

# N A S A G A

## North American Simulation and Gaming Association

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### SIMAGES

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The NASAGA Organization would like to thank Gail Heidenhain and Randy Hollandsworth for their time and effort in creating this issue of SIMAGES.

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#### Board Proposal

Fellow board members,

As discussed in our last board conference call, Michele and Chris had a follow-up call regarding membership costs and benefits with an eye towards membership growth. As we discussed the matter we also tried to focus on what the key value proposition of NASAGA to a prospective member. We came to the idea that NASAGA's true value for the two of us, was the community that is built through the annual conference. The conference has historically provided each of us with the most practical (and exciting) hands on experience in the use of simulations and games that either of us has participated in. The further potential of NASAGA is to continue the learning and community experience throughout the year.

We felt that this statement of value reflects the goal statement for the organization "to facilitate the use of simulations and games and to spread the principles and procedures of interactive, experiential approaches to education." For each of us the notion of "a learning community established at the conference with follow-up through online learning" focused the matter further. With that background regarding our sense of the organization's value proposition we turned to the last financial report October 1, 2000 through July 27, 2001. The current gross revenue from membership for the period is \$4620.00 USD (Note current membership is 72 members) less the amount paid to Sage Publications \$2213.00 USD and the 647.92 membership costs paid to Discian Group gives a net revenue of \$ 1759.08USD. The conference on the other hand generated \$16434.00 (including the auction revenues of \$3,684.75). In fact the auction revenues alone cover the operating costs of NASAGA for the year if you exclude the amount paid to Sage Publications. We feel that the Conference clearly is the focus of the organization financially.

Our proposal

Conference attendees should be given complimentary membership in NASAGA when they register for the conference. This membership would not include subscription to Simulation and Gaming Journal, Subscription options (is it a special rate?) would be made available at the conference. Conference registration would include a choice of hard copy or electronic SIMAGES. This change alone would give us a larger membership and thus a larger mailing list. In addition we propose that a free E-membership be made available on the web site. Again, this would not include the journal. It would also provide the subscriber with only the online

version of SIMAGES.

From these membership changes we would hope to increase the size (and usefulness) of the list-serv to generate more ongoing interest in NASAGA and provide us with a larger mailing list to promote the upcoming conference. We would also add that at periodic intervals, we will send out a short news-update on simulations. We would also like to explore a vendor (such as: Placeware, Webex, Centra, Astound) who might partner with us as a donation or at a reduced cost) to conduct online "playlands" that would preview/review sessions at the conference or present new innovations in online simulations and games. These sessions would be free to members.

In summary we feel that a free membership will do more to fulfill our mission, add value and create interest in attending the conference (the "real" revenue source) than our current paying structure.

We feel that the risks are minimal given our current financial condition. We suggest that one to two years operating costs be kept in reserve should the conference fail. In addition we note that the auction revenue alone could cover our annual operating costs. We look forward to your observations and reactions to the proposal.

Please send any feedback or responses on this proposal to [tscerbo@cisco.com](mailto:tscerbo@cisco.com) or [chris\\_saeger@yahoo.com](mailto:chris_saeger@yahoo.com).

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### **Cool Stuff !!**

#### Balancing Act

Purpose: To create a metaphor for interactivity and collaboration among the participants.

Participants: 5-30

Time: 10-15 minutes

Supplies: Copies of the workshop manual/workbook.

Preparation: Create the Track. Find a clear space that is approximately 10 feet wide and 20 feet long. If necessary, temporarily create such a space by rearranging the furniture in the room. Mark the start and the finish lines with masking tape on the floor.

Flow: Assemble the participants. Ask them to bring their workshop manual or collection of handouts and stand at the start line.

Give instructions. Explain that the participants will race from the start line to the finish line. Give these additional details.

- You should balance your workshop manual as you race from the start line to the finish line.
- After you have left the start line, you should not touch the manual with your hand.
- Don't pick up the manual if it falls down. Ask someone else to help you by picking up the manual and replacing it on your head.
- You may help the others whenever you want to. But you cannot touch anyone else's manual.
- The object of this activity is to get everyone across the finish line as quickly as possible.

- After you have crossed the finish line, you may drop your manual. But you cannot return to help the others.

Conduct the Activity: Blow the whistle, start the timer, and step out of the way. Let the participants race toward the finish line. Make sure that everyone observes the rules.

Conclude the Activity: Blow the whistle when everyone has crossed the finish line. Announce the time taken and congratulate the group for the great job they did.

Debrief the Group: Conduct a brief discussion about how the participants feel about their success and what they learned from the activity.

Draw the Analogies: Explain how this activity reflects your vision for the workplace.

- We succeed only if everyone succeeds.
  - We should help one another.
  - When we cannot do certain things by ourselves, we should ask others to help us.
  - We should help others whenever we can. We cannot succeed unless they also succeed.
  - We don't succeed by being the first one to finish.
  - We should work and learn as fast as we can, but without losing our grip on things.
  - We should try to achieve a balance between our head (thinking) and our hand (acting) .
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### Editors Note

It is not possible to design, develop, facilitate, or author this month without the weight of the recent world events bearing heavy on our minds. It feels appropriate to take a moment and reflect on the loss that the United States has experienced and to honor those US citizens, professionals, and international citizens that lost their lives in this tragic event.

As a professional trainer and designer, I found myself in a situation that maybe many of you faced this week. That situation involved conducting a program in the aftermath of the news and concerns. I conducted a team effectiveness simulation on the day following the tragedy and I assure you that many of my NASAGA friends, colleagues, and mentors were on my mind. I asked myself, "How many of my NASAGA friends were carrying on today." It was this thought that really reinforced to me, not just how much we all give to education, human resource development, and learning. But this experience reinforced how important our role in society really is. To stand strong during events like this and to continue our efforts at making a difference in the world. To reinforce collaboration, acceptance, support, and peace in a very complex world.

This is what NASAGA is all about! It is about people from many professional, personal, and cultural backgrounds coming together for a common cause. To make the world a better place and to help people and organizations grow. It is this common passion that continues to bring me back to NASAGA and that makes me proud to be affiliated with all of the professionals in this association.

As an American and a citizen of this planet, Earth, I am thankful for the efforts put forward by professionals like those that I have met through NASAGA. I look forward to seeing how our creativity and energy can continue to be harnessed to make our planet a better place. The online discussions are already beginning to buzz on how NASAGA might provide simulations that promote peace and enhance cross-cultural cooperation. I look forward to being a part of those initiatives and I hope to see all of you in Bloomington.

Randy Hollandsworth