
Organizational Simulation

15th International Workshop, EOMAS 2019, Held
at CAiSE 2019, Rome, Italy, June 3-4, 2019,
Selected Papers

12th International Workshop, EOMAS 2016, Held
at CAiSE 2016, Ljubljana, Slovenia, June 13, 2016,
Selected Papers

Intersections in Simulation and Gaming

Simulation Strategies to Reduce Recidivism

Simulation of Organizations: an Annotated
Bibliography

International Workshop, MABS 2012, Valencia,
Spain, June 4-8, 2012, Revised Selected Papers

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CAiSE 2011, London, UK, June 20-21, 2011,
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Comprehensive Healthcare Simulation:
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Simulation

30 Years of the European Council of Modelling
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The Organization Game

New Frontiers of Social Science Research
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11th International Conference, CSCWD 2007, Melbourne, Australia, April 26-28, 2007. Revised Selected Papers

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**15th International
Workshop, EOMAS
2019, Held at CAiSE
2019, Rome, Italy,
June 3-4, 2019,
Selected Papers** John
Wiley & Sons
This book constitutes
the thoroughly

refereed post-
conference
proceedings of the
13th International
Workshop on Multi-
Agent-Based
Simulation, MABS
2012, held in Valencia,
Spain, in June 2012.
The 11 revised full
papers presented were
carefully selected from
35 submissions. The
papers are organized

in topical sections on modeling social interactions; cognition and agents behaviors; agents, games and finance; and methodologies and tools.

12th International Workshop, EOMAS 2016, Held at CAiSE 2016, Ljubljana, Slovenia, June 13, 2016, Selected Papers

Springer Science & Business Media
This book constitutes the proceedings of the 10th International Workshop on Enterprise and Organizational Modeling and Simulation, EOMAS 2014, held in conjunction with CAiSE 2014 in Thessaloniki, Greece, in June 2014. Tools and methods for modeling and simulation are widely used in enterprise

engineering, organizational studies, and business process management. In monitoring and evaluating business processes and the interactions of actors in a realistic environment, modeling and simulation have proven to be both powerful, efficient, and economic, especially if complemented by animation and gaming elements. The 12 contributions in this volume were carefully reviewed and selected from 22 submissions. They explore the above topics, address the underlying challenges, find and improve solutions, and show the application of modeling and simulation in the domains of enterprises, their organizations and underlying business processes.

Intersections in Simulation and Gaming Springer

The technical and cultural boundaries between modeling, simulation, and games are increasingly blurring, providing broader access to capabilities in modeling and simulation and further credibility to game-based applications. The purpose of this study is to provide a technical assessment of Modeling, Simulation, and Games (MS&G) research and development worldwide and to identify future applications of this technology and its potential impacts on government and society. Further, this study identifies feasible applications of gaming and simulation

for military systems; associated vulnerabilities of, risks to, and impacts on critical defense capabilities; and other significant indicators and warnings that can help prevent or mitigate surprises related to technology applications by those with hostile intent. Finally, this book recommends priorities for future action by appropriate departments of the intelligence community, the Department of Defense research community, and other government entities. *The Rise of Games and High Performance Computing for Modeling and Simulation* will serve as a useful tutorial and reference document for this particular era in

the evolution of MS&G. The book also highlights a number of rising capabilities facilitated by MS&G to watch for in the coming years.

Simulation Strategies to Reduce Recidivism

Springer Science & Business Media

This book constitutes the proceedings of the 9th International Workshop on Enterprise and Organizational Modeling and Simulation, EOMAS 2013, held in conjunction with CAiSE 2013 in Valencia, Spain, in June 2013.

Tools and methods for modeling and simulation are widely used in enterprise engineering, organizational studies and business process management. In monitoring and

evaluating business processes and the interactions of actors in a realistic environment, modeling and simulation have proven to be both powerful, efficient and economic, especially if complemented by animation and gaming elements. The ten contributions in this volume were carefully reviewed and selected from 22 submissions. They explore the above topics, address the underlying challenges find and improve solutions, and show the application of modeling and simulation in the domains of enterprises, their organizations and underlying business processes.

Simulation of Organizations: an Annotated Bibliography
Springer
Companies are

constantly faced with the need to grow and advance in order to compete with other corporations. The implementation of computer innovations allows for smoother transitions to adaptive changes through the use and understanding of analytical tools.

Modeling and Simulation Techniques for Improved Business Processes is a critical scholarly resource that examines the systems currently implemented in companies and how they can be upgraded and advanced through various computer design methods. Featuring coverage of a broad range of topics including scenario planning, casual modeling, and system dynamics, this publication is targeted toward researchers,

professionals, and engineers searching for current research on corporate innovations created through computer design methods.

International Workshop, MABS 2012, Valencia, Spain, June 4-8, 2012, Revised Selected Papers IGI Global

An Official Publication of the Society for Simulation in Healthcare, **Defining Excellence in Simulation Programs** aims to meet the needs of healthcare practitioners using simulation techniques for education, assessment, and research. Increasingly, simulation is an integral part of teaching and training programs in healthcare settings around the

world. Simulation models, including virtual simulation, scenario-based simulation with actors, and computerized mannequins, contributes to improved performance and reduced errors in patient care. This text establishes working definitions and benchmarks for the field of simulation and defines the types of simulation programs, while also covering program leadership, funding, staffing, equipment and education models. It provides knowledge critical to the success of simulation program management, simulation educators, and simulation researchers. Written to appeal to the novice to advanced beginner, a special section in each

chapter is directed to the competent to expert programs, managers, educators, and researchers, so that this text truly can serve as the comprehensive reference for anyone in simulation.

7th International Workshop, EOMAS 2011, held at CAiSE 2011, London, UK, June 20-21, 2011, Selected Papers

Springer Nature

This book takes up unique agent-based approaches to solving problems related to stock and their derivative markets. Toward this end, the authors have worked for more than 15 years on the development of an artificial market simulator called U-Mart for use as a research and educational tool. A noteworthy feature of

the U-Mart simulator compared to other artificial market simulators is that U-Mart is an ultra-realistic artificial stock and their derivative market simulator. For example, it can simulate “arrowhead,” a next-generation trading system used in the Tokyo Stock Exchange and other major markets, as it takes into consideration the institutional design of the entire market. Another interesting feature of the U-Mart simulator is that it permits both human and computer programs to participate simultaneously as traders in the artificial market. In this book, first the details of U-Mart are explained, enabling readers to install and run the

simulator on their computers for research and educational purposes. The simulator thus can be used for gaming simulation of the artificial market and even for users as agents to implement their own trading strategies for agent-based simulation (ABS). The book also presents selected research cases using the U-Mart simulator. Here, topics include automated acquisition of trading strategy using artificial intelligence techniques, evaluation of a market maker system to treat thin markets such as those for small and regional businesses, systemic risk analysis of the financial market considering institutional design of

the market, and analysis of how humans behave and learn in gaming simulation. New perspectives on artificial market research are provided, and the power, potential, and challenge of ABS are discussed. As explained in this important work, ABS is considered to be an effective tool as the third approach of social science, an alternative to traditional literary and mathematical approaches.

Comprehensive Healthcare Simulation: Operations, Technology, and Innovative Practice
Organizational Simulation
Marking the 30th anniversary of the European Conference on Modelling and

Simulation (ECMS), this inspirational text/reference reviews significant advances in the field of modelling and simulation, as well as key applications of simulation in other disciplines. The broad-ranging volume presents contributions from a varied selection of distinguished experts chosen from high-impact keynote speakers and best paper winners from the conference, including a Nobel Prize recipient, and the first president of the European Council for Modelling and Simulation (also abbreviated to ECMS). This authoritative book will be of great value to all researchers working in the field of modelling and simulation, in addition to scientists from other disciplines who make use of

modelling and simulation approaches in their work.

Enterprise and Organizational Modeling and Simulation Springer

The bibliography contains 141 annotated references on the subject of the simulation of complex social organizations. It is part of a study whose goal is to determine the feasibility of using simulation methods to conduct research upon human factors that influence organizational effectiveness. It is divided into three principal areas: man-centered simulation, man-machine simulation, and machine-centered simulation. Within each of these areas, publications are

separated into those directly concerned with the simulation of organizations, and those indirectly related to the subject. A general section covers reference works and bibliographies useful as source material. A KWIC index is provided. (Author).

30 Years of the European Council of Modelling and Simulation Springer

This practical guide provides a focus on the implementation of healthcare simulation operations, as well as the type of professional staff required for developing effective programs in this field. Though there is no single avenue in which a person pursues the career of a healthcare simulation technology specialist (HSTS), this book outlines the

extensive knowledge and variety of skills one must cultivate to be effective in this role. This book begins with an introduction to healthcare simulation, including personnel, curriculum, and physical space. Subsequent chapters address eight knowledge/skill domains core to the essential aspects of an HSTS. To conclude, best practices and innovations are provided, and the benefits of developing a collaborative relationship with industry stakeholders are discussed. Expertly written text throughout the book is supplemented with dozens of high-quality color illustrations, photographs, and tables. Written and edited by leaders in

the field,
 Comprehensive Healthcare Simulation: Operations, Technology, and Innovative Practice is optimized for a variety of learners, including healthcare educators, simulation directors, as well as those looking to pursue a career in simulation operations as healthcare simulation technology specialists.
Application to Military Simulations Springer
 This book constitutes the refereed proceedings of the 11th International Workshop on Enterprise and Organizational Modeling and Simulation, EOMAS 2015, held at CAiSE 2015, in June 2015 in Stockholm, Sweden. EOMAS was founded with the purpose to

become a forum among researchers and practitioners to share their research and practical findings by encouraging the dissemination of research results under a more generic umbrella called enterprise engineering, which encompasses internal factors ranging from organizational complexity to intricacy of business processes and sophistication in workflows as well as external factors and uncertainties such as competition, politics, or the emergence of innovative technologies. The 15 papers presented in this volume were carefully reviewed and selected from 28 submissions. They were organized in topical sections named: enterprise

conceptual modeling and simulation; enterprise modeling formal foundation; and enterprise optimization.

Comprehensive Healthcare Simulation: Improving Healthcare Systems
Springer

This book constitutes the refereed post-conference proceedings of the 21st Annual Simulation Technology and Training Conference, SimTecT 2016, and the 47th International Simulation and Gaming Association Conference, ISAGA 2016, Held as Part of the First Australasian Simulation Congress, ASC 2016, held in Melbourne, VIC, Australia, in September 2016. The 28 revised full papers included in

the volume were carefully reviewed and selected from 55 submissions. They are organized in the following topical sections: Making the grade; Come to think of it; From here to fidelity; The name of the game; and Ahead of the game.

9th International Workshop, EOMAS 2013, Held at CAiSE 2013, Valencia, Spain, June 17, 2013, Selected Papers
Springer Science & Business Media

Design of complex artifacts and systems requires the cooperation of multidisciplinary design teams using multiple sophisticated commercial and non-commercial engineering tools such as CAD tools, modeling, simulation and

optimization software, engineering databases, and knowledge-based systems. Individuals or individual groups of multidisciplinary design teams usually work in parallel and independently with various engineering tools, which are located on different sites, often for quite a long period of time. At any moment, individual members may be working on different versions of a design or viewing the design from various perspectives, at different levels of details. In order to meet these requirements, it is necessary to have efficient computer-supported collaborative design systems. These systems should not only automate individual tasks, in the

manner of traditional computer-aided engineering tools, but also enable individual members to share information, collaborate, and coordinate their activities within the context of a design project. Based on close international collaboration between the University of Technology of Compiègne in France and the Institute of Computing Technology of the Chinese Academy of Sciences in the early 1990s, a series of international workshops on CSCW in Design started in 1996. In order to facilitate the organization of these workshops, an International Working Group on CSCW in Design (CSCWD) was established and an International Steering

Committee was formed in 1998. The series was converted to international conferences in 2000 building on the success of the four previous workshops.

21st Annual Simulation Technology and Training Conference, SimTecT 2016, and 47th International Simulation and Gaming Association Conference, ISAGA 2016, Held as Part of the First Australasian Simulation Congress, ASC 2016, Melbourne, VIC, Australia, September 26-29, 2016, Revised Selected Papers

Routledge

From modeling and simulation to games and entertainment
With contributions from leaders in systems and

organizational modeling, behavioral and social sciences, computing and visualization, and gaming and entertainment, Organizational Simulation on both articulates the grand vision of immersive environments and shows, in detail, how to realize it. This book offers unparalleled insight into the cutting edge of the field, since it was written by those who actually researched, designed, developed, deployed, marketed, sold, and critiqued today's best organizational simulations. The coverage is divided into four sections: * Introduction outlines the need for organizational simulation to support strategic thinking, design of

unprecedented systems, and organizational learning, including the functionality and technology required to enable this support * Behaviors covers the state of knowledge of individual, group, and team behaviors and performance, how performance can best be supported, how performance is affected by national differences, and how organizational performance can best be measured * Modeling describes the latest approaches to modeling and simulating people, groups, teams, and organizations, as well as narrative contexts and organizational environments within which these entities act, drawing from a rich set of modeling

methods and tools *
 Simulations and Games illustrates a wide range of fielded simulations, games, and entertainment, including the methods and tools employed for designing, developing, deploying, and evaluating these systems, as well as the social implications for the associated communities that have emerged. Addressing all levels of organizational simulation architecture with theories and applications, and enabling technologies for each, *Organizational Simulation* offers students and professionals the premier reference and practical toolbox for this dynamic field.

Developing Organizational Simulations Springer

The aim of this book is to demonstrate how Agent-Based Modelling (ABM) can be used to enhance the study of social agency, organizational behavior and organizational management. It derives from a workshop, sponsored by the Society for the Study of Artificial Intelligence and the Simulation of Behavior (AISB), held at Bournemouth University Business School in 2014 on “Modelling Organizational Behavior and Social Agency”. The contents of this book are divided into four themes: Perspectives, Modeling Organizational Behavior, Philosophical and Methodological Perspective, and Modeling Organized Crime and Macro-

Organizational Phenomena. ABM is a particular and advanced type of computer simulation where the focus of modeling shifts to the agent rather than to the system. This allows for complex and more realistic representations of reality, facilitating an innovative socio-cognitive perspective on organizational studies. The editors and contributing authors claim that the use of ABM may dramatically expand our understanding of human behavior in organizations. This is made possible because of (a) the computational power made available by technological advancements, (b) the relative ease of the programming, (c) the

ability to borrow simulation practices from other disciplines, and (d) the ability to demonstrate how the ABM approach clearly enables a socio-cognitive perspective on organizational complexity. Showcasing contributions from academics and researchers of various backgrounds and discipline, this volume provides a global, interdisciplinary perspective.

Validity of Simulation Models in Organization Science: from Model Realism to Purpose of the Model World

Scientific
This book presents work on healthcare management and engineering using optimization and simulation methods and techniques.

Specific topics covered in the contributed chapters include discrete-event simulation, patient admission scheduling, simulation-based emergency department control systems, patient transportation, cost function networks, hospital bed management, and operating theater scheduling. The content will be valuable for researchers and postgraduate students in computer science, information technology, industrial engineering, and applied mathematics.

9th International Workshop, EOMAS 2013, Held at CAiSE 2013, Valencia, Spain, June 17, 2013, Selected Papers Eburon Uitgeverij B.V.

Today's military missions have shifted away from fighting nation states using conventional weapons toward combating insurgents and terrorist networks in a battlespace in which the attitudes and behaviors of civilian noncombatants may be the primary effects of military actions. To support these new missions, the military services are increasingly interested in using models of the behavior of humans, as individuals and in groups of various kinds and sizes. Behavioral Modeling and Simulation reviews relevant individual, organizational, and societal (IOS) modeling research programs, evaluates the strengths and weaknesses of the

programs and their methodologies, determines which have the greatest potential for military use, and provides guidance for the design of a research program to effectively foster the development of IOS models useful to the military. This book will be of interest to model developers, operational military users of the models and their managers, and government personnel making funding decisions regarding model development.

Proceedings of Isaga 2007 Springer

This book constitutes the proceedings of the 9th International Workshop on Enterprise and Organizational Modeling and Simulation, EOMAS 2013, held in

conjunction with CAiSE 2013 in Valencia, Spain, in June 2013. Tools and methods for modeling and simulation are widely used in enterprise engineering, organizational studies and business process management. In monitoring and evaluating business processes and the interactions of actors in a realistic environment, modeling and simulation have proven to be both powerful, efficient and economic, especially if complemented by animation and gaming elements. The ten contributions in this volume were carefully reviewed and selected from 22 submissions. They explore the above topics, address the underlying challenges and find and improve

solutions, and show the application of modeling and simulation in the domains of enterprises, their organizations and underlying business processes.

Enterprise and Organizational Modeling and Simulation Springer Nature

Enterprises of the 21st century are crucial components in delivering services to society and contributing to economic prosperity. Service is delivered when an enterprise is conducting its business within its business environment. With the growing complexity of modern business processes and continuously changing business environment, enterprise study (enterprise engineering) requires p-

found engineering approaches with properties such as ability for reengineering, scalability, adaptability, and reimplementation. Enterprises are purposefully - signed and implemented systems to fulfill certain functions.

As any system, enterprises are objects of continuous improvements, redesign and reimplementation. Usually, a redesigning activity is triggered by changes in the business environment, where the enterprise is functioning (delivering its service), or an internal need for efficiency. The departure point for any design or redesign activity pertinent to an enterprise is first to understand

the enterprise business processes. Therefore, in the overall enterprise engineering activities, business process modeling plays a central role. However, an extended enterprise and organizational study involves both analysis and design activities, in which modeling and simulation play prominent roles. The growing role of modeling and simulation attracts serious attention of researchers in the context of enterprises. Modeling and simulation are the tools and methods that are effective, efficient, economic, and widely used in enterprise engineering, organizational study, and business process management. Complementary

insights of modeling and simulation in enterprise engineering constitute a whole cycle of study of these complex sociotechnical system enterprises. *Organizational Simulation of Medical Work* Springer
 Graphs, networks and agent-based modeling are the most thriving and attracting sciences used in ecology and environmental sciences. As such, this book is the first comprehensive treatment of the subject in the areas of ecology and environmental sciences. From this integrated and self-contained book, researchers, university teachers and students will be provided with an in-depth and complete insight on knowledge,

methodology and recent advances of graphs, networks and agent-based-modeling in ecology and environmental sciences. Java codes

and a standalone software package will be presented in the book for easy use for those not familiar with mathematical details.

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