

Main topics of thematic sessions (preliminary)

- ♦ **Games & Culture;**
- ♦ **Simulation and gaming in Economics and Business**
(Business Simulation Complexity and Effective Learning);
- ♦ **Building of Games & Simulations;**
- ♦ **Education, learning languages using S&G;**
- ♦ **Web based simulation & gaming.**

Single paper sessions are available too.