Message from the SIAG 2009 Workshop Chairs

It is with great pleasure that we welcome you to the 2009 International Workshop on Social Intelligence in Applied Gaming (SIAG 2009), held in conjunction with the 2009 IEEE International Conference on Social Computing (SocialCom 2009) in Vancouver, Canada, August 29–31, 2009.

This workshop is a workshop within the conference program, focusing on the use of games and game-like interfaces as a means of accessing social intelligence for anticipatory reasoning, decision making, and problem analysis.

The goals of the workshop are (1) to bring together researchers who are exploring the use of so-called “serious gaming” paradigms, decision markets, and other game-like methods to gather social intelligence; (2) to help identify key research questions posed by these applications; and (3) to conduct this workshop in an environment that provides opportunities for cross-fertilization with other researchers who share a strong focus on social intelligence and social computing.

Although relevant papers dealing with all aspects of applied (“serious”) gaming and social intelligence were considered, we were especially interested in papers that addressed one or more of the following topics:

- How critical is engagement with the game to its utility in accessing social intelligence?
- How can innovation and serendipitous discovery be designed into analytical gaming environments?
- What is the role of in-game and out-of-game communication among players?
- How should the effectiveness of analytical gaming be measured? What are the metrics?
- What is the role of knowledge management in analytical gaming?
- How can gaming analytics (analyzing gaming results either as the game is ongoing or as a post mortem exercise) be used to derive meta-knowledge about problem-solving approaches, group dynamics, etc?

Antonio Sanfilippo, Pacific Northwest National Laboratory, USA
Scott Butner, Pacific Northwest National Laboratory, USA
Workshop Chairs