


# One Winner for Games?

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## Keywords

gaming, games, simulation, skills, training, education, foldit, diplomacy

Dear readers and authors of Simulation and Gaming,

What is your motivation when you play games for fun? Do you want to be a winner? Or are you just in it for the playful experience itself? We dare to ask you what the meaning of a “win” is for you. Do you merely want to have fun interacting? Is your goal to increase your self-esteem by winning games? Or, do you like showing off your skill and aptitude, sharing that you are the winner?

After we raised the similar issue about competition and cooperation in the February issue in 2022 (Schijven & Kikkawa, 2022), the world has become more and more chaotic in addition to the ongoing waves of the not-yet-extinct pandemic. Crises we are facing now are wars, food supplies, energy supply, a shortage of employees, etc. We again emphasize the value of cooperation, especially by applying the fruits of simulation and gaming research. We do not need one winner for real world crises’ games, as the classic game DIPLOMACY allows only one winner with negotiation and betrayal (see Meerts, 2012). Quite the contrary! An epic win -in our belief- is when there is something to gain for all.

Looking back to our community’s heritage, many simulations and games for managing crises have been developed and are used to improve various skills, attempting to offer solutions. For example, we had a special symposium of Simulation & Gaming in the area of risk and crisis in vol. 35(3) in 2004. In addition, there have been continuously published articles related to risk/crisis management.

Games to be played are often dynamic, which is a good thing as our world and the nature of risks and crises are ever changing. We editors welcome fresh approaches to the challenges of current times in which we focus on tackling important issues in all areas of simulation and gaming, for example, policy making, collective learning, medical area, education and crisis/risk management. And yes, of course also to have a little fun. And while having fun, the simulation and gaming community has the power to contribute in solving current world wide issues—if we provide our community with

the right challenges. Indeed, we have done so before (<https://www.scientificamerican.com/article/foldit-gamers-solve-riddle/>).

As the number of submissions is increasing, we EICs are continuously trying to a fair and timely publication with the cooperation of Associate Editors, Editorial Boards, and the Sage team. Our team is playing a cooperative game, so please join us to create a better future!

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