



*Golden Jubilee of ISAGA*

# ISAGA 2020

51<sup>st</sup> Annual  
CONFERENCE



7-11 September 2020  
Indore, INDIA

[www.isaga2020.net](http://www.isaga2020.net)



# International Simulation and Gaming Association (ISAGA)

International Simulation and Gaming Association (ISAGA) is a global community of professionals engaged in the design, development, application and research of gaming simulations (GS). It organised its first conference in gaming simulations (GS) on 27 and 28 June 1970 in Bad Godesberg, Germany with 40 participants. In its formative years, ISAGA's early conferences were organised in the United States, Germany, The Netherlands, UK, Italy and North European countries.

ISAGA's members are drawn from a GS community of designers, developers, teachers, trainers, researchers, facilitators, users, and consultants that shared their knowledge, experiences and insights with each other. ISAGA serves as a catalyst for the replication, narration and application of behavioral, economic, and technical, social and other processes to produce new understanding and solve complex problems of the simulated domains. GS methods may use a multi-disciplinary perspectives that include teaching and learning, management games, role plays, board games, card games, policy exercises, scenarios and cases, frame games, computer-based simulations, computer assisted simulations, digital games, serious games, online games, and other forms of experiential learning. In 2020, ISAGA will celebrate its Golden Jubilee at ISAGA2020, the annual international conference.

## Conference Theme: Gaming, Simulation and Innovations: Challenges and Opportunities

### ISAGA2020

ISAGA2020, the annual international conference of ISAGA, will be organised by Shri Vaishnav Vidyapeeth Vishwavidyalaya at its campus in Indore, INDIA between 7-11 September 2020.

Across half a century, ISAGA's saga has been replete with GS events, exchanges of knowledge and experiences in GS, and building bonds between its members on a variety of GS themes such as design, learning, facilitation, and application. ISAGA2020 will receive and discuss papers, posters and workshops in GS with its theme laying special emphasis on three global trends that are characteristic of a rapidly evolving society. It will focus on **innovation** to develop new processes to solve recurrent nagging problems via GS. It will address social **challenges** such as the sustainable development goals (SDG) identified by the UNDP. It will probe and evaluate **opportunities** in learning for a better world.

This event is the first ISAGA international conference in India. In ISAGA2020, you may expect a diverse learning experience from the global GS community.





## VENUE

Shri Vaishnav Vidyapeeth Vishwavidyalaya, a private University in the State of Madhya Pradesh, INDIA, was established in 2015. Although a young university, it belongs to a group of other colleges, schools and educational institutes managed under the benign leadership of the 136-year old Shri Vaishnav Sahayak Kapada Market Committee. It has over 7,000 students in graduate, post-graduate, vocational and doctoral programs in architecture, engineering, management, social sciences, science, and technology in five campuses and 15 institutional disciplines in Indore, INDIA.

In engineering, its active research areas include polymer chemistry, green chemistry, photobiology, forensic serology and biology, modern mathematics, plasma research, drug design, magneto-biology, and e-waste management. In management and humanities, its current research covers Branding, Workplace, Happiness, Learned Optimism, Managerial Effectiveness English literature, psychology, journalism, and mass communication. Electronic devices for braille reading, smart dustbins, and magneto-priming of seeds will be some of its forthcoming innovations. In engineering, it is exploring new technologies in mechatronics, automobiles and railways.



## INDORE

Indore (550 m MSL) is the business, trading, and commercial centre of Madhya Pradesh. With a population of over two million in a land area of 530 square km, it is the most populous and the largest city in the State. It is the education hub of the state and has campuses of both the Indian Institute of Technology and the Indian Institute of Management.

Indore was founded in the 16th century as a trading center between the Deccan plateau and Delhi. The city and its surroundings came under Hindu Maratha Empire on 18 May 1724 after Maratha Peshwa Baji Rao I assumed the full control of Malwa. During the days of the British Raj, Indore State was a 19 Gun Salute (21 locally) princely state (a rare high rank) ruled by the Maratha Holkar dynasty, until they acceded to the Union of India.

Indore is one of the 100 Indian cities to be developed as a smart city under the Smart Cities Mission in India. It has been ranked as India's cleanest city since 2017. It has one of the largest trans-shipment centers in INDIA.

*How to reach Indore:* Indore is located in the geographical heart of the country, and is easily reached. It is well-connected by road, rail and air to all the metropolitan and other cities of INDIA. Foreign travelers will find it fast and convenient to reach Indore, an international airport, by air either via Mumbai (772 kms) or New Delhi (825 kms). The University is about 16 kms and 40 minutes from the airport, and less than 15 kms and 30 minutes from the railway station.





# PAPERS, POSTERS AND WORKSHOPS

You are welcome to contribute to the conference and to present innovative ideas in education and training, policy-making and governance, decision-making, raising awareness with the use of simulation games and gamification. However, contributions may also focus on a wide range of themes related to theory, research, and practice in the field of gaming and simulation. This year we also welcome papers and submissions focusing on history and retrospective in gaming and simulation and gaming meta-analysis.

## CONFERENCE TRACKS

As a GS professional, you are aware of the forms, methods and applications in GS that are too many and diverse for easy categorisation. These tracks have been developed on the basis of the popularity of the participants' contributions in previous ISAGA conferences. However, we welcome new ideas in contributions, especially on the ISAGA2020 theme issues of innovations, challenges and opportunities, so that we may accommodate them in new categories.

- GS Design and design science
- GS Facilitation
- GS Learner behaviour
- GS Serious games
- GS Gamification
- GS Industrial applications
- GS Tools and technology

## AWARDS

At the end of the conference, the Best Paper, the Best Poster, and the Best Workshop will be recognised and conferred awards.



## The program of the ISAGA2020 conference will include:

Plenary keynote lectures  
Panel discussion sessions  
Presentations of research papers  
Posters on research findings  
Game design and facilitation workshops  
Product showcases and presentations  
Networking opportunities through social activities like city tours and dinners.  
.....and much more

### **Publications**

All accepted conference submissions (abstracts and full papers) will be published in peer-reviewed conference proceedings (with ISBN). Selected full papers will be invited to the post-conference Springer Lecture Notes in Computer Science publication.

### **Social activities**

With its numerous sights and draws, Indore offers a range of exciting social activities. As a registered visitor at the conference, you will be eligible to join in and enjoy some interesting sightseeing and extra-conference attractions with no further cost to you.

### **Monday September 7, 2020**

To enjoy and experience Indore and India, we'll dine in the old part of the city, where you can relax and enjoy nice company with other visitors to the conference.

### **Tuesday September 8, 2020**

ISAGA General Meeting 1 For Members only

### **Wednesday September 9, 2020**

After an early conference lunch, you may choose from several tours (free for you):  
Local site scene followed by dinner.

### **Thursday September 10, 2020**

ISAGA General Meeting 2

- Part I: Speeches and celebrations, awards and distinctions
- Part II: Dinner and Indian music till the daylight

### **Friday September 11, 2020**

- Closing ceremony with traditional ISAGA tree planting.



# SUBMISSION DEADLINES AND OTHER DETAILS

It is possible to organize special activities and thematic sessions. If you wish to take the initiative, please email your proposal with details such as objective, process, and resources needed to isaga2020@svvv.edu.in before 15 January 2020.

- Deadline for submitting abstracts and full papers: 15 March 2020. Feedback from reviewers: 15 April 2020.
- Applicants will receive notification of acceptance by 30 April 2020.

Camera-ready papers (including abstract):  
**15 May 2020.**

Papers and other submissions shall be written in English.

**Abstract submissions:** not exceeding 500 words, references, and contact details.

**Full paper submissions:** 3,000-5,000 words, preferably in the IMRAD format, references, figures and tables, and contact details.

**Workshops, special sessions, thematic sessions, posters:** activity record (description of the contribution of maximum 12,000 characters) including references, figures and tables, and contact details.

Upload as a PDF and .doc or .docx file to the conference management system (ConfTool). At least one co-author must be present during the conference in order for the submission to be published in the proceedings and be eligible for the Awards competition.

Please address all communications to  
**isaga2020@svvv.edu.in**

## : Contact Persons :

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REGULAR PRICE	EARLY BIRD*	WALK-IN
ISAGA Members € 360 /Person	ISAGA Members € 300 /Person	ISAGA Members € 400 /Person
Affiliated organization** members € 400 /Person	Affiliated organization** members € 360 /Person	Affiliated organization** members € 500 /Person
Non members € 450 /Person	Non members € 400 /Person	Non members € 540 /Person
Student members € 180 /Person	Student members € 130 /Person	Student members € 250/Person
Developing world participants € 200 /Person	Developing world participants € 160 /Person	Developing world participants € 225 /Person
Accompanying persons € 200 /Person	Accompanying persons € 160 /Person	Accompanying persons € 225 /Person
One day ticket*** € 135 /Person	One day ticket*** € 80 /Person	One day ticket*** € 160 /Person

\* Early bird offer until 30th May 2020

\*\*affiliated organizations are considered all organizations related to gaming simulation worldwide, e.g. ABSEL, NASAGA, JASAG, SAGANET, THAISIM, INDSAGA, SAGSAGA, PTBG, BASAGA. If you are not sure if an organization you belong to is considered in this category please write to organizers.

\*\*\*valid for one chosen day includes conference, meals, showroom, all special activities except evening social program, which is paid separately.

For Indian author price for participation is INR 15000/-