Main theme: “The shift from teaching to learning: individual, collective and organizational learning through gaming & simulation”

Program Highlights and Keynote Program

- **Pre-Conference Workshops, 3-5 July 2014**

  3. + 4. July: “The learning starts when the game stops: Debriefing as the fount of learning from games” by Dr. David Crookall, Prof. Dr. Elizabeth Tipton & Peter Dieckman


- **Product Showroom with 35 Companies 8.-9. July 2014**

  The program includes a two-days gaming product showroom. About 35 companies are partners of the conference and they will show their gaming products and services.

- **Exhibition 250 Years History of Gaming Simulation “Time Capsule of Gaming”, 7-11 July 2014**

  In addition ISAGA 2014 organizes a public “Time Capsule of Gaming” exhibition about 45 years of history of ISAGA and about 250 years of gaming simulation history in the German speaking countries.

- More than 150 sessions within the conference: State-of-the-Art papers with research on evaluation, facilitation, debriefing and design of gaming simulation and interactive workshops with simulation games to play. Best Paper and Best Poster Award (Chair: Prof. Dr. Joe Wolfe, University of Tulsa, USA) und Best Workshop Award (Chair: Birgit Zürn, ZMS, DHBW Stuttgart, Germany).
- Attractive Keynotes (see below in detail): lectures, activities and panel discussions.
- A simulation game is developed during the conference for a real client, game design workshop (for and with international humanitarian children aid organization “Terre des Hommes”)
- Special tracks within the conference, e.g. 18th international Workshop on Experimental Interactive Learning in Industrial Management by IFIP (International Federation of Information Processing) and GALA (Games and Learning Alliance – EU Network of Excellence for Serious Games).
- Social program for Networking and Awards: several evening receptions, gala dinner, boat ride on Lake of Constance, sightseeing tours.


Moderation:
- Claudia Schmitz, CEO Cenandu Learning Agency, former President of European Women’s Management Development, Cologne, Germany

Panel Participants – Users from Companies:
- Dr. Daniel Englberger, Head Global Business Services, Zurich Insurance Company Ltd, Zürich, Switzerland
- Miriam Konrad, Program Manager, DB Mobility Logistics AG, DB Akademie, Frankfurt am Main, Germany
- Julia Li, CEO HCD Global, Shanghai, China

Panel Participants – Consultants and Game Designers:
- Asi Burak (Games for Change), Dr. Mario Herger (Enterprise Gamification Consultancy), Prof. Dr. Ivo Wenzler (Accenture) and Prof. Dr. Leon De Caluwe (Twynstra Gudde), see also Keynote Lectures

PREMIUM Partner of ISAGA 2014:
45. ISAGA Conference Keynote Lectures:

- Prof. Dr. Ivo Wenzler, Professor Delft University & Senior Principal Accenture Management Consulting, The Netherlands
  - Playing the future – The role of serious gaming in managing change
- Asi Burak M.A., New York, USA, award-winning game creator, President of Games for Change, former Vice President of Marketing & Product at Axis Mobile, Prof. New York School of Visual Arts
  - With Great Power Comes Great Responsibility - Digital Games for Social Impact and Learning
- Dr. Mario Herger, CEO Enterprise Gamification Consultancy LLC (San Francisco, USA), Head of Austrian Innovation Center Silicon Valley; former Senior Innovation Strategist at SAP Labs Palo Alto
  - Why Gamification is not about games, but feedback and information
- Prof. Dr. Jan Klabbers, KMPC Consulting & Prof. em. University of Bergen (Norway), former ISAGA President & General Secretary
  - The transition from mental containers to reflective practitioners
- Prof. Dr. Hiroshi Deguchi, Director of the Center for Agent-Based Social Systems Sciences, Tokyo Institute of Technology, Chair of JASAG, Japan
  - Agent Based Modeling for Gaming & Simulation - Gaming & Simulation for Intervention Level Modeling, Understanding and Management
- Prof. Dr. Leon De Caluwe, Professor University Amsterdam & Senior Partner Twynstra Gudde Management Consultants, The Netherlands
  - How can games work for change?

TEAMPARTNER of ISAGA 2014:
45. ISAGA Conference Keynote Activities (large group games with all participants)

- Sivasailam “Thiagi” Thiagarajan, Ph.D., CEO of Thiagi Group, Inc., Bloomington (USA), former NASAGA president and president of International Society for Performance Improvement
  - "It’s on the Cards: Card Games that Shift Teaching to Collective Learning"
- Eric Treske, CEO intrestik, Munich, Germany
  - “Mystery - ISAGA 2014 Conference Game"
- Dr. Vincent Peters (ISAGA executive chair, Prof. University of Applied Sciences in Nijmegen, NL) & Dr. Marleen van de Westelaken (CEO Samenspraak Advies Nijmegen) & Florian Andriessen (coordinator Terre des Hommes, The Netherlands)
  - “Play and discussion of a prototype game for Terre des Hommes that is designed during the ISAGA 2014 conference game design workshop”
- Dr. Markus Ulrich, UCS, Zürich, Switzerland

45. ISAGA Conference Keynotes – Gaming Time Capsule Exhibition

- Prof. Dr. Richard Duke, University of Michigan, USA, founder of ISAGA
  - Simulation Game “HEX” (board game from 1970ies)
- Prof. Dr. Rolf Nohr, Braunschweig University of Art, Germany
  - Hellwigs War Game from 1780
- Gabriele Harrer-Puchner, Head Competence Center Vester, Malik Management Zentrum St. Gallen, Switzerland
  - Ecopolicy® by Prof. Frederic Vester (cybernetic strategy game for students and Top-management from 1970ies paper version to 2014 multimedia version)
- Prof. Dr. Bernt Högsdal & Prof. Dr. Nils Högsdal, Stuttgart Media University, Germany, former CEO´s of Topsim
  - TOPSIM - Petrol Management Simulation and Early Years of Gaming in Germany (first german management game for personal computers from 1980ies)
45. ISAGA Conference Panel Discussion – “Back to the future of Gaming”

ISAGA 2014 celebrates 40th Anniversary of the classic book of Dick Duke 1974: “Gaming: The Future’s Language” with a reprint of the original. In addition we publish a second book: “Back to The Future of Gaming” that explores the past, presence and future of gaming in relation to the main ideas of the original book. We also do a panel with this theme.

Participants:

Prof. Dr. Richard Duke, University of Michigan, USA;

Round 1 – “Veterans”

- Prof. Dr. Paola Rizzi, University of Sassari, Italy;
- Prof. Dr. Elyssebeth Leigh, University of Wollongong, Australia;
- Prof. Dr. Jac Geurts, University of Tilburg, Netherlands;
- Prof. Dr. Dmitry Kavtaradze, Moscow State University, Russia;
- Prof. Dr. Richard Teach, Georgia Institute of Technology, USA;
- Prof. Dr. Amparo Garcia-Carbonell, Universidad Politecnica de Valencia, Spain;
- Prof. Dr. Shigehisa Tsuchiya, Chiba Institute of Technology, Japan;
- Rob Cary, USA.

Round 2 – “Next Generation”

- Prof. Dr. Sebastiaan Meijer, KTH Stockholm, Sweden;
- Dr. Marcin Wardaszko, Kozminski University Warsaw, Poland;
- Dr. Yusuke Toyoda, Ritsumaican University Kyoto, Japan;
- Dr. Heide Lukosch, Delft University, Netherlands;
- Cand. Dr. Sebastian Schwägele, DHBW University Stuttgart, Germany.

Registration, Information, Mediacenter:

www.isaga2014.com
info@isaga2014.com