

Simulation and gaming in the utility deregulation: The business perspective.

Call for papers for a special issue of **Simulation and Gaming (S&G)**, an **International Journal of Theory, Practice and Research on simulation and gaming**.

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Background

Utility industries provide us with most of the basic individual and social needs such as electricity, gas, water, and waste disposal. However, since the early 1990s, the world of utilities of most Western economies has been changing rapidly and profoundly due to de-regulation and re-regulation, privatization and liberalization. Business managers and public administrators have to learn how to manage the transformations required from their companies. In this context, simulation and gaming techniques can be used effectively for strategy making, organizational change, policy evaluations, crisis management, operations research, in-company training... etc.

Special issue

This special issue will explore and demonstrate successful applications of simulation and/or gaming methods for the private and/or public utility companies in a context of deregulation. We are looking for possible contributions showing a variety of simulation and gaming applications (and techniques) applied in different utility industries, and in various countries.

Planning

The special issue is planned to be published in the second half of 2004.

- End of December 2003: deadline abstract / proposal
- January: notification of abstract acceptance
- February 2004: full paper submission
- March: review process
- April: revised paper submission
- May: Editing and publication process
- September: publication in S&G

Submission

Authors who are interested to make a submission are requested to send an abstract of about 500 words to the guest editors (address included above). Abstract should include: title, key words, corresponding author, full authors' information (addresses, affiliations, telephone and fax numbers, e-mail addresses).

In addition, a reference text written by the author(s) (e.g. a non-published conference paper or selection of a research report) describing the research or simulation-gaming case would be helpful.