
Improving resilience through gaming

Simulation & Gaming
2023, Vol. 54(5) 475–476
© The Author(s) 2023
Article reuse guidelines:
sagepub.com/journals-permissions
DOI: 10.1177/10468781231192344
journals.sagepub.com/home/sag



**Marlies P. Schijven^{1,2,3} and
Toshiko Kikkawa⁴**

Keywords

resilience, gaming, VUCA, climate change, policy exercises, consensus

Dear readers of Simulation and Gaming,

The world remains full of uncertainty -as it has always been in human history. However, living in the 21st century, we may now be aware as ever. Historically, natural disasters -or disasters in nature- were considered to be regional issues with limited damage to overall society, occurring in specific areas. However, the flood in Eifel region, Germany, in 2022 awoke the Germans; the destruction of the Nova Karkhova dam in Cherson, Ukraine, alerted Ukrainians, Europeans and in fact the whole world that natural disasters (and man-made disasters to nature) do occur to date. And when occurring, results are devastating to nature and to society at large. In addition to uncertainty, volatility, complexity, and ambiguity are great challenges for our society. They are termed as “VUCA” (Volatility, Uncertainty, Complexity, and Ambiguity), due to technological innovation, climate change, and international and domestic conflicts (Bennett & Lemoine, 2014).

How to combat the “VUCA”? Gaming may help us in coming up with solutions and testing of various approaches. For example, many games have been developed for improving awareness about the climate change, proposing solutions using policy

¹Department of Surgery, Amsterdam UMC, University of Amsterdam, Amsterdam, the Netherlands

²Amsterdam Gastroenterology and Metabolism, Amsterdam UMC, Amsterdam, the Netherlands

³Amsterdam Public Health, Digital Health, Amsterdam UMC, Amsterdam, the Netherlands

⁴Faculty of Business and Commerce, Keio University, Tokyo, Japan

Corresponding Author:

Toshiko Kikkawa, Faculty of Business and Commerce, Keio University, 2-15-45, Mita, Minato-ku, Tokyo, Japan.

Email: toshiko.sg@gmail.com

exercises, or offering ways to reach consensus. Still, we are not satisfied with the volume of games to the issues. We expect more innovative research to tackle the issue.

We'd love to help strengthen individual and societal resilience dealing with uncertainties and challenges of modern times. We believe games are not to be overlooked as arsenal, and hold promise. Indeed, improving resilience in many areas using games and gamification is a challenge in itself. But is encouraged by an increasing body of evidence, as is the impact factor of our Journal.

In sum, although Simulation and Gaming Journal can rely on a history of over 50 years – we will have an ocean to cross to date. Although we encourage everyone to play, our joint future is not something to gamble with. We need more innovative ideas, and robust research to mature gaming and cross oceans. Hence, we need you to help us across.

Therefore, our call to the readers of S&G including our future authors, please join us, share your innovative ideas and research. Bridging us all to a better world where dams may be broken, but thoughts and beliefs in a better world are not.

Reference

Bennett, N., & Lemoine, G.J. (2014). <https://hbr.org/2014/01/what-vuca-really-means-for-you>. Harvard Business Review (January-February, 2014).

Author Biographies

Marlies P. Schijven, MD PhD MHSc, is a professor of surgery with vast expertise in the simulation and gaming field for medical education. She is the former president of the Dutch Society for Simulation in Healthcare (DSSH), longtime member of SSH (Society for Simulation in Healthcare) and SESAM (European Society for Simulation) and president of the WATCH society (wearable technology in healthcare). She is the former Chief Medical Information Officer of the Dutch Government, and national lead on eHealth.

Contact: m.p.schijven@amsterdamumc.nl

Toshiko Kikkawa, PhD is a professor at Keio University social psychologist and specializes in S&G and risk communication. She has been in the position of a vice-chair of the Japanese Association of Simulation and Gaming (JASAG) since 2015 and was the Executive Board member of the International Simulation and Gaming Association (ISAGA) from 2012 to 2016.

Contact: toshiko.sg@gmail.com