# Simulation and Gaming

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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.

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