



The 4th International Conference on Information Systems for
Crisis Response and Management

Delft, the Netherlands, May 13-16 2007
<http://www.iscram.org>

CALL FOR PAPERS

FOR A SPECIAL *ACADEMIC/PRACTITIONER/DEMONSTRATION*
SESSION ON

Serious gaming and crisis management

Session ID: 60GAME

Motivation for this session:

Experiments in crisis management are expensive and difficult to realize. In addition there is a lack of training facilities in real crisis environments. Serious games and simulation can provide an alternative.

Research Area

In recent years the world witnessed an enormous growth in the scale, complexity and severity of terrorist attacks and natural disasters. There is real a need for additional research, training methods and training facilities to extend and improve our information systems for crisis response and management. A compounding complexity is the need for experimentation and validation in real-life crisis situations. It is infeasible to research, for example, communications and its corresponding infrastructures during terrorist attacks or flooding.

A viable alternative to real-life tests is to use virtual environments and/or simulations. For example, software from the games industry can be applied to a crisis context, to provide a virtual simulation environment for research or an interactive method for training in the field of emergency response. For successful adaptations of such gaming software, the crisis environment has to be modeled in sufficient detail. There is also a need for tools and methods to assess the reality and validity of the applied models, as well as experiences with actual applications of serious games and crisis simulations.

Topics

Researchers from academia or research labs are invited to present their research or research-in-progress in papers on the following topics or areas related to serious games and simulations for crisis response and management. We explicitly encourage practitioners (players, users, developers, etc.) to also (co-)contribute, e.g. by reporting on their experiences with and needs for serious games and simulations. In addition, demonstrations of serious games and simulations are most welcome (see also below).

- games for crisis situations
- ontologies for crisis environments
- modeling crisis situations
- scenario generation, adaptation, and monitoring
- architecture and event generators
- simulation tools for crisis situations
- application of serious gaming in crisis situations
- reality and validity aspects of serious gaming in crisis situations
- user interaction models
- multimodal interfaces for games and simulation tools

Type of contributions:

- **Academic Session:** we invite researchers from academia or research labs to present their research or research-in-progress papers. Prospective presenters submit a regular research (or research in progress) paper which will be reviewed according to the usual academic standards.
- **Practitioner Session:** we invite practitioners to present their practice or experiences in information systems development, use or needs. Prospective presenters submit a powerpoint presentation which will be reviewed according to standards of relevance and contents.
- **Demonstration and Simulation Session:** we invite presentations of non-commercial demonstrations of information systems. Simulation (games) are also welcome. Prospective contributors submit a description of the demonstration or simulation they intend to present at the conference. These will be reviewed according to standards of relevance to the general theme of the conference.

Important Notice: All submissions must be submitted to the ISCRAM2007 central email address: iscram2007@iscram.org.

All submissions must be formatted according to the ISCRAM2007 instructions published on iscram.org. All papers, presentations or demos will go through a double-blind review process, leading to a decision of (conditional) acceptance or rejection. Acceptance rates at previous conferences were at 50-60 percent.

Accepted papers will be included in the ISCRAM2007 program and published in the official proceedings if and only if (1) the paper is formatted according to the instructions, (2) the authors sign the copyright transfer form (see iscram.org) and (3) one of the authors registers for the conference and pays the registration fee before the cut-off date for early registration. Authors who have multiple papers accepted can only register for and present one paper at the conference; co-authors need to register separately.

Session Chairs:



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TNO
Defence, Security and Safety

Important ISCRAM2007 Deadlines:

- Paper Submission Deadline: January 15, 2007
- Notification of acceptance: February 22, 2007
- Closing date Early Registration: March 1, 2007
- Final version submission deadline: March 15, 2007
- ISCRAM2007: May 13-16 2007

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 ISCRAM-CHINA, an annual conference for ISCRAM research in China. All information on ISCRAM can be found at <http://www.iscram.org>

This year the conference will be held from 13-16 May in the Netherlands in the city of Delft. All details on this conference will be made available via the ISCRAM website mentioned above.

TIP!

If you have the intent to submit a paper or presentation to one or more sessions, the session organizers would greatly appreciate an early, voluntary, notification. Please send your abstract TO: the Session Chair(s) (See e-mail addresses above) *and* CC it to: iscram2007@iscram.org.

The subject of the mail should be:

"Abstract for <session ID> on <your short title>"

The content of the mail should include:

- The type of contribution you want to submit: an academic paper, a presentation or a demo
- The title of your contribution
- A short description (abstract) of your contribution (10 lines)
- Any remarks/questions you have.

The session organizers will answer any questions you have, and may provide you with some tips.

Please note that submitting an abstract is not obligatory; it will be appreciated however. The organizing committees will not review the abstracts, or make a selection on the basis of abstracts. Only the final and full submissions will be used for this purpose. Sending an abstract does not oblige you to submit the full paper.