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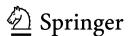
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Anjum Naweed · Marcin Wardaszko Elyssebeth Leigh · Sebastiaan Meijer (Eds.)

Intersections in Simulation and Gaming

21st Annual Simulation Technology and Training Conference, SimTecT 2016 and 47th International Simulation and Gaming Association Conference, ISAGA 2016 Held as Part of the First Australasian Simulation Congress, ASC 2016 Melbourne, VIC, Australia, September 26–29, 2016, Revised Selected Papers



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Preface

Consider these research questions: What would happen if professionals from diverse disciplines were united across the world, the intersection allowing them to share their insights? What would happen if this intersection occurred between the community of the International Simulation and Gaming Association and the community for Simulation, Technology and Training in the Asia-Pacific? You are holding the product of this research question. Welcome, perceptive reader, to *Intersections in Simulation and Gaming*, a proceedings compilation containing the cream of the crop from the first—and thus far only—melding of inspirational research, design, application of modelling, simulation, and gaming of these two communities. This volume contains selected papers from the proceedings of the 47th International Simulation and Gaming Association conference and the 21st Simulation Technology and Training conference, held in the southern hemisphere and under the auspices of the Australian Simulation Congress in Melbourne in 2016.

Since the congress was held, the authors have worked hard to enhance their work and articulate it for a wider audience. The intersection of simulation and gaming in this volume takes you from the darkest depths of mining to the fantastic frontiers of space exploration. While the papers have broadly overlapping topics, they have very different dimensions, and thus in structuring this book, we decided to consider the features of their underlying stories. In recognition of this, and of the unique meeting ground of ideas, the papers in this volume are not structured according to topics, but according to *idioms*.

The first section of the book is all about measuring up to a given standard, in this case, honing our diverse skills, abilities, and expertise. There are strong parallels here with leadership and management, and using whatever tools we have for what is ultimately, all about, making the grade.

The second section is a compendium of exciting ideas and considered reflections. There are theoretical frameworks, high-concept prototypes, and new realizations, some of which really stretch the imagination. Fresh ideas or points may occur to you while reading these, even as you scratch your head, and come to think of it yourself.

The third section provides a nice and intimate foray into simulation, joining the quantitative with the qualitative. There are questions here of what makes things real, how we perceive reality and go about making sense of others. This section is about more than technology; it is fundamentally about the human dimensions, which is worth bearing in mind as you go from here to fidelity.

The fourth section comprises papers that focus on critical industries and contexts. Simulation and gaming applications are undertaken on problems or challenges that define their most important aspects of these environments, revealing their very nature and core values. These are places where the way that things are may even be considered the name of the game.

VI Preface

Last but not least, our fifth section focuses on work that has applied simulation and gaming to extraordinary effect. Here, the work draws on our ethos to solve problems scientifically and answer research questions by thinking ahead, and learning something before others, just so that we may aspire to stay ahead of the game.

The idioms defining this volume capture the intersections in the disciplines, revealing both the heart and soul of simulation and gaming through creative and cultural applications of design, and key innovations and emerging trends.

Our disciplines make us what we are, and it is a privilege to be able to bring this work to you, hopefully inspire you to design, use, and evaluate your games and simulations so that they can be the very best they can be.

The editors wish to thank all of the authors for the work and time they spent on enhancing their papers after the congress. We gratefully acknowledge the outstanding work of everyone listed in the Organization pages. Lastly, we are also very grateful for the incredible efforts of the Simulation Australia staff, particularly Chloe Wagemaker, Bronny Harris, and Michael Monaghan—without your involvement, this meeting ground would not have been possible.

February 2018

Anjum Naweed Marcin Wardaszko Elyssebeth Leigh Sebastiaan Meijer

Organization

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(SimTecT)

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The Australasian Simulation Congress also involved the annual SimHealth Conference, although no SimHealth papers feature in this volume.

2016 ASC Committee

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Contents

Making the Grade

From Recreational to Clinical Approaches: The Use of the Cuatro Tribus Game-Based Workshop as a Complementary Tool for the Reintegration Treatment of Juvenile Offenders	3
Alfonso Atala-Layun, Luis Duran, Annia Gutierrez, Rolando Hernandez, Carlos Pola, Miguel Polanco, and Fernanda Santos	
Constructing Safe Containers for Effective Learning: Vignettes of Breakdown in Psychological Safety During Simulated Scenarios Anna Maria Carrera, Anjum Naweed, Elyssebeth Leigh, Teresa Crea, Ben Krynski, Kevin Heveldt, Marc Lyons, Cameron Knott, and Sanjay Khetia	15
Leading from the Engine Room	30
A Management Model for Effective Team Communication in Business Simulation Games	43
Artillery Simulation as a Pedagogical Tool in Military Education	58
Come to Think of it	
Soft Overcomes Hard: Simulation Leadership as Mediation of Choice Architectures	73
Building Strategies for Organizational Development with Simulation Games	84
Pitfalls for Debriefing Games and Simulations: Theory and Practice Bill Roungas, Marieke de Wijse, Sebastiaan Meijer, and Alexander Verbraeck	101
Assessment and Evaluation of Learning via Simulation	116

A Katana Design Experience	134
"Polyphonic Games" for Leadership Training	149
Swarm Mechanism for "Hedgehog" Asteroid Rover, Using Netlogo Simulations	163
From Here to Fidelity	
Rail Simulation and Training: A Socio-Cultural and Technical Orchestration	175
A Qualitative Evaluation of the Role of Virtual Reality as a Safety Training Tool for the Mining Industry	188
Exploring Avatar Facial Fidelity and Emotional Expressions on Observer Perception of the Uncanny Valley	201
Making Virtual Sense: Display Type and Narrative Medium Influence Sensemaking in Virtual Environments	222
The Name of the Game	
Supporting Energy Efficient Train Operation by Using Gamification to Motivate Train Drivers	239
Addressing Challenges of Planning in Multimodal Transportation Nodes with Simulation Games	254
A Study on Gaming Simulation as a Key of Meta-Frame of Planning for Neighborhood Immigrant Integration and Co-existing Diversity	276