R. Shiratori, K. Arai, F. Kato (Eds.)

Gaming, Simulations, and Society
Research Scope and Perspective
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Research Scope and Perspective

With 89 Figures, Including 1 in Color

Springer
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Preface

The Japan Association of Simulation & Gaming (JASAG) and the Science Council of Japan (SCJ) hosted ISAGA 2003, the 34th annual conference of the International Simulation and Gaming Association (ISAGA), at Kazusa Akademia Park in Kisarazu, Japan, August 25–29, 2003.

About 450 participants and guests attended, with 330 from Japan and 101 from 34 other countries. The number of submitted papers and reports exceeded 210, and in addition, many poster presentations and experiential sessions were held. This book is made up of 30 papers submitted to ISAGA 2003 and provides a good example of the diverse scope and standard of research achieved in simulation and gaming today. The theme of ISAGA 2003 was “Social Contributions and Responsibilities of Simulation and Gaming.”

Looking back over the history of simulation and gaming research in Japan, in 1991 JASAG hosted ISAGA 1991 in Kyoto. However, even though there were only 12 years between ISAGA 1991 and ISAGA 2003, and both conferences were held in the same country, Japan, for Japanese researchers, the meaning of hosting these two international conferences of simulation and gaming research was very different.

Kyoto ISAGA 1991 was held in part to commemorate the establishment in 1989 of JASAG and aimed to introduce the cutting-edge work in simulation and gaming—research established from social scientific concepts quite different from engineering OR—to the academic community of Japan. However, in the case of ISAGA 2003 in Kisarazu, 14 years had passed since the establishment of JASAG, a large body of Japanese research had accumulated in the interim, and the standard of research was certainly now at least the equal of work from Europe and the United States. Against this more-established background, and in addition to the conventional simulation and gaming research developed mainly in Europe and the United States, the avowed intention of the organizers was to contribute to the future of simulation and gaming research in the world by demonstrating the unique scope of research in Japan, with its “softer” and more fluid Asian concepts; with its research into the social acceptance of entertainment games and the exploration of ethical issues; and with its wider application of new models and techniques such as agent-based modeling into the research of simulation and gaming.
JASAG had a clear awareness of the importance of a variety of practical and social issues and chose the overall theme of ISAGA 2003, “Social Contributions and Responsibilities of Simulation and Gaming,” with the aim of providing a forum to focus on and explore the following subject areas:

1. Attention to the practical nature of simulation and gaming and consideration of how best to incorporate the academic results of simulation and gaming into such areas as conflict resolution, decision making, environmental problems, education, and social welfare.

2. Consideration of the possibility of holding the conference in Asia and helping eliminate the global digital divide by making use of the latest techniques and innovations of simulation and gaming to encourage social advances in developing countries. At present, the developed countries of the North possess the knowledge, technology, and techniques of simulation and gaming, but the majority of countries that would gain maximum benefit from such an approach are the developing countries of the South.

3. Inclusion of the important and often-ignored issue of social influence and acceptance of entertainment games, with the raising of the ethical issue of practical study and the shedding of new light on the relation of knowledge and society, both opening new horizons for conventional simulation and gaming research.

The aim of making a contribution toward the elimination of the global digital divide became a guiding principle, resulting in the invitation of many researchers from developing countries, mainly in Asia. Moreover, as shown in the program in the Appendix at the end of this book, a special open session entitled “Open Day for the Public” was also planned for teachers from elementary to high schools, with the aim of demonstrating real-world applications of the very latest simulation and gaming techniques and innovations.

Concerning the academic examination of the theory of simulation and gaming, the conference focused on the exploration of the following subject areas.

1. How do new academic frameworks (paradigms) of simulation and gaming contribute to the reframing and remodeling of the existing social sciences, such as political science, economics, business administration, and social psychology?

2. How do we incorporate the newly developed methods and techniques, including agent-based modeling (ABM) and soft computing, into the present theories of simulation and gaming, and continue to establish simulation and gaming research as an academic discipline with its own separate identity?

The Organizing Committee thought the opportunity presented by ISAGA 2003 could be a turning point in the establishment and further development of a new academic discipline for simulation and gaming with a practical and interdisciplinary character, making full use of the new techniques of ABM and soft computing.
From an awareness of the above issues and purposes, the ISAGA 2003 conference program for August 26–29 was drawn up. First, in order to establish the identity of simulation and gaming research and with the aim of ensuring that all participants shared a common knowledge and awareness of the issues, all the morning programs were plenary sessions of the joint conference and the afternoon programs were for parallel specialized sessions, followed by after-dinner experiential sessions.

On August 26, the opening day of the conference, the chairperson (organizer) gave an opening address to the plenary session entitled “Toward a New Science of Simulation and Gaming: ISAGA and the Identity Problem of Simulation and Gaming as an Academic Discipline” and outlined the conference theme. On August 27, participants from abroad were able to visit the local sights, while an “Open Day for the Public” was held for Japanese schoolteachers and ordinary citizens.

The main subjects in the plenary sessions on the following days were all areas of current interest in simulation and gaming research: On August 28, “The Simulation and Gaming of Project and Program Management” and “Simulation and Gaming in the Classroom”; on August 29, “The Impact of Entertainment Games on Society” and “The Future of Online Games in Asia.”

Nearly 30 afternoon parallel sessions were held including “Agent-Based Modeling Meets Gaming Simulation,” “U-Mart: What We Have Learned from the Virtual Market,” “Simulation and Gaming for Participatory Planning,” “Peter F. Drucker’s Thoughts and Gaming,” “Policy Exercise for Transition and Change,” and “Cross-cultural Communication and Foreign Language Education.”

These sessions are shown in the contents: (1) Introduction; (2) Social Sciences and Simulation and Gaming; (3) Social Relevancies in Simulation and Gaming; (4) Strategies and Policy Exercise; (5) Designs and Tools of Simulation and Gaming; and (6) Paradigms in Simulation and Gaming, giving a true reflection of the issues and structure of ISAGA 2003.

In addition to these programs, at the opening ceremony, Mr. Tsutomu Hata, Prime Minister at the time of the establishment of the Japanese Government’s IT Headquarters, gave a lecture entitled “Social Transformation and Politics in Japan.” Before the opening of ISAGA 2003, JASAG commemorative symposiums “The Past, Present, and Future of JASAG” and “The Contribution of JASAG to Simulation and Gaming” were held.

ISAGA 2003 was the fruit of the efforts of many people, the following of whom served on the Organizing Committee:

<table>
<thead>
<tr>
<th>Position</th>
<th>Name</th>
<th>Affiliation</th>
</tr>
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<tbody>
<tr>
<td>Honorary Conference Chairperson</td>
<td>Jiro Kondo</td>
<td>The first President of JASAG and former Chairperson of the Science Council of Japan; Professor Emeritus, Tokyo University, Mathematics</td>
</tr>
<tr>
<td>Conference Chairperson (Organizer)</td>
<td>Rei Shiratori</td>
<td>Former President of JASAG; Tokai University, Political Science</td>
</tr>
</tbody>
</table>
Without these committee members’ dedicated efforts, the support of the members of the ISAGA Steering Committee, including Dr. Jan Klabbers, the board members (including Mr. Taro Yuzawa, Secretary General), and ordinary members of JASAG, it would have been impossible to host the conference. Furthermore, we received much-valued assistance from about 140 groups, including academic research associations of the Science Council of Japan, the city council of Kisarazu, Chiba, and financial support from 30 private enterprises. Without their invaluable assistance, the conference would have been much smaller and it would have been impossible to support the participants from developing countries, especially from other parts of Asia. We express our sincere gratitude and appreciation for the support and assistance of everyone who contributed to and participated in the success of ISAGA 2003.

In publishing this book, we are grateful for the helpful advice from the members of the Advisory Board. Mr. Yusuke Arai, a member of JASAG, took on the difficult task of collating manuscripts and indexes, while the staff of the Tokyo office of Springer-Verlag supported us with the overall editing and structuring of the book.

In conclusion, we will be very satisfied if this book can play a part, in however small a way, in the development of simulation and gaming research by inspiring scholars to further innovative and practical studies and research.

June 28, 2004

Rei Shiratori
Kiyoshi Arai
Fumitoshi Kato
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