

Serious Games for Strategy and Planning

Serious Games are ever more used in **Strategic Planning**, which was one of the classic game application fields. Indeed, Strategy Simulation Games have been always popular on the market, however, there is a growing need and opportunity to bring such Tools in Business, and also in Instructional Areas to improve Knowledge and enhance Experience. This requires addressing several challenges, that range from Modeling to Simulation, from Assessment to Coaching.

Please consider to submit a paper to the **International Journal of Serious Games** by sending your contribution to the Guest Editor:

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We invite submission of original paper, dealing with following aspects:

- Strategy Models
 - Strategy Assessment
 - Analytics for Strategy Games
 - Negotiation Training Techniques
 - Consensus and Opinion Simulation
 - Mechanics for Strategy Serious Games
 - Player Profiling, Assessment and Coaching
 - Procedural Content Generation for Strategy Games
 - Artificial Intelligence & Machine Learning for Strategy Serious Games
 - Advanced Human-Computer interaction for strategy serious games
 - Case studies of Strategy/Innovation Management Games
 - Complex Scenario Modeling
 - Emotion Management
 - User studies
 - Game Theory
- in various Application domains



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