

## Venue and Accommodation

The conference will be held at the Conference Center Val Monte in Nijmegen, The Netherlands, beautifully located at 5 km from the city center.

Hotel accommodation is available both at Val Monte and at several Nijmegen hotels. Prices for a single room start at € 60 per night, breakfast included.

Reduced rates are available for buses to and from the Conference Center (every 15 minutes).



## Registration and Fees

Registration through the conference website starting October 1<sup>st</sup> 2006

- ▶ Fee for members of ISAGA or any of the affiliated regional organizations: € 495
- ▶ Non-member surcharge: + € 50
- ▶ Registration after February 1<sup>st</sup> 2007: + € 50
- ▶ Registration after June 1<sup>st</sup> 2007: + € 100
- ▶ Students and participants from Third World countries may get a 50% reduction.



Fees include coffee, tea and soft drinks during the entire conference, a daily lunch buffet, two dinners, the social program, the proceedings (on cd-rom) and the conference report.

## Organization

The conference is organized by

- ▶ the ISAGA2007 Foundation
- ▶ In association with
  - SAGANET, Simulation and Gaming Association The Netherlands
  - Samenspraak Advies
  - Twynstra Gudde
  - Erasmus University Rotterdam
  - Delft University of Technology

### Organizing Committee

- ▶ Vincent Peters
- ▶ Marleen van de Westelaken
- ▶ Marc de Roos
- ▶ Véronique Meffert
- ▶ Hanneke Mastik

## Contact

You may reach us by email through

[info@isaga2007.nl](mailto:info@isaga2007.nl)

For all information on

- ▶ conference program and accommodation
- ▶ registration and reservation
- ▶ proposals and contributions

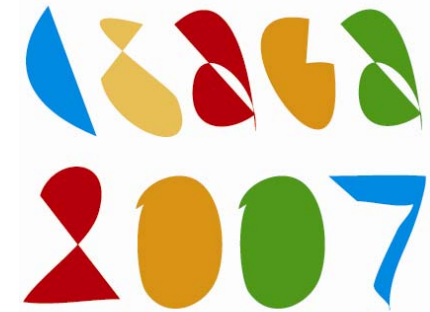
see the conference website:

[www.isaga2007.nl](http://www.isaga2007.nl)

We look forward to  
welcoming you in  
Nijmegen in July 2007



## THE 38<sup>th</sup> CONFERENCE



## INTERNATIONAL SIMULATION AND GAMING ASSOCIATION

July 9 - 13, 2007  
Nijmegen, The Netherlands

### Theme

**Organizing and Learning  
through Gaming and Simulation**

### Guiding principle

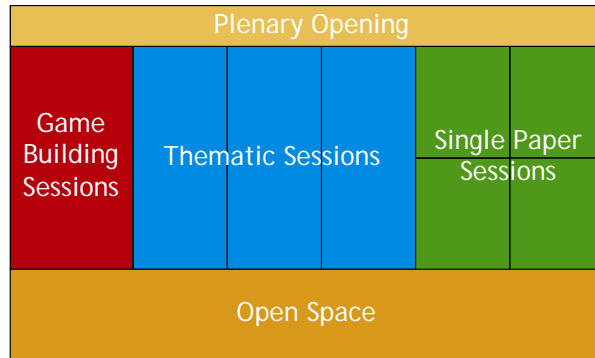
**Learning by doing**

*The conference will provide a week-long learning experience for participants who will be actively involved in a variety of activities*



## The Program

In order to realize our objective of accumulative learning during the conference, every day follows a basic format of five different activities:



- Plenary start up of the day.
- Game Building Sessions where a group of participants engage in building a gaming simulation for a designated international non-profit organization. The game will be donated to the 'client' on behalf of ISAGA2007.
- Thematic Sessions with contributions around a specific theme. These sessions are initiated, prepared, chaired and reported by a chair.
- Single Paper Sessions with contributions that are not directly linked to any of the Thematic Sessions; in these sessions contributions need not necessarily have a common subject.
- Open Space is reserved for participants' initiatives. Open Space may be used for all kinds of activities such as demonstrating and/or playing gaming simulations, discussion or elaboration of issues that arise during the conference, or just to exchange ideas and socialize.

## Call for Papers and Contributions

You are warmly invited to participate in the 38<sup>th</sup> ISAGA Conference 2007 in The Netherlands and to make a contribution that will help you and other participants to learn more about gaming simulations' design and application.

You may propose

- *A Thematic Session*  
Any subject or theme you consider relevant for the Simulation & Gaming society in general and for this conference in particular, you may put forward for a Thematic Session. Proposing a Thematic Session implies preparing the session as well as chairing it, and reporting its results and yields.
- *A Paper/Contribution*  
If you want to submit a paper or a contribution for the conference, you may proceed in two ways:
  - You may propose a paper for one of the Thematic Sessions; your paper must fit the theme and contribute to the objectives of that particular Thematic Session; the Thematic Sessions that have been proposed and accepted will be presented on the conference web site.
  - You may propose a paper for one of the Single Paper Sessions.
- *An Open Space Activity*  
You may put forward ideas and initiatives for organizing Open Space activities.



## Principle and Guidelines

The guiding principle of this conference is "*learning by doing*". Therefore, we kindly ask you to consider the following recommendations:

- ▶ Focus on active learning and avoid just presenting information
- ▶ Focus on action and interaction instead of one-way communication
- ▶ Try to explore new areas and challenges for gaming simulations' theory and practice, and to introduce 'new' authors with 'fresh' insights and views
- ▶ When preparing your contribution, stipulate learning objectives for yourself as well as for your 'audience'.

## Deadlines

- *Proposals for Thematic Sessions*
  - 1-12-2006 : proposal for a Thematic Session
  - 1-01-2007 : notification of acceptance
  - 1-05-2007 : final program Thematic Session
- *Proposals for Single Paper Sessions*
  - 1-02-2007 : paper proposal and abstract
  - 1-03-2007 : notification of acceptance
  - 1-05-2007 : full paper
- *Proposals for Open Space Activities*

For Open Space Activities there is no deadline; participants organize such activities themselves (before and during the conference). However, if you have special requirements for your initiative, please inform us before 1-06-2007.