Prof. Dr. Jan H.G. Klabbers

Theme **"Virtual Worlds and Reality: knowing from experience"**

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Bio statement:

Dr. Jan H.G. Klabbers (1938) has been founder of the Social Systems Research Group (SSRG) at Radboud University, Nijmegen, the Netherlands; Harkness Fellow, while at MIT-Sloan School of Management (1968-1970); and Research Fellow at Case Western Reserve University (USA) (1973-1974). He is former Professor at Leiden University, Utrecht University, University of Amsterdam, and Erasmus University in the Netherlands, and University of Bergen, Norway. From 1976-2004 Dr. Klabbers has been General Secretary of the International Simulation And Gaming Association (ISAGA), its President in 1988-1989, and since 2004 Honorary Member. His research and publications cover social systems theory, design science and analytical science methodology, and the design and application of gaming and simulation in a wide variety of areas of application such as, health care systems, educational systems, human resources, general management, and global climate change policy development. Dr. Klabbers is currently involved in management & policy development, entrepreneurship & innovation, action-based learning and coaching. He is Founder & Managing Director of KMPC, an international management and policy consultancy.

Recent publications:

Klabbers, J.H.G. (2006). The magic circle: Principles of gaming & simulation. Rotterdam: SensePublishers. For more details, visit: http://www.sensepublishers.com/catalog/product_info.php?products_id=202&osCsid=070c4b1087e45f28e077a2f93dae3347

Klabbers, J.H.G. *Guest Editor of the Special issue of the Journal Simulation & Gaming*. Theme "Artifact assessment vs. Theory testing." Journal Simulation & Gaming, Vol. 37. No. 2. Including: ***Klabbers***, J.H.G. (2006). Guest editorial. Artifact assessment vs. theory testing. Journal Simulation & Gaming, Vol. 37. No. 2. 148-154. DOI: 10.1177/1046878106287944. Klabbers, J.H.G. (2006). A framework for artifact assessment & theory testing. Journal Simulation & Gaming, Vol. 37. No. 2. 155-173. DOI: 10.1177/1046878106287943.

Klabbers, J.H.G. (2003). *Guest Editor of the Special issue of the Journal Simulation & Gaming*. Theme "Gaming & Simulation: The art and science of design." Journal Simulation & Gaming, Vol. 34. No.4, December 2003. Including: Klabbers, J.H.G. Simulation & gaming: Introduction to the art and science of design. Journal Simulation & Gaming, Vol. 34. No.4, December 2003, p. 488-494.

Klabbers, J.H.G. Gaming & Simulation: Principles of a science of design. Journal Simulation & Gaming, Vol. 34. No.4, December 2003, p. 569-591.

Jeremy J. S. B. Hall, Churchill Fellow

Theme **„Corporate Cartooning - the art of simulation design“**

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Jeremy is a full time designer and provider of computer simulations for management development and business training. Over nearly forty years, he has developed more than sixty simulations covering most industries and business learning needs. Besides his design work he has also run simulations on company training courses more that two thousand times.

In 1995, his work was recognised by the award of the prestigious Winston Churchill Fellowship for his study of the use of computer simulation in management development and business training. And, in 2006, he won the World of Learning "Outstanding Contribution to the Training Industry". An award that both recognised his work and the role of business simulation in training.

His research interests are business simulation design, the learning process aspects of simulation use and how to incorporate this in software. Work that won him a major innovation award in 2002, a UK National Training Award in 2003 and an ABSEL best paper award (for his simulation design methodology) in 2005.

Dr Elyssebeth Leigh

Theme „What is 'virtual' and what is 'real'? How can simulations and games teach flexibility of movement among their differing conditions?"

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Presentation Theme

Games and simulations – of the kinds familiar to ISAGA – have long been used by humans to shift between 'possibilities and probabilities'. The ancient Egyptians used board games to play with notions of the afterlife and how it might work out for them. Military forces for 1,000 years have created and used 'war games' to explore possible strategic military action and examine logistical probabilities of options for action. Nearer to the present, the 50 years 1957 to 2007 saw an explosive growth in the use of 'games' for learning.

In the 21st century more people than ever before have begun using simulations and games for both serious and playful purposes. What do they need to know, to stay in touch with 'normality' (however defined)? How is 'normality' being re-defined as we learn to operate both synchronously and asynchronously across continents, time zones, cultures and contexts? What are the barriers to greater use of simulations and games for learning? What factors are making them more accessible and acceptable as learning contexts? How can we use our knowledge, collected over time, to contribute to future developments in the field? What will our (ISAGA) organisational future be like as that knowledge changes shape and the needs and expectations of simulations and games for learning also change?

In this interactive session we will collaborate to develop some temporary 'shared mental models' about selected aspects of simulations and games and then use these to explore a selection of questions related to these ones.

Our collective experiences are varied and rich. How can we use them to assist others learn? Is it necessary for everyone to have their own experiences in order to become competent at 'knowing from experience'? What is available for 'knowing' from current and emergent forms of simulations of life and especially from virtual worlds?

Biography

Dr Elyssebeth Leigh is a Senior Lecturer at the University of Technology, Sydney. Her writing and research concern ways of enabling adult learners to re-engage with fun and play for learning. These are not trivial simplifications of 'real learning'. Indeed many students who have worked with her, agree that it is a tough process to experience. But they also agree that 'knowing' expands for them almost exponentially as they have to enact their knowledge in conditions of chaos and uncertainty in order to build order and understanding.

She has been General Secretary of ISAGA for four years and works with SIAA (Simulations Industry Association of Australia) and the Society for Organizational Learning as part of her commitment to sharing and extending general human awareness of the value and necessity of play for growth and knowledge. Elyssebeth has published tow books on simulations and games and has several more on the way.

Associate Prof. Dr. YY Cai

Theme **"Simulation for Immersive Learning"**

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Biography

Dr. YY Cai is Associate Professor with Nanyang Technological University (NTU), Republic of Singapore. His research interest is mainly in Virtual Reality, Simulation, Visualization, and their applications in education and training. His research has been supported by Singapore National Science and Technology Board; Singapore Agency for Science, Technology, And Research; Singapore Bio-imaging Consortium; Singapore Ministry of Information, Communication and The Arts.

Dr Cai has 3 patents granted and another 4 pending approval. He has over 100 papers published in peer-reviewed international journals and conferences proceedings. His research works are exhibited in Singapore Arts Museum, Singapore Science Center, Shanghai Oriental Pearl Tower, China National Science and Technology Museum, etc. He organizes several conferences and competitions including the 2004 ACM SIGGRAPH International Conference on Virtual Reality Continuum and Applications in Industry, 2007 Asian Conference on Computer Aided Surgery, and the 2008 National Digital Science Arts Competition. He also delivers invited speeches at 10th Annual Conference of International Society of Computer Assisted Surgery, and 2005 Korea Game Conference.

Dr Cai is Program Director of the Strategic Research Program of Virtual Reality and Soft Computing; Deputy Director of NTU's Bio-informatics Research Center; He was Deputy Director of the Center for Advanced Numerical and Engineering Simulation; and Deputy Director of Nanyang Center for Supercomputing and Visualization. Presently, he is Vice President of Society of Simulation and Gaming of Singapore. He sits in two journal editorial boards: Transaction of Edutainment (Springer), and Simulation and Gaming (Sage).

Recent publications

YY Cai, BF Lu, JM Zheng, and L Li (2006), Immersive protein gaming for bio edutainment, Simulation and Gaming, Sage, 37 (4), pp. 466-475.

YY Cai, BF Lu, ZW Fan, CW Chan, KT Lim, L Qi and L Li(2006), Protein Immersive Games and Computer Music, Leonardo, MIT Press, 39(2), pp. 135-138.

YY Cai, CK Chui, XZ Ye, Z Fan and JH Anderson (2006), Tactile VR for Hand-eye Coordination in Simulated PTCA, Computers in Biology and Medicine, Pergamon, 36(2), pp 167-180.

Prof. Dr. Raimundas Jasinevicius

Theme "**Fuzzy Inference Tools for Decision Makers**"

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Bio statement

Dr. Raimundas Jasinevicius (born in Kaunas 1936) - professor of Systemology at the Computer Engineering Department of the Kaunas University of Technology and the part time professor of Diplomacy and International Law at the Institute of Diplomacy and Political Science at the Vytautas Magnus University in Kaunas, ambassador of Lithuania, member of the IEEE.
Research field: Systems theory, Neurocomputing, Character recognition, Petri nets, Fuzzy expert maps, Fuzzy cognitive maps theory and applications for international relations; e-Dipolmacy.
Large Scale Projects: Concept of the information system for the air traffic control in Lithuania airspace; Computerized police information system for the Ministry of Internal Affairs; Tempus project on curricula modernization in information technology at the universities of Lithuania; SoC for SME project for 5 Nordic countries and 3 Baltic states.
Engagements Abroad:
– Research at the Cybernetics Center at the Genoa University (Italy, 1967), UCLA (USA, 1973), UMIST , City University and King's College (UK, 1976 and 1994), ambassador of the Republic of Lithuania to Denmark and Iceland (from 1994 till 2001).
Publications: 3 monographs, 1 reference dictionary and more then 120 papers and articles on systems theory as well as on international political affairs and humanitarian problems.

Recent publications:

1. R. Jasinevicius, V. Petrauskas. The New Tools For Systems Analysis // Information Technology and Control/Kaunas university of technology. Kaunas: Technologija. ISSN 1392-124X. 2003, No 2(27), p.51-57.
2. R.Jasinevicius, V. Petrauskas. On Continuous Petri-net-type Fuzzy Cognitive Maps: Generalized Approach // Proceedings of the 2004 IEEE International Symposium on Inteligent Control.Taipei, September 2-4, 2004. p. 419-424.

3. R. Jasinevičius, V. Petrauskas. Dynamic SWOT Analysis as a Tool for System Experts// ISSN 1392-2785, Engineering Economics, 2006, No5 (50), Economics of Engineering Decisions, p 33-35.

Juozas Granskas

Theme " **Impossible as unexpected possible** "

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Biography

Juozas Granskas (1957) is a lecturer at ISM University of Management and Economics, the first private university in Lithuania. He graduated from Vilnius University (Applied Mathematics), worked as a researcher in simulation and process control field at Kaunas University of Technology. Recently he teaches Mathematics and Operations Management, but also has experience teaching Financial Accounting, Decision Support Methods.

Presentation

We can't imagine simulation and gaming area as an isolated island. There must be some neighboring areas around. I am sure puzzles in general or mechanical puzzles in particular are close to simulations and games. A puzzle is a "one player game". Sometimes popular puzzle transforms into a game for two or more players. So, ideas from mechanical puzzles area can inspire simulation and gaming professionals, I hope.

Each mechanical puzzle is unique, but puzzle collectors, who have thousands of puzzles, developed classification systems. We will use puzzle classification, based on classes, proposed by J.Dalgety and J.Slocum. In my puzzle collection ten puzzle classes are presented: route finding, disentanglement, opening, interlocking, assembly, pattern matching, folding and hinged, sequential movement, puzzle vessels and other puzzles. I'll present a few examples from each class.

When I give a puzzle to somebody, after task is evident or explained, standard reaction is "It's impossible!" The same reaction can arise in manager's professional life. Puzzles teach us not to give up. Even if our intuition tells us "impossible", we should examine situation for unexpected possibilities.