



Simulation Breaks Free in Game Thinking

Description

Well, it has been a long time coming – but Simulation has finally broken free from Serious Games in my Game Thinking “framework”. It will take a while for me to update everything, but I wanted to share the draft entry for simulations in [Even Ninja Monkeys Like to Play](#).



Game Thinking 2016 Update

A simulation is a virtual representation of something from the real world, such as a flight simulator. Often this can be hard to distinguish from a game or a serious game, as they look very game like. The difference is that a simulation does not usually need gameplay elements in order to function and fulfil its designed intent. It exists to allow users to practice an activity in a safe environment.

Simulations are not a new phenomenon either, with military simulations in one form or another used since the start of organised warfare. The birth of modern wargames and simulations has been credited to Herr von Reisswitz, Prussian War Counsellor and his war game *Kriegsspiel* in 1812. This was a military game / simulation that each regiment was encouraged to play on a regular basis to test out strategies and tactics without having to risk troops.

Simulations can take many forms; physical such as board games or role-playing, digital like computer based flight simulations or business simulations, or blended where you have a bit of both as in

augmented reality.

Game & Game-Like Experiences Split by Design Intent

	Game Thinking	Game Elements	Virtual World	Game Play	Non Purposeful
Game Inspired Design					
Gamification					
Simulation					
Serious Game					
Game					

Category

1. Gamification
2. Gaming

Tags

1. game thinking
2. ninja monkeys
3. serious games
4. simulation

Date Created

21/04/2016

Author

andrzej-marczewski