



Shri Vaishnav Vidyapeeth Vishwavidyalaya, Indore (M. P.), India
52nd Annual Conference of International Simulation and Gaming Association
Gaming, Simulation and Innovations: Challenges and Opportunities
 September 6 - 10, 2021 | Indore, India
Conference Schedule



Date:- September 06, 2021 (Monday)			Day: 1	
9:30 a.m. to 10:50 a.m. (IST)	Inaugural Ceremony	9:30 a.m. - 9:33 a.m.	Lighting of Lamp and Sarswati Vandana	
		9:33 a.m. - 9:35 a.m.	Welcome of Guests	
		9:35 a.m. - 9:42 a.m.	About Conference by Dr Upinder Dhar , Conference Chairperson, and Vice Chancellor of SVVV, Indore, India	
		9:42 a.m. - 9:47 a.m.	Welcome Address by Shri Purushottamdas Pasari , Chancellor, SVVV, Indore, India	
		9:47 a.m. - 9:52 a.m.	Address by Dr. Sebastiaan Meijer , Immediate Past Chairperson - ISAGA EB and Professor, Vice Dean, KTH Royal Institute of Technology, Stockholm, Sweden	
		9:52 a.m. - 9:57 a.m.	Address by Dr. Heide Lukosch , Chairperson - ISAGA EB and Associate Professor, Head of Applied Immersive Gaming Initiative, University of Canterbury, Christchurch, New Zealand	
		9:57 a.m. - 9:59 a.m.	Release of Webinar Series Booklet "PRATITI" by the Chief Guest	
		9:59 a.m. - 10:01 a.m.	Release of Conference Souvenir "PARISHISHTA" by the Chief Guest	
		10:01 a.m. - 10:04 a.m.	Introduction and Citation of Chief Guest by Dr. Jigyasu Dubey , Coordinator, ISAGA 2021	
		10:04 a.m. - 10:45 a.m.	Keynote Address by Chief Guest Dr Sivasailam Thiagarajan (Thiagi) , Resident Mad Scientist at The Thiagi Group, Bloomington, Indiana, United States	Secrets of Effective and Engaging Games and Simulations
		10:45 a.m. - 10:50 a.m.	Vote of Thanks by Dr. Vinod Dumblekar , Founder and CEO - MANTIS, New Delhi, India	
Rapporteur : Dr. Saurabh Jain, Professor, SVICA, SVVV, Indore, India				
10:50 a.m. - 10:55 a.m. (IST)	Comfort Break			
10:55 a.m. to 11:25 a.m. . (IST)	Remembrance of Late Dr. Songsri Soranastaporn , Thai Simulation and Gaming Association: Dr. David Crookall, Dr Pongchai Dumrongrojwatthana, Dr Natthapong Chanyoo, Dr Natsarun Leesirisearn, Ms Panida Nootawee, Panicha Nitisakunwut, Vinod Dumblekar			
	Rapporteur : Mrs. Rani Singh , Assistant Professor, SVIIT - SVVV, Indore, India			
11:25 a.m. to 11:30 a.m. (IST)	Comfort Break			
11:30 a.m. to 12:45 p.m.	Technical Session - 1 (Academic Track) Session Chair: Dr. Santosh Dhar , Dean, Faculty of Doctoral Studies & Research-SVVV, Indore, India Rapporteur: Dr. Raksha Chauhan, SVVV, Indore, India			
	ID: 117	Zooming in on the game experience of facilitated tabletop games in an online environment	Harmen aan het Rot, Rens Kortmann, Gerdien de Vries, Alexander Verbraeck, May Kooreman, Birgit de Bruin	
	ID: 120	Towards Virtual Reality Gaming for Children with ADHD in Formal Education	Meike Belter, Heide Karen Lukosch	
	ID: 122	“Risk management can actually be fun” - Using the serious Cards for Biosafety game to stimulate proper discussions about biosafety	Maria Freese, Simon Tiemersma, Alexander Verbraeck	



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11:30 a.m. to 12:45 p.m. (IST)	ID: 125	Designing Business Game by Student–Teacher Collaboration	Ryoju Hamada, Tomomi Kaneko, Masahiro Hiji	
	ID: 133	Gamifying Serious Games: modding modern board games to teach game potentials	Micael da Silva Sousa	
	ID: 164	Effect of Learning Style on Students Learning Experience of Marketing Management Game	Rajeev Shukla, Monica Sainy	
	ID: 137	Natural security gaming in the transition towards regenerative economy: A review	Vaisakh Yesodharan, Feng Weiyu, Zaid A Almuala, Eric G Heckenauer Barrón, Shoeib Faraji Abdolmaleki, J. Julio Fernández Rodríguez, Pastora M Bello Bugallo	
	ID: 139	The co-design of educational video games	Daniel Kleffmann, Igor Mayer, Thomas Buijtenweg	
12:45 p.m. to 01:30 p.m. (IST)	Break			
1:30 p.m. to 02:30 p.m. (IST)	Workshop 1	Topic Effectiveness of Intensive Gaming Contest Resource Persons Ryoju Hamada, Tomomi Kaneko, Masahiro Hiji	Workshop 2	Topic The Online Game – Free, Friendly and Fun Resource Person Dr. Vinod Dumblekar
		Rapporteur: Dr. Roopa Shinde , Associate Professor, SVISHA-SVVV, Indore, India		Rapporteur: Dr. Pamela Neema , Assistant Professor, SVISHA-SVVV, Indore, India
02:30 p.m. - 2:35 p.m. (IST)	Comfort Break			
2:35 p.m. to 04: 00 p.m. (IST)	ISAGA Assembly Meeting - 1 Executive Board Members + All ISAGA Members			



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Date:- September 07, 2021 (Tuesday)				Day: 02
9:30 a.m. to 10:15 a.m. (IST)	Keynote	Introduction and Citation of the Keynote Speaker by Dr. Anand Rajavat , Director, SVIIT-SVVV, Indore, India		
		Dr. Sebastiaan Meijer , Professor, Vice Dean KTH Royal Institute of Technology, Stockholm, Sweden		Gaming as a Frame for a New Era of Systems Science
		Rapporteur: Dr. Rishu Roy , Associate Professor, SVSM-SVVV, Indore, India		
10:15 a.m. - 10:20 a.m. (IST)	Comfort Break			
10:20 a.m. to 11:50 a.m. (IST)	Plenary Session:-1 Session Chair: Dr. Heide Lukosch , Associate Professor, Head of Applied Immersive Gaming Initiative (AIGI). University of Canterbury, Christchurch, NEW ZEALAND Rapporteur: Dr. Rishu Roy , Associate Professor, SVSM-SVVV, Indore, India			
	Speaker 1:	Dr. Toshiko Kikkawa , Professor, Keio University, Tokyo, Japan		Simulation & Gaming: Past, Present, and Future
	Speaker 2:	Dr. Ramesh Sharma , Ambedkar University Delhi, New Delhi, India		Gamified Framework for Educational Simulations in STEM Courses
	Speaker 3:	Mr. Jegatheeswaran Manoharan , Thought Catalyst, Team Effectiveness Consultant, Business Simulation Designer, Selangor, Malaysia		Framework for Testing Simulations for Better Empathy in Design
11:50 a.m. - 11:55 a.m. (IST)	Comfort Break			
11:55 a.m., to 01:10 p.m. (IST)	Technical Session - 2 (Academic Track) Session Chair: Dr. Rajeev Shukla , Director, SVSM-SVVV, Indore, India Rapporteur: Dr. Reena Gupta , SVVV, Indore, India			
	ID: 138	Bring joy to gamers: adding renewable energy alternative through sustainable development indicators		Shoeib Faraji Abdolmaleki, Vaisakh Yesodharan, Pastora M Bello Bugallo
	ID: 140	Frame game as teaching methodology in Resilience Engineering education: the case of RElastiCity		Geertje Bekebrede, Carissa Champlin
	ID: 141	Not for profit - a case study of "Social Economy" simulation game		Marcin Łączyński
	ID: 144	An Estimation Approach of Economic Impacts of Nankai Trough Earthquake: Based on Estimating Production Function at Municipal level		Mingji Cui, Hiroyuki Shibusawa
	ID: 146	The Impact of Changing a Games Mood Based on Real-Time Biometric Measurements on the Player Experience		Helena Polman
	ID: 153	Cynefin Domains of knowledge and boundaries in Simulation and Experience-based Education		Elyssebeth Ellen Leigh, Laurie Levesque
	ID: 165	Intercultural Dialogue and Cross-Cutting Professional Training through Simulation and Virtual Exchange		María Laura Angelini, Rut Muñiz



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	ID: 166	Factors of the Attributes of Team Players A Study of Engineering Students in India	Santosh Dhar, Upinder Dhar, Anand Rajavat	
01:10 p.m. to 01:55 p.m. (IST)	Break			
1:55 p.m. to 03:25 p.m. (IST)	Workshop 3	Topic How to align your organization with the U.N. Sustainable Development Goals (SDGs)	Workshop 4	Topic Intercultural Comparison of Facilitating Simulation Games
		Resource Person Pieter van der Hijden		Resource Persons Birgit Zuern, Maria Freese, Elyssebeth Leigh, Elena Likhacheva,
	Rapporteur: Dr. Anu Ukande, Assiatant Professor, SVIFA-SVVV, Indore, India		Rapporteur: Dr. Shweta Agrawal, Assiatant Professor, SVIS-SVVV, Indore, India	
3:25 p.m. to 3:30 p.m. (IST)	Break			
03:30p.m. to 03:45 p.m. (IST)	VIRTUAL TOUR OF INDIA			



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Date:- September 08, 2021 (Wednesday)				Day: 03	
9:30 a.m. to 10:15 a.m. (IST)	Keynote :	Introduction and Citation of the Keynote Speaker by Dr. Uttam Sharma , Head, Department of Physics, SVVV, Indore, India			
		Dr. Ivo Wenzler, Professor of Serious Gaming at the NHL Stenden University of Applied Sciences, The Netherlands		Take 5 revisited: The Serious Gaming Lemniscate	
		Rapporteur: Dr. Namrata Jain, Assistant Professor, SVSM-SVVV, Indore, India			
10:15 a.m. - 10:20 a.m. (IST)	Comfort Break				
10:20 a.m. to 11:50 a.m. (IST)	Plenary Session:-2				
	Session Chair: Dr. Vinod Dumblekar, CEO and Founder, MANTIS, New Delhi, India				
	Rapporteur: Dr. Namrata Jain, Assistant Professor, SVSM-SVVV, Indore, India				
	Speaker 1:	Dr. J. Tuomas Harviainen, Associate Professor of Information Practices, Tampere University, Finland		Five Decades of ISAGA and Sustainability: From Education to Innovation	
Speaker 2:	Dr Karen Blackmore, Associate Professor in Information Technology at the University of Newcastle, Australia		More Than We Think: The Power of Simulation and Technology to Deliver Learning		
Speaker 3:	Dr. Elena Likhacheva, Researcher the Biological Department, M.V. Lomonosov Moscow State University, Russia		Simulation & Gaming: understanding ourselves		
11:50 a.m. - 11:55 a.m. (IST)	Comfort Break				
11:55 a.m., to 01:10 p.m. (IST)	Technical Session - 3 (Tracks: - GS Design & Design Science and GS Learner Behaviour)				
	Session Chair: Dr. K. N. Guruprasad, Director, SVIS-SVVV, Indore, INDIA				
	Rapporteur: Rupali Bhartiya, SVVV, Indore, India				
	ID: 129	Pleasures in Games: Conceptual Analysis of Fun and its Constructs		Malay Dhamelia, Girish Dalvi	
	ID: 147	Mass Casualty Incidents- preparing paramedics for the unsafe and unexpected		Pip Lyndon-James, Elyssebeth Leigh	
	ID: 148	An Auction Game for Railway Capacity Allocation		Bill Roungeas, Hans Dahlberg, Emanuel Broman, Fredrik Lundström, Sebastiaan Meijer	
	ID: 154	On shattering the magic circle: The use of games as tools for public policy		Bharath M Palavalli, Sruthi Krishnan	
ID: 118	Unpacking and Disclosing the Reasoning behind “A Structured Instruction Improves Team Performance”		Mieko Nakamura		
ID: 152	Development of the player satisfaction scale - A factor-analytic study		Vinod Dumblekar, Jigyasu Dubey, Upinder Dhar		



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01:10 p.m. to 01:55 p.m. (IST)	Break			
1:55 p.m. to 03:25 p.m. (IST)	Workshop 5	Topic Mission Everest - A virtual simulation for high performance teams	Workshop 6	Topic How to involve your organization in tendering procedures for SDG projects
		Resource Persons Ami Kotak, Himani Chandorkar		Resource Person Pieter van der Hijden
	Rapporteur: Dr. Monica Sainy, Associate Professor, SVSM-SVVV, Indore, India		Rapporteur: Dr. Neetu Kataria, Associate Professor, SVIS-SVVV, Indore, India	
03:25 p.m to 03:30 p.m. (IST)	Break			
03:30 p.m. to 04:00 p.m. (IST)	Cultural Program			



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Date:- September 09, 2021 (Thursday)			Day: 04
9:30 a.m. to 10:15 a.m. (IST)	Keynote:	Introduction and Citation of the Keynote Speaker by Dr. Namit Gupta , SVVV, Indore, India	
		Mr. Anuj Garg , Innovation Leader, IAM, Global Technology Services, IBM India	Blockchain in the Gaming Industry
		Rapporteur: Ar. Vishal Yardi , Director, SVICA, SVVV, Indore, India	
10:15 a.m. - 10:20 a.m. (IST)	Comfort Break		
10:20 a.m. to 11:50 a.m. (IST)	Plenary Session:-3 Session Chair: Dr. Paola Rizzi , Professor of Techniques of Urban and Regional Planning at University of Sassari, ITALY Rapporteur: Ar. Vishal Yardi , Director, SVICA, SVVV, Indore, India		
	Speaker 1:	Ms. Marieke de Wijse-Van Heeswijk , Radboud University Nijmegen, Management Sciences, section Intervention Methodology, The Netherlands	Effects of Learning Interventions in Simulation Games
	Speaker 2:	Mrs. Christine Goonrey , Writer and community volunteer, Australia	Scenarios that Create Memorable Engagement
	Speaker 3:	Mr. Bharath M Palavalli , Co-Founder at Fields of View and Ashoka Fellow, India	Is culture important to design simulation games?
11:50 a.m. - 11:55 a.m. (IST)	Comfort Break		
11:55 a.m., to 01:10 p.m. (IST)	Technical Session - 4 (Tracks : - GS Facilitation, GS Serious games, GS Industrial applications, GS Tools and technology, and GS and the U. N. Sustainable Development Goals (SDGs)) Session Chair: Dr. Tushar Kanti Mandal , Coordinator, SVSL-SVVV, Indore, India Rapporteur: Dr. Abhishek Singh Rathore , SVVV, Indore, India		
	ID: 121	WHE SimEx: Facilitating Training Simulations for Health Emergency Personnel	Heini Utunen, J. Tuomas Harviainen, Gaya M. Gamhewage
	ID: 131	Between urban resilience and serious gaming. Applying games for policy implementation	Weronika Szatkowska, Marcin Wardaszko
	ID: 136	Knowledge sharing game for sustainable restaurant management	Mizuho Sato, Hajime Mizuyama
	ID: 123	Why do people play mobile games?	Małgorzata Ćwil, Marcin Wardaszko, Kajetan Dąbrowski
	ID: 130	A Participatory Simulation Framework for Agent-Based Model Validation in Air Traffic Management	Bill Roungeas, Lucia Herrero Alvarez, Sebastiaan Meijer
	ID: 127	Level generation and style enhancement -- deep learning for game development overview	Piotr Migdał, Bartłomiej Olechno, Błażej Podgórski
	ID: 135	Experimental Research: The Simulation-Based Learning Effectiveness in Educating for Sustainability	Uyen-Phuong Nguyen, Philip Hallinger
01:10 p.m. to 01:55 p.m. (IST)	Break		



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Time	Workshop 7	Topic diversiCASTE-RACE-SHUN: addressing toxic masculinity Resource Person George Francis Simons	Workshop 8	Topic Evaluation and Measurement in Simulation Games Resource Persons Elizabeth Tipton, Elysabeth Leigh, Birgit Zürn, Marieke de Wijse, Elena Likhacheva, Richard
1:55 p.m. to 03:25 p.m. (IST)				
	Rapporteur: Mrs. Isha Chopara, Assistant Professor, SVIIT-SVVV, Indore, India			
03:25 p.m to 03:30 p.m. (IST)	Break			
3:30 p.m. to 05: 00 p.m. (IST)	ISAGA Assembly Meeting - II Executive Board Members + All ISAGA Members			



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Date:- September 10, 2021 (Friday)				Day: 05	
9:30 a.m. to 11:00 a.m. (IST)	Workshop 9	Topic Gameplay of the serious Cards for Biosafety game Resource Persons Simon Tiemersma, Doris Boschma, Maria Freese		Workshop 10	Topic The Collectors - A Game based Workshop on Virtual Teams Collaboration Resource Persons Jagoda Gandziarowska-Ziolecka, Joanna Średnicka, Filip Tomaszewski, Nathan Berry
	Rapporteur: Mrs. Richa Jain, Assistant Professor, SVIIT-SVVV, Indore, India			Rapporteur: Mrs. Sonam Mehta, Assistant Professor, SVIIT-SVVV, Indore, India	
11:00 a.m. - 11:05 a.m. (IST)	Comfort Break				
11:05 a.m. to 11:50 a.m. (IST)	Roundtable Gaming, Simulation and Innovations: Challenges and Opportunities Moderator: Dr. Upinder Dhar, Vice Chancellor - SVVV, Indore, India Rapporteur: Dr. Vinod Dumblekar, Founder and CEO - MANTIS, New Delhi, India				
	Speaker 1:	Dr. Elysabeth Leigh, University of Technology Sydney, Australia		Cultures, Contexts and Facilitating Learning	
	Speaker 2:	Dr. Willy Kriz, Professor, University of Applied Sciences Vorarlberg, Department of Management and Social Sciences Hochschulstr, Dornbirn, Austria			
	Speaker 3:	Dr. Bhimaraya Metri, Director, IIM, Nagpur, India		Gaming Simulations: The Pedagogy of Future Learning	
	Speaker 4:	Mr. Bharath M Palavalli, Co-Founder at Fields of View and Ashoka Fellow, India		How can Simulations and Games adapt for the future?	
11:50 a.m. - 11:55 a.m. (IST)	Comfort Break				
11:55 a.m. - 12:10 p.m. (IST)	Plantation of Tree as a Symbol of Memory				
12:10 p.m. to 12:58 p.m. (IST)	Valedictory Session	12:10 p.m.. - 12:20 p.m.	Report Presentation by Dr. Jigyasu Dubey, Coordinator, ISAGA 2021		
		12:20 p.m. - 12:30 p.m.	Concluding Remarks by Dr Upinder Dhar, Conference Chairperson and Vice Chancellor of SVVV, Indore, India		
		12:30 p.m. - 12:32 p.m.	Virtual Transfer of Mascot		
		12:32 p.m. - 12:42 p.m.	Address by Casper Harteveld, Northeastern University, Boston, USA		
		12:42 p.m. - 12:52 p.m.	Address by Dr. Heide Lukosch, Chairperson - ISAGA EB and Associate Professor, Head of Applied Immersive Gaming Initiative, University of Canterbury, Christchurch, New Zealand		
		12:52 p.m. - 12:58 p.m.	Vote of Thanks by Dr. Vinod Dumblekar, Founder and CEO - MANTIS, New Delhi, India		
		Rapporteur : Dr. Kavita Sharma, Coordinator, SVIFS, SVVV, Indore, India			



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POSTERS WILL BE AVAILABLE THROUGHOUT THE CONFERENCE LINK:	Poster Presentation		
	ID: 124	Why do People Play Mobile Games?	Małgorzata Ćwil, Marcin Wardaszko, Kajetan Dąbrowski
	ID:155	Cantor's World	Bharath M Palavalli, Harsha K, Ursula Uday
	ID:156	Participatory Urban Planning for Diverse Contexts	Bharath M Palavalli, Sruthi Krishnan, Ursula Uday
	ID:157	Whose Rights?	Tarun Mugunthan, Rishabh Jain, Sruthi Krishnan, Vaibhav Dutt, Bharath M Palavalli
	ID: 158	Hanigalu	Yashwin Iddya, Srinidhi Santosh, Harsha K, Bharath M Palavalli
	ID: 159	Developing Virtual Models of Industrial Robotics Using Game Engines	Bharath M Palavalli, Harsha K
	ID: 161	Made to Order	Sruthi Krishnan, Vaibhav Dutt, Bharath M Palavalli
	ID: 162	Rubbish!/Kaasu-kasa/Kaasu-kuppai	Bharath M Palavalli, Sruthi Krishnan
	ID: 163	Stake: A Game on Pastoralism	Bharath M Palavalli, Sruthi Krishnan
	ID: 168	Perceived self-efficacy of students in a business simulation game	Vinod Dumblekar, Upinder Dhar
	ID: 169	Interpersonal Competitiveness in a Cohesive Team: Insights from a Business Simulation Game	Vinod Dumblekar, Upinder Dhar
	ID: 170	Learning from a Business Simulation Game: A Factor-Analytic Study	Vinod Dumblekar, Upinder Dhar
	ID: 171	Kattu-Kathe: Using Games to Challenge the Narrative of Urban Migration	Bharath M Palavalli, Vaibhav Dutt
	ID: 172	Interpersonal Competitiveness - A Study of Simulation Game Participants' Behaviour	Vinod Dumblekar