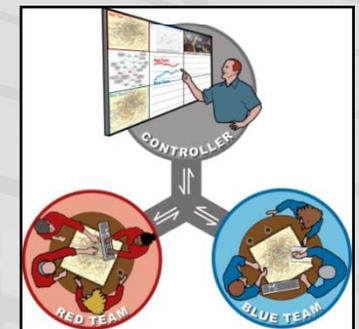
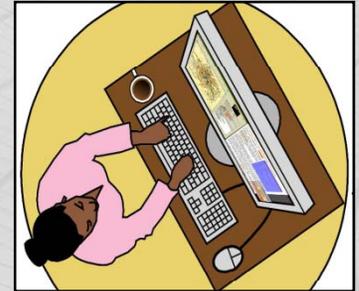


R&D and funding issues in Applied Gaming

Panel

**Social Intelligence in Applied Gaming
Workshop
IEEE conference on Social Computing
Vancouver BC, 31 August 2009**



Panel members

▶ Panelists

- **Terry Lyons**, Air Force Office of Scientific Research
 - Directs program on social and cultural modeling
- **Shanna Tellerman**, Sim Ops Studios/Wild Pockets
 - CEO, Developing an open platform for casual 3D games in browser
- **Justin Wolf**, Future Point Systems, Inc.
 - Product Manager for Starlight, a visual analytics application
- **Scott Butner**, Pacific Northwest National Laboratory
 - Co-leads Technosocial Predictive Analytics Initiative

▶ Chair

- **Antonio Sanfilippo**, Pacific Northwest National Laboratory
 - Leads Technosocial Predictive Analytics Initiative

R&D and funding issues in Applied Gaming

- ▶ What is the role of social intelligence in applied gaming?
- ▶ How to promote the use of gaming for training purposes?
- ▶ Is gaming well suited as a tool for analysis and decision making?
- ▶ What R&D advances need to be made to facilitate adoption by analysts and policymakers?
- ▶ What funding strategies may be pursued to spur R&D advances in applied gaming?