

CONTENTS

	Preface	9
	In search of the active substance of gaming <i>Léon de Caluwé, Gert Jan Hofstede and Vincent Peters</i>	11
PART 1	DISCIPLINE OF GAMING	25
	Chapter 1 One perspective on the ‘Active substance’ of gaming simulations <i>Richard D. Duke</i>	27
	Chapter 2 Gaming for policy analysis: learning about complex multi-actor systems <i>Igor Mayer</i>	31
	Chapter 3 Is your simulation game blue or green? <i>Ivo Wenzler</i>	41
	Chapter 4 Games as releasers of super stimuli’s phenomena <i>Meanings of the gaming bottleneck</i> <i>Dmitri N. Kavtaradze</i>	51
PART 2	DISCIPLINES THAT EXPLAIN THE ACTIVE SUBSTANCE	57
	Chapter 5 The origins of Homo ludens <i>Gert Jan Hofstede</i>	59

	Chapter 6	
	One game does not fit all cultures	69
	<i>Gert Jan Hofstede</i>	
	Chapter 7	
	The active substance from the perspective of change	79
	<i>Léon de Caluwé</i>	
	Chapter 8	
	Learning through computer gaming	91
	<i>P. Robert-Jan Simons</i>	
	Chapter 9	
	Common foundations underlying gaming/simulation and psychodrama	105
	<i>Pierre de Laat and Jac Geurts</i>	
	Chapter 10	
	Playing in the narrative space	117
	<i>François Breuer</i>	
PART 3	APPLICATION DISCIPLINES	131
	Chapter 11	
	Gaming in production management	133
	<i>Jens Ove Riis</i>	
	Chapter 12	
	The chess parable, decision making & war	
	<i>Illustrating the value of playing games for decision makers</i>	143
	<i>Swen Stoop</i>	
	Chapter 13	
	The management approach: thinking in systems	151
	<i>Vincent Peters and Marleen van de Westelaken</i>	
	Chapter 14	
	Educational computer games: scaffolding is the active substance	165
	<i>Henny Leemkuil</i>	

PART 4	PRACTICE	171
	Chapter 15	
	Effective simulation gaming for organizational learning	
	<i>A Japanese experience</i>	173
	<i>Shigehisa Tsuchiya</i>	
	Chapter 16	
	Facilitators: quality, style and attitude	183
	<i>Maaïke van Kessel and Hergen Datema</i>	
	Chapter 17	
	Gaming – business acceleration	191
	<i>Douwe E. Buis</i>	
	Chapter 18	
	The greedy learner	199
	<i>Rob Rapmund and Bram Lankreijer</i>	
PART 5	RESEARCH	209
	Chapter 19	
	Making simulation games an even more powerful tool	
	<i>Introducing the theory-based evaluation approach</i>	211
	<i>Jan Ulrich Hense and Willy Christian Kriz</i>	
	Chapter 20	
	Think first, act later	
	<i>Effect study of a game in the public domain</i>	219
	<i>Hergen Datema and Maaïke van Kessel</i>	
	Chapter 21	
	The challenge within a game	
	<i>Searching for a balance between objective time fences</i>	
	<i>and system complexity</i>	229
	<i>Jannes Slomp, Durk-Jouke van der Zee and Eric Molleman</i>	
	The authors	237
	Glossary	249
	<i>Dennis Martens</i>	
	Subject Index	257