

Contents

Preface: Interdisciplinarity and Interculturality <i>David Crookall and Kiyoshi Arai</i>	xi
Opening Speech: Welcome and Challenge <i>Richard D. Duke</i>	xxii
ISAGA	xxviii

Part I: Applications

1. EXECUTIVE DECISION: Exploring the Psychological Contract: An Exercise <i>Hamilton Beazley and John Lobuts, Jr.</i>	1
2. Simulated U.S. Decision Making in Arab-Israeli Crises <i>William C. Bradford</i>	9
3. An Extended Simulation/Game for ESL Composition <i>Douglas W. Coleman</i>	14
4. Evolution of a Bushfire Simulation/Game <i>Chris J. Cunningham</i>	20
5. Modeling Equipment Breakdown in the Electrical Supply Industry <i>Jim Freeman</i>	30
6. Academic Integrity: Description of a Simulation/Game <i>Gene B. Halleck</i>	37
7. Gaming Sustainability <i>Drew Mackie</i>	45

8. Computer-Mediated Simulation/Gaming in Estonian High Schools <i>Ivar Männamaa and Terje Tuisk</i>	53
9. Statistics Games for Large Classes <i>Mieko Nakamura</i>	61
10. The Psychologist and Games in the Intensive Foreign Language Game-Based Course <i>Nina N. Nemitcheva</i>	70
11. A Large-Scale Simulation for Teaching Business Strategy <i>Diane H. Parente</i>	75
12. A Pan-American University Network Simulation/Game <i>Leopoldo Schapira</i>	83
13. Cross-Cultural Communication, the Internet, and Simulation/Gaming: Reports From the Field <i>Janet Sutherland, David Crookall, Kiyoshi Arai, Valdis Bisters, Amparo Garcia Carbonell, Judy Ho, Linda Mak, Paula W. Sunderman, and Frances Watts</i>	89

Part II: Policy Exercises

14. Policy Simulation and Crisis Management: The Harsh Winter Scenario <i>Daniel G. Andriessen</i>	101
15. A Policy Exercise for the Dutch Health Care System for the Elderly <i>Cisca Joldersma, Jac L. Geurts, Juliette Vermaas, and Gerton Heyne</i>	111
16. Climate Policy: Management of Organized Complexity Through Gaming <i>Jan H. G. Klabbers, Rob J. Swart, Aad P. Van Ulden, and Pier Vellinga</i>	122
17. Simulation/Gaming for Long-Term Policy Problems <i>Ferenc L. Toth</i>	134
18. A Policy Exercise for the Dutch Power Industry <i>Ivo Wenzler, Rob Willems, and A. M. van 't Noordende</i>	143

Part III: Research

- | | |
|---|-----|
| 19. A Guide to the Literature on Simulation/Gaming
<i>David Crookall</i> | 151 |
| 20. The Educational Effectiveness of Interactive Games
<i>Daniel Druckman</i> | 178 |
| 21. Jog Your Right Brain (JOG): An Organizational Research Tool
<i>Peter A. Raynolds</i> | 188 |
| 22. Discourse Analysis of Foreign Language Learners in
Computerized Simulation
<i>Beverly Rising and Walter Cedar</i> | 195 |
| 23. The Effect of Time Pressure, Team Formation,
and Planning on Simulation/Game Performance
<i>William J. Wellington and A. J. Faria</i> | 204 |

Part IV: Professional Matters

- | | |
|--|-----|
| 24. Gaming-Simulation in Perspective
<i>Robert H. R. Armstrong</i> | 213 |
| 25. The Future of Simulation/Gaming in Britain
<i>Henry I. Ellington</i> | 225 |
| 26. Opportunities and Challenges for Gaming/Simulation:
A Dutch Perspective
<i>Jac L. Geurts</i> | 230 |
| 27. Debriefing the Debriefing Process: A New Look
<i>Linda C. Lederman and Fumitoshi Kato</i> | 235 |
| 28. Elbow's Methodological Belief: Some Uses and a Caution
<i>Richard B. Powers</i> | 243 |
| 29. History Lessons and Prospects of Gaming/Simulation in the CIS
<i>Victor I. Rybalskiy</i> | 250 |
| 30. Policy Exercises: The First 10 Years
<i>Ferenc L. Toth</i> | 257 |
| 31. The Use of Simulations/Games to Fill Russia's Managerial Needs
<i>Joseph Wolfe</i> | 265 |
| About the Contributors | 275 |