

# Developments In Business Simulation & Experiential Exercises, Volume 20, 1993

## THE STATE OF SIMULATION GAMING IN EASTERN EUROPEAN COUNTRIES - PRINCIPALLY RUSSIA

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### ABSTRACT

The following material outlines the symposium that will be put on during the ABSEL/Savannah Conference. The four panel members attended the SSGMDA Conference in St. Petersburg, Russia and will discuss their findings with regard to simulation gaming in the former USSR.

### A SYMPOSIUM PROPOSAL

The Eastern European Social Simulation & Game Modelling Designers Association met in St. Petersburg, Russia from June 21 - 26, 1992 to celebrate the 60th anniversary of simulation gaming in the USSR (the first simulation game having been put into use in the former Soviet Union in June 1932). The aim of the SSGMDA conference was to:

1. Examine international business gaming usage and teaching methods
2. Examine the worldwide development of business games
3. Develop generalizations from the worldwide business gaming experience
4. Define directions for future business gaming development
5. Establish the significant contributions of business games and game developers
6. Develop methods to ensure the future growth and development of business games

ABSEL was invited to participate at this significant international meeting. In response to this invitation, four ABSEL members attended the Eastern European SSGMDA conference in St. Petersburg, Russia. The four ABSEL attendees were Dr. Joe Wolfe, University of Tulsa; Dr. Ron Jensen, Emory University; Dr. John R. Dickinson, University of Windsor; and Dr. A. J. Faria, University of Windsor.

As representatives from ABSEL, and as the only attendees from North America, we were given an entire day at the conference for presentations. This day consisted of paper presentations from each ABSEL member, a panel discussion on the state of simulation gaming in North America, and demonstrations of several simulation games used in North American universities.

In turn, we had the opportunity, over the remaining four days of the conference, to listen to paper presentations, attend panel discussions, and participate in game demonstrations put on by simulation gamers from Russia, Yugoslavia, the Ukraine, East Germany, and other Eastern European countries. Beyond this, we had the opportunity to meet, at length, individually and in small groups with business teachers from these countries to talk about their use of simulation games and their simulation research.

The ABSEL Conference symposium will present our findings, and impressions, regarding the state of simulation gaming in Eastern Europe - principally Russia. This is a topic that should be of interest to many ABSEL members. There are some commonalities among simulation gamers from Eastern Europe, but many significant

differences as well. How games are used, the nature or characteristics of the games, and attitudes toward gaming as a teaching tool in Russia will all be discussed in this symposium. As well, we will discuss the views of Russian gamers toward the North American games that we demonstrated.

The panel for the symposium will be the four ABSEL members who attended the St. Petersburg conference. It is anticipated that 60 to 90 minutes will be needed for the symposium. This will include anywhere from 30 to 60 minutes of presentation with a minimum of 30 minutes available for questions and discussion.

The original paper calls from the EESGA follow.

### SOCIAL SIMULATION AND GAME MODELLING DESIGNERS ASSOCIATION

The Eastern European Simulation and Gaming Association Executive Committee and members of the International Simulation and Gaming Association (ISAGA) would like to mark the 60th anniversary of the birth of business gaming in the USSR.

This memorable event will be marked by:

1. An international conference on business games and their teaching methods under the name of the "White Nights Conference". The conference's aims are:

Summarize the worldwide development of business games since their inception.  
Generalize the business gaming experience.  
Define the directions of business game development.  
Establish the significance of business gaming and the perspectives afforded by business games.  
Develop steps and methods for ensuring the further development of business games.

2. Prepare and publish a collection of papers under the general conference theme of "Games in the World". This collection will entail three main sections-- the history of business game development, the theory and methods of business games, and the use and experiences associated with business game models. It is expected that papers might cover the following topic areas:

- a. The development of business gaming in the world, individual countries, within various industries and the functional areas of organizations and enterprises.
- b. The presentation of business game modelling theory, business game construction, and software design.
- c. The use of business gaming for training and development purposes as well as for the creation of more efficient organizations or subdivisions within organizations.
- d. The demonstration of games that have been employed in companies and industries.

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The Eastern European simulation and gaming executive committee, the member of ISAGA, took a decision to mark the 60th Anniversary of business game birth in the USSR, St. Petersburg 1 992 (the first business game was used in June, 1932).

This memorable event is being marked by:

1. The international conference on business games and intensive teaching methods under the agreed name "White Nights".

The aim of the conference is:

- to summarize the world business game development for the period of its existence;
  - to generalize the business gaming experience;;
  - to define the business game perspective development direction;
  - to establish the business game significance and perspectives;
  - to work out the measures ensuring the further business game development.
2. Preparation and edition of articles collection on the conference themes: "Games in the World".

The Eastern European Association applied to the SSGMDA directorate with a request to give the guidance to these jubilee measures.

We ask you, a highly qualified specialist and active man in the business game development field to send a preliminary application for participation in the conference and articles collection. Please, also enclose the title of your report, the title and the abstract of your projected paper.

Your proposals on the conference agenda and the articles collection content will be taken into account.

Thanking you in advance. The President of SSGMDA

### APPENDIX

Articles collection "Games in the World" is supposed to have three main sections:

1. The business game development history.
2. The theory and methods of business games.
3. The use and experience of business game modelling.

Supposed content of articles collection:

- a) Generalization and development of business gaming in the world, individual countries, in separate branches of industry, various functions in organizations and enterprises, business gaming development in social and psychological spheres, etc.
- b) Presentation of business game modelling, theoretical questions, business game design principles (including modelling), business game constructions (blocks), business game indivisible mathematical software use, etc.

Elucidation of different business gaming design methods and their use. Other methodical (clarification and etc.).

- c) The use of business gaming for specialist training or for

training some branches of knowledge, "new" and "projected" Professions.

- d) The use of business gaming for organizations and management structure perfection of FUNCTIONING enterprises, organizations and their subdivisions.
  - e) Business games and the youth creativity development problems.
  - f) Computerized business gaming with it's problems to solve.
  - g) The presentation of business games in scientific researches, some large-scale games repeatedly used games, adapted games, the most actual games.
  - h) Sociologists' and psychologists' participation in design and use of business games (the experience and perspectives).
- i) Please, send your application and proposals on the articles collection by November 5, 1991. The date of the article presentation is December 10, 1991. Please, enclose two copies of your paper in Russian, English, German, and two copies of your paper abstract in Russian and English (about 150 words).

The demonstration of business gaming for their work perfection.

- k) The size of the survey article is - 0.35 p.<sup>1</sup>. the other article - 0.25 p.<sup>1</sup>. of typed text with 1/2 interval. There should be 37 lines on the page, 60 signs in the line, the right margin more than 1 .5 cm.

- I) Please send applications and papers to:  
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"Conference-92" 295-56-827  
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