# Simulation and Gaming

<https://ou-publier.cirad.fr/node/4012>

**Editeur commercial :** SAGE Publishing (Etats-Unis)

**Site Web :** <https://uk.sagepub.com/en-gb/eur/journal/simulation-gaming>
**Informations aux auteurs :** <https://us.sagepub.com/en-us/nam/journal/simulation-gaming#submission-guidelines>
**Autre lien :** <http://www.unice.fr/sg/>

**Présentation de la revue**
**Langue originale :**

Simulation & Gaming: An Interdisciplinary Journal of Theory, Practice and Research is the world's foremost scientific review devoted to academic and applied issues in the increasingly popular methodology of simulation/gaming as used in education, training, consultation and research round the world. Simulation/gaming is to be taken in its broadest meaning, to encompass such areas as simulation, computerized simulation, gaming, simulation/gaming, policy exercises, planning exercises, debriefing, analytic discussion, post-experience analysis, modeling, virtual reality, game theory, role-play, role-playing, play, active learning, experiential learning, learning from experience, toys, playthings, structured exercises, debriefing. This quarterly journal examines the methodologies and explores their application to real-world problems and situations.

The broad scope and multidisciplinary nature of S&G is demonstrated by the variety of its readers and contributors. They work in sociology, political science, economics, education, cognition, psychology, social-psychology, social psychology, management, business, marketing, government, entrepreneurship, environmental issues, health, medicine, nursing, research methodology, communication, environment, policy, planning, energy, utilities, natural resources, educational, technology, computing, geography, climate change, multi-culturalism, multi-cultural, intercultural, culture, organization studies, negotiation, mediation, history, peace studies, business, statistics, decision making, conflict management, cognition, communication, political science, language learning, media, video-games, learning theory, international studies, educational technology, information technology.

**Thèmes :**
Modélisation
Eco, socio, dév : multidiscip.

**Libre accès :** Libre accès optionnel payant

**Langues :** Anglais

**Notoriété :**
A Comité de lecture avec SCImago Journal Rank (SJR)

**Informations générales**
**Autres titres :** S&G ; An Interdisciplinary Journal of Theory, Practice and Research ; Simulation & Gaming
**ISSN :** 1046-8781 (ISSN-L); 1046-8781 (Papier); 1552-826X (Electronique)
**Périodicité :** 4 n°/an (Trimestriel)

**Types d'articles :** Articles techniques, Articles courts, Notes de recherche, Articles de recherche, Articles de synthèse

**Frais de publication :** Non
**Coût du libre accès optionnel :** $3000 (mise à jour le 01/01/2022)

**Données de la recherche**
**Politique d'accès aux données de la recherche :** Pas de politique

Mise à jour le 22/06/2023 © Cirad, 2025