



Call for papers, posters and workshops

51stAnnual International Conference of
the **INTERNATIONAL SIMULATION
AND GAMING ASSOCIATION**

07-11 September 2020, Indore, INDIA

Sponsored by:

**Shri Vaishnav Vidyapeeth
Vishwavidyalaya, Indore,
INDIA**

Theme

**Gaming Simulation and Innovations: Challenges and
Opportunities**

We welcome your contributions to this annual international conference of the **International Simulation and Gaming Association (ISAGA)**. It is the first conference of ISAGA in India, and will provide a wide variety of learning and networking exposure to game designers, developers, facilitators, researchers and other educators as well as practitioners from around the world.

The conference will be organised by **Shri Vaishnav Vidyapeeth Vishwavidyalaya** in Indore. Being geographically in the middle of India, Indore is easily reachable from the metropolitan cities of Mumbai and New Delhi. Indore is a business center, an educational hub, and the cleanest city in India.

The conference theme recognises and acknowledges the global need for innovations. The conference tracks will deepen the links between innovation and simulation and games (S&G). The tracks are on S&G Design and Design Science, S&G Facilitation, S&G Learner Behaviour, Serious Games, Gamification, S&G in Industrial Applications, and S&G Tools and Technology.

Underlying every S&G is the invisible objective of learning from the gaming experience. The conference sessions will have keynotes, research papers, interactive discussions, poster presentations, and workshops that would produce curiosity, discovery, excitement and fun.

Please submit your proposals and register for the conference at:

isaga2020@conftool.org

For more information regarding the conference, please visit us at:

<http://www.isaga2020.net>

