ISCRAM2012

Integrative and Analytical Approaches to Crisis Response and Emergency Management Information Systems

9th International Conference on
Information Systems for Crisis Response and Management

Morris J Wosk Centre for Dialogue
Simon Fraser University

www.iscram.org/iscram2012

Serious Games for Crisis Management

Introduction of the track

Serious games are games that are primarily designed for purposes other than pure entertainment. Using game design techniques people practise new techniques, learn new skills, or become aware of new problems and solutions.

Serious gaming is a quickly growing industry and applications of serious gaming for crisis management are numerous. The variety of such serious games for crisis management is large, ranging from small computer games to instruct children to extensive virtual exercises for professionals. The aim of this track is to explore how serious games currently contribute to crisis management and to discuss future opportunities. This includes the use of serious games for training, for creating awareness and for doing research.

The track also wants to explore the possibilities of gamification in crisis management, i.e. applying game design techniques and mechanics to non-game applications. Additional game elements can guide, motivate and engage people in tasks in an alternative way.

Track topics

Examples of topics that can contribute to this track:

- Serious gaming for inter-organizational coordination during crisis and emergencies
- Serious gaming for transfer of emergency instructions (earthquake or flood risks)
- Serous gaming for disaster recovery planning
- Serious gaming for emergency preparation
- Serious gaming for organizational change
- The use of gaming technology for emergency training (firefighting, triage etc.)
- Virtual environments for crisis and emergency response training
- Analysis of human behavior during serious games
- Effectiveness of Serious games for crisis management
- Gamification of crisis management applications
- Serious Games: finding the correct balance between game elements and learning

Track Chairs

Veerle Van der Sluys
Media, Art & Design Faculty, Genk, Belgium
Research group Play&Game

veerlevandersluys@gmail.com

Theo van Ruijven, MA, MSc
Department of Technology, Policy
and Management
Delft University of Technology

T.W.J.vanRuijven@tudelft.nl *

Corresponding Chair

Type of submissions

ISCRAM2012 is soliciting three types of submission:

1. Full research papers, which will be double blind peer reviewed. It is intended that these will report completed work which can be assessed to the highest academic standards. Such papers should be no more than 10 pages with figures & tables (~5000 words)

2. Work in progress and discussion paper which will be subjected to a light peer review to ensure clarity. Such papers should be no more than 5 pages with figures & tables (~2500 words)

3. Practitioner reports and discussions which raise issues, examples and case studies of importance in responding to and managing crises. Such paper will be subject to a light peer review to ensure clarity and should be no more than 5 pages with figures & tables (~2500 words)

Note that the designation of the paper and its reviewing will be indicated in the conference proceedings. Also we are not trying to create some concept of first and second quality papers. Rather we are aware that some report finished work which can be assessed in the sense of full peer review and contribution to research, while others offer ideas and thoughts which will stimulate discussion at ISCRAM conferences. The latter are vital if we are to make the conference valuable for shaping our subject. Full papers, work-in-progress papers and poster abstracts will be published in the proceedings.

> **Note that the ISCRAM paper template is available at**
> **www.iscram.org/iscram2012 under the "submissions" tab.**
> **All submissions must conform to ISCRAM formatting guidelines.**

Submission process and deadlines

Authors must submit papers and posters electronically at https://www.conftool.com/iscram2012/. All papers must use the ISCRAM MS Word template for papers. Deadlines for each submission format are listed below:

> ## Submission Deadline Schedule for Papers, Posters, and Doctoral Colloquium:
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> *Full paper submissions* -- November 15th, 2011
> *Work-in-progress paper, practitioner papers, posters* -- January 15th, 2012
> *Doctoral student colloquium papers* -- February 15th, 2012
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> Submission site: https://www.conftool.com/iscram2012/

About ISCRAM:

The ISCRAM Community is a worldwide community of researchers, scholars, teachers, students, practitioners and policy makers interested or actively involved in the subject of Information Systems for Crisis Response and Management. At its annual international conference alternating between the US and Europe, the ISCRAM Community gathers to present and discuss the latest research and developments in this growing area during an interactive and stimulating 3 day program. The ISCRAM Community also organizes an International Summer School for PhD students and ISCRAM-CHINA, an annual conference for ISCRAM research in China. Full information on ISCRAM can be found at www.iscram.org.