

Call for Contributions for **ISAGA 2023, 54th Anniversary of the International Simulation and Gaming Conference, held at La Rochelle, France from 4th to 7th July 2023**

The conference is in-person only. An additional day for online-only presentations, is proposed on 28th June



ISAGA is one of the oldest communities involved in the domain of gaming and simulation. It covers a vast domain of knowledge and tradition in developing and using simulation, gaming, and related methods. ISAGA conferences bring together researchers and practitioners from the fields of management, social and environmental sciences, education, planning and technical sciences, to discuss the design, facilitation, debriefing and evaluation of gaming/simulations. The conference covers a wide range of application types and uses such as serious games for educational purposes, policy games and simulations exercises to support decision-makers, haptic games or boardgames to help groups carry out collective actions, interactive installations, or gamified environments to raise awareness, and much more in a powerful mix to produce spaces of exchange and of multilogue communication around complex issues involving humans and their environment.

The theme of the 2023 edition is

“Simulation and Gaming for social and environmental transitions”

We especially welcome contributions discussing and/or demonstrating the ways of applying gaming/simulation to accompany social and environmental transitions (games for debate, game for change, system thinking games, foresight games...), in various contexts of application of gaming/simulation (training and/or education, participatory and/or governance process, business and/or public management...). Contributions discussing epistemological and ethical issues raised by the social and environmental transitions and the practice of gaming/simulation, are also welcome. Check the website isaga2023.com, for more details on the theme. We also welcome contributions on other topics of simulating and gaming, else than the theme of the conference.

Types of contribution expected

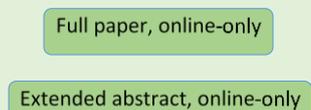
Oral presentation, game workshop, poster and more: 9 ways to contribute to ISAGA 2023

The conference proposes paper presentation sessions, workshops (gaming or other activity), a poster session and a game exhibition, as well as the possibility to organize your own thematic session (mini symposium or panel discussion) during the conference. All these sessions will be in-person only in La Rochelle. For those who cannot travel, online-only paper presentation sessions will be organized the 28th June, few days before the conference in La Rochelle.

9 ways to contribute

Sessions at La Rochelle (in-person) – 4th to 7th July

Online sessions – 28th June



Contribution details for the conference in La Rochelle (in-person only – 4th to 7th July)

Full paper, in-person:

Contribution for a presentation at a paper session during the conference at La Rochelle. If accepted, your paper will be included in the proceedings and considered for publication in an international journal. We highly encourage submissions that align with the theme of the conference (Simulation and Gaming for social and environmental transitions). Submit a text of 3,000 to 5,000 words.

Extended abstract, in-person:

Contribution for a presentation at a paper session during the conference at La Rochelle. If accepted, will be included in the proceedings. We encourage submissions that align with the theme of the conference (Simulation and Gaming for social and environmental transitions). Submit a text of 700 to 1,000 words.

Poster:

Contribution for a poster to be presented at the in-person poster session in La Rochelle. We encourage submissions that align with the theme of the conference, but it is not compulsory. Submit a text of 300 to 600 words, presenting the outline of the poster.

Game demonstration workshop:

Facilitate a gaming workshop of 60, 90, 120, or 180-minutes during the conference at La Rochelle. The workshop should include playing and debriefing a gaming simulation. We encourage submissions that align with the theme of the conference, but it is not compulsory. Submit a text describing the gaming/simulation and the content of the workshop activity.

Thematic activity workshop:

Facilitate a thematic workshop of 60, 90, 120, or 180-minutes during the conference at La Rochelle. The activity can be introducing a method, tool, or technique; engaging with participants in participatory design; having a focus group discussion; or any other program activity. We encourage submissions that align with the theme of the conference. Submit a text describing the content of the workshop activity.

Thematic sessions:

Organize a mini-symposium or a panel discussion, of 90 or 120-minutes during the conference at La Rochelle. Selection of presenters and facilitation will be under your responsibility. The topic of the thematic session can be different from main theme, and we encourage topics that tackles future work in the wider field of simulation and games. Submit a text describing the topic, the scientific issue tackled and the potential presenters.

Game exhibition stand:

Show and present a (simulation) game during the game exhibition which will take place the 6th July afternoon in La Rochelle. We encourage submissions that align with the theme of the conference. Submit a text describing the game and what will be shown to the participants, on the stand.

Contribution detail, for the online-only additional day (28th June)

Full paper, online-only:

Contribution for a presentation during the online-only additional day of the conference. If accepted, will be included in the proceedings and considered for publication in an international journal. We highly encourage submissions that align with the theme of the conference (Simulation and Gaming for social and environmental transitions). Submit a text of 3,000 to 5,000 words.

Extended abstract, online-only:

Contribution for a presentation during the online-only additional day of the conference. If accepted, will be included in the proceedings. We encourage submissions that align with the theme of the conference (Simulation and Gaming for social and environmental transitions). Submit a text of 700 to 1,000 words.

Check isaga2023.com for more details on the specific requirements for each type of contribution

Submission timeline

- 13th February 2023 – Submission deadline for Papers, Extended abstracts, and Thematic sessions.
- 6th March 2023 – Submission deadline for Posters, Game demonstration workshops, Thematic activity workshops, and Game exhibition stands.
- 14th March 2023 – Notification of acceptance & registrations.
- 2nd May 2023 – Delivery of the final versions for Papers, Extended abstract, and Thematic sessions.
- 22nd May 2023 – Delivery of the final version of the abstract for Posters, Game demonstration workshops, Thematic activity workshops, and Game exhibition stands (abstracts will be included in the Conference booklet)

Location of the conference and contact

The conference will take place at La Rochelle University - Faculty of Letters, Languages, Arts and Humanities.

Address: 1 Parvis Fernand Braudel, La Rochelle – France

More info for your venue in La Rochelle and on the conference program on the website: isaga2023.com

Contact email: organizers-ISAGA2023@univ-lr.fr



Organizers of ISAGA 2023 conference

