



www.ssaqsq.orq/ws2010

Workshop (Supported by School of Computing, NUS)

Simulation Game Design and Facilitation



The famed ISAGA Summer School (since 2004) in Singapore

Dates: December 6 - 11, 2010

Venue: School of Computing Seminar Rooms, NUS

Fee: (Covering material, lunches, refreshments and welcome reception)

Single Registration

Early Bird S\$600 / S\$550*

(before November 6, 2010) (After November 6, 2010)

S\$650 / S\$600*

*Member of SSAGSg or ISAGA

Group Registration For group of 3 and above, please email <u>ws2010@ssaqsq.orq</u> for discount.





The "Officina" concept of ISAGA Summer School:

"Officina" - a place to bring together "masters" from different areas of Gaming Simulation, as well as students and professionals who want to use Gaming Simulation and where each master could transmit visions of the theoretical grounds of Gaming Simulation to the learners and guide students throughout the learning experience.

The masters here are experienced trainers from ISAGA. Previous summer schools were held in Munich (2004), Krakow (2005), Dombirn (2006), Venice (2007), New Delhi (2008), Cluj-Napoca (2009) and Paramaribo (2010). Masters and students have come from over 25 countries.

Description of Workshop

Through the workshop, participants will learn the theory and practice of policy exercises, business simulations and experiential learning games. In small teams, participants will go through the complete development cycle of a simulation game. The last day is a full plenary session where all teams will present the results of their efforts.

Game designs range from computer simulations, board games to activities that use props like bottles, scales, flip charts, etc. In India, the ISAGA Summer School 2008 participants designed a game around the Dharavi slums. The game was to sensitize the players about life at the other end of spectrum and to also dispel certain negative notions about life in slums.

Further Information

Certificate of attendance will be issued jointly by SSAGSg and ISAGA. Please visit www.ssagsg.org/ws2010 where the following are available: Masters' profiles, press release of 2008 Summer School, a paper write-up of a game designed in Summer School 2004, on-line registration, etc. For further enquiries, please email ws2010@ssagsg.org where the following are available: Masters' profiles, press release of 2008 Summer School, a paper write-up of a game designed in Summer School 2004, on-line registration, etc. For further enquiries, please email ws2010@ssagsg.org

WS2010 Registration (Closing Earlybird Nov 6 / Final Nov 20, 2010)		Payment Bank Amount	Cheque #
Name	_ Member (Y / N)	\$	
Organisation	t No	Society	(Please make payable to of Simulation and Gaming of Singapore and send to: of Simulation and Gaming of c/o School of Computing, NUS,
Address			", #03-68, 13 Computing Drive,
	Singapore		Singapore 117417.

Limited class size! Do register early!...... Earlybird by Nov 6, Final closing Nov 20, 2010