



ISAGA ● summer school

ISAGA Summer School 2023

Dates: 26th-30th June 2023

Location: Kozminski University, Warsaw, Poland

ISS Chair: Dr Marcin Wardaszko and Prof. Ryoju "Roy" Hamada, Ph.D.

Theme: Simulation game design and research for complexity dissemination

ISAGA Summer School's mission is to bring the knowledge and practice of simulation gaming to the community. In over 25 years, ISS were visited by many scholars and practitioners looking for high-quality knowledge on game design and game-based research. During the 5 days program, you will be able to learn about the design, facilitation, and evaluation of simulation games or about designing game-based research, methodologies, analyzing results, and implementing outcomes. In both cases, you will be able to work on your own ideas with the coaching and help of our very experienced teachers coming from the simulation gaming community.

REGISTRATION LINK: <https://forms.office.com/e/hVTVPdkvZi>

ISS 2023 teachers:

Dr Marcin Wardaszko

Prof. Ryoju "Roy" Hamada, Ph.D

Prof. Dr Willy C. Kriz

Dr. Elysebeth Leigh

Dr Małgorzata Ćwil

Prof. Dr. Helmut Wittenzleiner

Prof. Dr. Ir Sebastiaan Meijer

Tracks

The ISS program this year will feature two tracks. The first track is simulation games track and is dedicated to game and course design. The second track is game-based research and is dedicated to design of the research with and around simulation games.

Track 1. Game design

Track Chair: Prof. Ryoju "Roy" Hamada, Ph.D

Track 2. Game-based research

Track Chair: Dr Marcin Wardaszko





ISS Program

Sunday, June 25th - Get together in the evening – venue TBA

Monday, June 26th

Time	Game design track	Game-based research track
9.00-9.30	Registration	
9.30-11.00	Joint lecture 1 Prof. Dr. Willy C. Kriz Simulation gaming as a discipline	
11.00-11.15	Coffee break	
11.15-12.30	Simulation game-play workshop. We play different games and we discuss them.	
12.30-13.30	Lunch Break	
13.30-16.00	<i>Sub group organization – preferably 4-5 people in each, based upon interest</i> Workshop 1. “What is the problem?” “What is the customer looking for?” <i>Presentation of game subjects; background information about the customer; what kind of ways the teachers want to go; what should be there at the end of the week; start with the first analysis</i>	<i>Sub group organization – preferably 4-5 people in each, based upon interest</i> Workshop 1. “Keep calm and carry on” <i>Games and research, common fields of action, how they correlate and what are challenges; games for research, research around games, research with game, + gameplay with analysis</i>

Day 2. Tuesday June 27th

Time	Game design track	Game-based research track
9.30-11.00	Joint lecture 2 Prof. Dr Ing. Sebastiaan Meijer On simulation and gaming and complex systems	
11.00-11.15	Coffee break	
11.15-12.30	Dr Małgorzata Ćwil Simulation games and gamification intervention in the organizations. Example of introducing eco-driving in Polish Railroad companies.	
12.30-13.30	Lunch Break	
13.30-16.00	Workshop 2. “Draw, dance or play the problem of the customer” <i>Find a way to bring all the elements together which are necessary to build a picture of the problem, what could we take with us for</i>	Workshop 2. “Keep calm and carry on” <i>Games and research, common fields of action, how they correlate and what are challenges; games for research, research around games, research with game, + gameplay with analysis theory</i> Participants prepare their first research draft defining the scope and type.





Day 3. Wednesday June 28th

Time	Game design track	Game-based research track
9.30-11.00	Joint lecture 3 Prof. Ryoju "Roy" Hamada, Ph.D Validity, fidelity and game testing	
11.00-11.15	Coffee break	
11.15-12.30	Simulation game-play workshop. We play different games and we discuss them.	
12.30-13.30	Lunch Break	
13.30-16.00	Workshop 3 "Game elements". <i>What kind of game elements we have in this case? How we could describe these elements? How we could reduce the elements and what are the connections between them?</i>	Workshop 3 "No surprises just chaos as usual". <i>Research procedures design, implementation and execution. Evaluation, validity testing and research cycles. Students build a "paper" prototype</i>

Day 4. Thursday June 29th

Time	Game design track	Game-based research track
9.30-11.00	Joint lecture 4 Dr. Elysabeth Leigh Facilitation and debriefing of simulation games	
11.00-11.15	Coffee break	
11.15-13.30	Workshop 4 "The basic problem is ... that there is no problem..." Building research tools and data entry mechanics. Data analysis and crunching. Qualitative and quantitative analysis, pros and cons, mixed methods. Students test the procedures on each other	Workshop 4 "There are still a lot of games in the world!" Have a look around: What kind of games deal with the subject? What kind of game mechanics they are using? Which mechanics could use for the game elements we found?
12.30-13.30	Lunch Break	
13.30-16.00	Social program – Vodka Museum 😊 or grill party at the KU grounds	

Day 5. Friday June 30th

Time	Game design track	Game-based research track
9.30-10.30	Joint lecture 5 Dr Marcin Wardaszko	
11.00-11.15	Coffee break	
11.15-13.00	Workshop 5 "... and what really matters is..." Building structure for the publication and presentation of the research outcomes.	Workshop 5 "We play the game" Bring the elements together and start to play with the first prototype.





	Students prepare their presentations for the afternoon	
13.00-13.45	Lunch Break	
13.45-16.00	Presentations of games and research: debriefing the ISS.	

Participation fee is 200 EUR per participant. The fee includes:

- Participation in the lectures and workshops
- Materials from the ISS
- Lunches and Thursday Social
- Certification of participation

Combo ticket - 400 EUR:

ISAGA Summer School + ISAGA 2023 Annual Conference

<http://isaga2023.univ-lr.fr/>

Ticket includes participation in ISS 2023 and full in-person conference in La Rochelle including a special session during, which ISS 2023 participants can present their outcomes.

REGISTRATION LINK:

<https://forms.office.com/e/hVTVPdkvZi>

