# Simulation and Gaming

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

**Commercial publisher :** SAGE Publishing (United States)  
  
**Journal's website :** <https://uk.sagepub.com/en-gb/eur/journal/simulation-gaming>  
**Information for authors :** <https://us.sagepub.com/en-us/nam/journal/simulation-gaming#submission-guidelines>  
**Other link :** <http://www.unice.fr/sg/>  
  
**Présentation de la revue**  
**Original language :**

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.

**Topics :**   
Modelling  
Eco, socio, dev.: multidiscip.  
  
**Open access :** Author-paid optional open access  
  
**Languages :** English  
  
**Journal reputation :**   
Peer-reviewed with SCImago Journal Rank (SJR)  
  
**Informations générales**  
**Other titles :** S&G ; An Interdisciplinary Journal of Theory, Practice and Research ; Simulation & Gaming  
**ISSN :** 1046-8781 (ISSN-L); 1046-8781 (ISSN-Print); 1552-826X (ISSN-Electronic)  
**Frequency :** 4 issues/year (Quarterly)

**Article types :** Technical articles, Short articles, Research notes, Research articles, Reviews  
  
**Publishing costs :** No  
**Cost of optional open access :** $3000 (updated 01/01/2022)  
  
**Données de la recherche**  
**Research data access policy :** No policy  
  
Updated on 22/06/2023 © Cirad, 2024