

ABSEL 2022

**Call for Papers, Extended Abstracts, Experiential Learning Activities,
Simulations, Games, Demonstrations, Panels and Other Submissions**

49th Annual Conference

March 30 - April 1, 2022

University of Pittsburgh

Pittsburgh, PA, USA

THEME: “Transformative Education During Times of Disruption”

Submission Due Date: October 25, 2021

Whether we accept it or not, COVID-19 has had a lasting impact on the world and higher education has not been spared. The disruption caused by COVID-19 has forced us to quickly adapt and scale our technology at a never-before-seen pace. These changes and adaptations have created immense opportunities for educators and learners to engage in transformative educational practices. Therefore we have chosen this as our theme for our 49th Annual Conference.

Given the mitigation efforts and slowing down of COVID in many parts of the world, the ABSEL Board has decided to hold the 49th Annual Conference of the Association for Business Simulation and Experiential Learning (ABSEL) in person. The conference committee and the ABSEL Board will communicate in a timely manner if situations change and if we need to move to a virtual mode.

ABSEL invites new and experienced academicians, professionals, and students from all disciplinary areas to submit papers for presentation and demonstrations related to business simulation and experiential learning. We especially encourage young faculty and doctoral candidates to participate in ABSEL and get the benefit of interacting with some of the most renowned personalities in business simulations and experiential learning. Student participation in ABSEL is highly encouraged.

We welcome quantitative and qualitative research, theoretical models, literature reviews, cases, demonstrations, exercises, panels, and other work related to creative or innovative teaching and learning methods for our main tracks: Simulations; Experiential Learning; Innovations and Future Directions in Education; and Games Ready-to-Play.

The proceedings of the conference will be posted online in an open-access, word-searchable publication, *Developments in Business Simulation and Experiential Learning* (DBSEL) available at www.abssel.org. A complete archive of DBSEL papers (from 1974) is available for either direct access or search through Google Scholar.

Submission Types

Extended Abstract* – an extended abstract is minimum 1,000 words, including references. Extended abstracts will be included in the online proceedings.

Full Paper* – full papers will be published in the online proceedings and will enter the best paper review procedure.

Professional Development Workshop and Games Ready to Play Sessions – for detailed submission information, please refer to the website or contact the Track or Program Chair.

***Note:** While we accept extended abstracts, we encourage submission of full papers as they improve the quality and timeliness of the research available in the proceedings. Our policy allows for subsequent journal publication of a later version. If a journal's editorial policy precludes publishing a revision of a published conference paper, ABSEL allows authors to withdraw the original paper from the proceedings prior to submission or final journal publication.

Submission Timeline

October 25, 2021 Due date for all submission types for review. All submissions must be done electronically by following the link at www.abssel.org > ABSEL 2022 Conference > Submission guidelines

November 30, 2021 Notification of reviewer decisions on acceptance of papers.

December 21, 2021 Due date for submission of revised, pre-publication format manuscripts for inclusion in the conference proceedings.

January 15, 2022 ABSEL Conference registration fees must be paid by at least one author to be included in the conference program and conference proceedings. Register at: www.abssel.org

Conference Tracks

Simulations: Focuses on the development, application, assessment, and research associated with business simulations and gaming.

Track Chair: **Rebecca Schmeller**, rschmell@ashland.edu

Experiential: Focuses upon experiential methods including but not limited to classroom experiential exercises, service learning, cultural immersion/study abroad, business planning/new venture creation, and internship/live case. These methods may be employed in the classroom, community as laboratory, or workplace as a learning community. This track also focuses on the development, application, assessment, and research associated with any form of experiential learning activities.

Track Chair: **Elise Boyas**, eaboyas@katz.pitt.edu

Innovations and Future Directions in Education: Focuses on developments in education that reflect new educational and/or technological innovations, including online learning, distance education, other web-based learning, and the use of new teaching technologies.

Track Chair: **James Cannon**, james.cannon@usu.edu

Games Ready to Play: This track will allow conference attendees to actually participate in simulations and games that can be either played to completion or for some games, played for at least a single round within a time frame of 1–1.5 hours.

Track Chair: **Roy Hamada**, hamada@edu.asahikawa-nct.ac.jp

Please contact the Program Chair with any questions:

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