

6.3 Lessons Learned

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The following list comprises seminal papers about lessons learned in selected application domains.

Country Modeling

Silverman, B. et al. (2021). StateSim: Lessons Learned from 20 Years of A Country Modeling and Simulation Toolset. *Social Computing, Behavioral-Cultural Modeling & Prediction and Behavior Representation in Modeling and Simulation Annual Conference*; https://repository.upenn.edu/cgi/viewcontent.cgi?article=1939&context=ese_papers

Military and Business

Barth, R. et al. (2021). Typical Pitfalls of Simulation Modeling - Lessons Learned from Armed Forces and Business, *The Journal of Artificial Societies and Social Simulation*, 15(2). DOI: [10.18564/jasss.1935](https://doi.org/10.18564/jasss.1935)

Hofmann, M.A. (2004). Criteria for Decomposing Systems into Components in Modeling and Simulation: Lessons Learned with Military Simulations. *SIMULATION* 80 (7-8): 357-365; <https://doi.org/10.1177/0037549704049876>

Network

Anton, S.D. (2018). The Dos and Don'ts of Industrial Network Simulation: A Field Report. ISCSIC '18: *Proceedings of the 2nd International Symposium on Computer Science and Intelligent Control*, September 2018 Article No.: 6 Pages 1–8
<https://doi.org/10.1145/3284557.3284716>

Participatory Modeling

Sterling, E.J. et al. (2019). Try, try again: Lessons learned from success and failure in participatory modeling. *Elementa: Science of the Anthropocene* 7:9.
<https://doi.org/10.1525/elementa.347>

Railways

Meijer, S. (2012). Gaming Simulations for Railways: Lessons Learned from Modeling Six Games for the Dutch Infrastructure Management. DOI: 10.5772/35864;
<https://www.intechopen.com/books/infrastructure-design-signalling-and-security-in-railway/gaming-simulations-for-railways-lessons-learned-from-modeling-six-games-for-the-dutch-infrastructure>