




Modeling, Simulation and Gaming

 **MODELING:** should refer to the gathering and structuring of data in such a way that the values of the parameters, the initial values of the variables, and their interrelationships are formalized.

 **SIMULATION:** (Real-World oriented, Mathematical Model) should be reserved to the use of a model to carry out "experiments" specifically designed to study selected aspects of the simulant, i.e., the real-world or a hypothesized system that has been modelled.

 **GAMING:** (Decision making oriented) refers to man-machine-simulation in which human judgement is exercised to influence the dynamics of the model during the course of a study.