More information about this series at http://www.springer.com/series/7409
Preface

Consider these research questions: What would happen if professionals from diverse disciplines were united across the world, the intersection allowing them to share their insights? What would happen if this intersection occurred between the community of the International Simulation and Gaming Association and the community for Simulation, Technology and Training in the Asia-Pacific? You are holding the product of this research question. Welcome, perceptive reader, to Intersections in Simulation and Gaming, a proceedings compilation containing the cream of the crop from the first—and thus far only—melding of inspirational research, design, application of modelling, simulation, and gaming of these two communities. This volume contains selected papers from the proceedings of the 47th International Simulation and Gaming Association conference and the 21st Simulation Technology and Training conference, held in the southern hemisphere and under the auspices of the Australian Simulation Congress in Melbourne in 2016.

Since the congress was held, the authors have worked hard to enhance their work and articulate it for a wider audience. The intersection of simulation and gaming in this volume takes you from the darkest depths of mining to the fantastic frontiers of space exploration. While the papers have broadly overlapping topics, they have very different dimensions, and thus in structuring this book, we decided to consider the features of their underlying stories. In recognition of this, and of the unique meeting ground of ideas, the papers in this volume are not structured according to topics, but according to idioms.

The first section of the book is all about measuring up to a given standard, in this case, honing our diverse skills, abilities, and expertise. There are strong parallels here with leadership and management, and using whatever tools we have for what is ultimately, all about, making the grade.

The second section is a compendium of exciting ideas and considered reflections. There are theoretical frameworks, high-concept prototypes, and new realizations, some of which really stretch the imagination. Fresh ideas or points may occur to you while reading these, even as you scratch your head, and come to think of it yourself.

The third section provides a nice and intimate foray into simulation, joining the quantitative with the qualitative. There are questions here of what makes things real, how we perceive reality and go about making sense of others. This section is about more than technology; it is fundamentally about the human dimensions, which is worth bearing in mind as you go from here to fidelity.

The fourth section comprises papers that focus on critical industries and contexts. Simulation and gaming applications are undertaken on problems or challenges that define their most important aspects of these environments, revealing their very nature and core values. These are places where the way that things are may even be considered the name of the game.
Last but not least, our fifth section focuses on work that has applied simulation and gaming to extraordinary effect. Here, the work draws on our ethos to solve problems scientifically and answer research questions by thinking ahead, and learning something before others, just so that we may aspire to stay ahead of the game.

The idioms defining this volume capture the intersections in the disciplines, revealing both the heart and soul of simulation and gaming through creative and cultural applications of design, and key innovations and emerging trends.

Our disciplines make us what we are, and it is a privilege to be able to bring this work to you, hopefully inspire you to design, use, and evaluate your games and simulations so that they can be the very best they can be.

The editors wish to thank all of the authors for the work and time they spent on enhancing their papers after the congress. We gratefully acknowledge the outstanding work of everyone listed in the Organization pages. Lastly, we are also very grateful for the incredible efforts of the Simulation Australia staff, particularly Chloe Wagemaker, Bronny Harris, and Michael Monaghan—without your involvement, this meeting ground would not have been possible.

February 2018

Anjum Naweed
Marcin Wardaszko
Elyssebeth Leigh
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Organization

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Todd Mason (ISAGA) Northern Health, Australia
Julian van Dijk (SimHealth) St. Vincent’s Health, Australia
Adrian Webb (Serious Games) University of New South Wales, Australia

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Cyle Sprick (SimHealth) Flinders University of South Australia, Australia

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1 The Australasian Simulation Congress also involved the annual SimHealth Conference, although no SimHealth papers feature in this volume.
2016 ASC Committee

Deanna Hutchinson
Shawn Parr
John Welsh
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