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Design and Application of Simulation Games in Industry and Services

Proceedings of the 5th International Workshop on Simulation Games in Production Management

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Preface

This book describes a scope of simulation games which were presented at the 5th International Workshop on Games in Production Management in Karlsruhe/Ettlingen (Germany). This workshop as well as the previous workshops in Denmark, Finland and Belgium is organised by the Special Interest Group of Simulation Games which is co-ordinated by Professor Jens Riis (University of Aalborg) and Professor Riitta Smeds (Helsinki University of Technology). This group is part of the Working Group 5.7 of the International Federation of Information Processing (*IFIP*). As in the previous workshops, the European Group of University Teachers for Industrial Management (*EHTB*) acted as supporting organisers.

The objective of the seminar series is to enhance learning in production management in academia, industry and services, through the development, application and research of simulation games. After the four previous events one could think that all information on this topic has been disseminated and there is no need for further meetings. However, the great interest of the workshop participants coming from eleven European countries prove the need for further meetings of this Special Interest Group.

This may be based mainly on the continuously changing demands in industry and services for the improvement of any existing business processes. Therefore, universities, business schools, consultancies, companies, etc. are developing new simulation games or improving existing ones in order to teach people specific skills. These skills are relevant to a wide range of tasks, starting with the solving of manufacturing and production problems and ending in service organisation. Therefore, very different planning games are needed.

The aim of the workshop is to discuss the design and the general effects of planning games as well as to focus on specific fields in services and production. The workshop is split into five general aspects:

Firstly, the principle design of planning games will be discussed. Afterwards the focus is on the effects of planning games and how they can be measured. The following three parts concentrate more on specific fields, starting with planning games in services, demonstrating planning games with social aspects in industry and ending with more technically orientated planning games in industry.

The contributions of the proceedings offer the reader a good overview about the state-of-the-art in the broad field of simulation games in production management. The main objectives of this book are to help the reader in

- getting an overview of existing simulation games and trends,
- estimating the benefits of applying simulation games,
- finding the right simulation game for the own training demands,
- customising an existing simulation game,
- designing a new specifically tailored simulation game, or
- improving a given simulation game with the help of new ideas.

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