.)

Green Bag: Set of Educational Simulation Games in Environmental Issues and Sustainable Development
Dmitri Kavtaradze (Moscow State Univ.)

**Future Business Games for the Internet Age**
Chairman: Toshiro Kurozawa (Setsunan Univ.)

The Effects of the Types of Companies in Decision Game Project
Katsuyasu Fujita (Hokkaido Inst. of Tech.) and Sadao Murahara (Musashi Inst. of Tech.)

Business Games Community on the Internet
Hiroaki Shirai (Yokohama National Univ.) and Motonari Tanabu (Yokohama National Univ.)

Computer Business Games: The Bridge Between Knowledge and Managerial Skills
Eugenijus Bagdonas (Kaunas Univ. of Tech.), Irena Patasiene (Kaunas Univ. of Tech.) and Vytautas Skvernys (Kaunas Univ. of Tech.)

**Public Policy Game**
Chairman: Toshiyuki Kaneda (Nagoya Institute of Tech.)

The Urban Network Game: A Simulation of the Future of Joint City Interests
Igor Mayer (Delft Univ.), Martijn Leijten (Delft Univ.), Linda Carton (Delft Univ.), Martin de Jong (Delft Univ.), Richard Scalzo (Erasmus Univ. Rotterdam), Ed Dammers (researcher at the Netherlands Institute for Spatial Research) and Femke Verwest (researcher at the Netherlands Institute for Spatial Research)
Developing “Playable Metagames” for Participatory Stakeholder Analysis
Pieter Bots (Delft Univ. of Tech.) and Leon M. Hermans (Delft Univ. of Tech.)

Public-Private Partnership to Develop Urban Freight Transport Policies: An Experiment on Cooperative Parcel Pick-Up System in Tokyo
Toshinori Nemoto (Hitotsubashi Univ.)

Simulation Analysis
Chairman: Yoshiteru Nakamori (Japan Advanced Institute of Science and Tech.)

Edutainment Content of Circus Acrobat Based on Dynamics
Suma Noji (Tokyo Institute of Tech.), Masayuki Nakajima (Tokyo Institute of Tech.) and Hiroki Takahashi (Tokyo Institute of Tech.)

Design of Simulator and Analysis for Biped Running Locomotion
Masahiko Isashi (Hokkaido Univ.), Kousuke Yamakita (Hokkaido Univ.), Kosei Ishimura (Hokkaido Univ.) and Mitsuo Wada (Hokkaido Univ.)

Analysis of Playing Style in Poker Game by Seven-Card-Stud Poker System
Chiharu Takahashi (Univ. of Tsukuba) and Takehisa Onisawa (Univ. of Tsukuba)

Simulation of Fish School Behavior in Fishpass with an Expanded Individual-Based Model
Masaaki Ishikawa (Tokyo Univ. of Fisheries), Fuxiang Hu (Tokyo Univ. of Fisheries) and Tadashi Tokai (Tokyo Univ. of Fisheries)

The Effects of Playing Video Games on Brain Activity
Chairman: Kanae Suzuki (Univ. of Tsukuba) and Miho Tanaka (Ochanomizu Univ.)

The Relationship Between Long-Term Playing of Video Games and Functions of the Prefrontal Cortex
Miho Tanaka (Ochanomizu Univ.), Kyoko Hirasawa (Tokyo Women's Medical Univ.), Kanae Suzuki (Univ. of Tsukuba), Akira Sakamoto (Ochanomizu Univ.) and Yukuo Konishi (Tokyo Women's Medical Univ.)

Relationship Between Long-Term Use of Video Games and Cognitive Abilities
Kanae Suzuki (Univ. of Tsukuba), Kyoko Hirasawa (Tokyo Women's Medical Univ.), Miho Tanaka (Ochanomizu Univ.), Akira Sakamoto (Ochanomizu Univ.) and Yukuo Konishi (Tokyo Women's Medical Univ.)

Frontal Deactivation in Video Game Players
Goh Matsuda (Univ. of Tokyo) and Kazuo Hiraki (Japan Science and Technology Corporation)

Agent Based Modeling Meets Gaming Simulation 5 (Economics)
Chairman: Yoshihiro Nakajima (Osaka City Univ.)

Experimental Economics Meets Agent-Based Finance: A Participatory Artificial Stock Market
Laszlo Gulyas (Computer and Automation Research Institute Hungarian Academy of Sciences), Balazs Adamcsek (AITIA Inc., Hungary) and Arpad Kiss (Lorand Eotvos Univ. and AITIA Inc., Hungary)

Common Information Controller in Minority Game
Keiji Suzuki (Future Univ.-Hakodate) and Keiji Miyashishi (Future Univ.-Hakodate)

A Model for Collusive Tendering Based on a Multi-Agent Approach
Jun Tanimoto (Kyushu Univ.) and Haruyuki Fujii (Tokyo Institute of Tech.)

U-Mart Project: New Research and Education Program for Market Mechanism
Hiroyuki Matsui (Kyoto Univ.), Kazuhisa Taniguchi (Kinki Univ.), Yasuhiro Nakajima (Osaka City Univ.), Isao Ono (Univ. of Tokushima), Hiroshi Sato (National Defense Academy), Naoki Mori (Osaka Prefecture Univ.), Hajime Kitani (National Institution of Academic Degrees), Takao Terano (Tsukuba Univ.), Hiroshi Deguchi (Tokyo Institute of Tech.) and Yoshinori Shiozawa (Osaka City Univ.)

Environment Problems as Conflict and Cooperation from Simulation & Gaming 2
Chairman: Willy Križ (Univ. of Munich)
Creating Effective Interactive Learning Environments and Social Contributions Through Gaming Simulation Design (Part I)
Willy Kriz (Univ. of Munich)

CRUZ DEL SUR: Creating Interactive Learning Environments and Social Contributions Through Gaming Simulation Design (Part II)
Matthias Puschert (Tech. Univ. and Ludwig-Maximilians-Univ. in Munich), Angelika Dufter-Weis (Tech. Univ. and Ludwig-Maximilians-Univ. in Munich) and Juliane Karl (Ludwig-Maximilians-Univ. in Munich)

Simulation of Flooding Conflict Game Between Cambodia and Vietnam in the Mekong River Basin
Hajime Tanji (Lab. of River and Coast, National Institute for Rural Engineering)

**IT Policy and Game: International Comparison 2**
Chairman: Rei Shiratori (Tokai Univ. & IPSJ)

Information Technology Policy and Culture in France
Nagisa Yokoyama

Russian IT Policy and Entering the WTO
Ryouchi Sato (Tokai Univ.) and Hiroyuki Fujimaki (Tokai Univ.)

Gaming and IT Policy: A Nepalese Perspective
Pravakar Adhikari (Tribhuvan Univ.)

18:00–20:00 **ISAGA Conference Dinner / Closing Ceremony**

Dinner Speech
Richard Duke (Univ. of Michigan)
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