

**What is the Future of Business Gaming?**

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**ABSTRACT**

The panel will look at the history of computer simulations, the current status and the projected future. Changes taking place within the publishing industry and in multi-media technology threaten the future viability of educational simulations. These latter changes will be the central focus for discussion following the presentation.

**INTRODUCTION**

The panel will open with a brief discussion of the history of business simulations proceeding from hand scored simulations to mainframe simulations to microcomputer simulations. Within this context, issues discussed include installation, modifications, movement from card to terminal to keyboard decision entry and alternative program storage modes.

The focus will then shift to what is available off the self today. The discussion will include current trends in simulations including smart data entry, graphic interfaces, decision support software, vignettes and built in model modifications which can be made. Changes taking place in the commercial publication of simulations will also be covered.

Next the panel will consult a crystal ball to divine what users would like to see in the future. Issues addressed include multimedia combining video with sound to supplement the current monitor display presentations, new features in simulation models, methods of handling input and output and new methods of user access.

The discussion will then move to perhaps the most important topic, the growing concern of game developers that technology is overtaking the ability of developers to create and maintain games with the user interface and features required to meet user expectations. Issues discussed include

the impact of technology on hardware and software and the difficulty developers have in keeping up, especially since game development is really a side line.

Additional areas include the problems in distributing simulations to users and the remuneration realized from the simulation. The presentation will close with the stark fact that given the increasing demand and very limited rewards, simulations as we know them may simply fade away. This is a critical issue which ABSEL should address, but to date has done so only in hallway conversation.