

Kurz-Vita

Prof. Dr. Willy Christian Kriz

Fachhochschule Vorarlberg

Willy Christian KRIZ, born 1968, earned his PhD 1999 in Psychology from University of Vienna. His master thesis was on “Attractors in the process of construction of mental models” (applying chaos theory and self-organization theory of synergetics to the construction of meaning and mental models) and his PhD thesis was on “Training of systems-competence with gaming simulation”. He was assistant professor for Business & Psychology at University of Linz (Austria) and assistant professor for Organizational Psychology and Consulting at LMU University of Munich (Germany). Since 2005 he is full professor for Human Resource Management/Organisational Behaviour, Leadership and Change Management at the University of Applied Sciences Vorarlberg, Austria, and he was/is lecturer at Universities in Austria, Germany, Switzerland, Italy, Peru, Japan, USA and India.



He is working as a researcher, lecturer, trainer, consultant and designer with different forms of simulations and games for a whole range of purposes, including education in systems-management, personnel and team development and senior management training, facilitation of real organizational change processes and support of managerial decision-making for transforming of complex socio-technical systems. He is author of 11 books and about 135 papers and received 3 best paper awards. He has presented more than 70 papers and keynotes at conferences worldwide.

As expert in Gaming & Simulation methods he was founder and is chairman of SAGSAGA (Swiss Austrian German Simulation and Gaming Association), was for 12 years executive board member, actually advisory board member and 2004/2005 president of ISAGA (International Simulation and Gaming Association), he organized two ISAGA conferences, is founder and director of the annual ISAGA Summer school and organized Summer schools on game design in Germany, Poland, Austria, Italy, India, Romania, Suriname, Estonia, USA and Japan. He was editorial board member of the Journal Simulation & Gaming.

As researcher he works on the theory-based evaluation of gaming simulation effects. He was for example 2003-2005 scientific director of a European Union Project within the Leonardo-da-Vinci Program: “The Simulation of Economic Processes and Decision Making as a Training Module”. Since 2007 he is director of evaluation of the annual “exist-primecup” (a national management and entrepreneurship gaming simulation contest for students of more than 150 participating german universities) for the exist-program of the German Ministry of Technology and Economy.

Dr. Kriz has also years of practical experience. He is working as consultant and trainer in continuing education and business. He completed more than 120 assignments in coaching, consulting and training for businesses and companies (including Siemens, BMW, Liebherr, Munich Re, Generali, Swiss Life, VOEST Alpine, Vienna Insurance Group, HDI Gerling, VKB Bank, LGT Bank, BW-Fuhrpark etc.), non-profit organizations and associations (police, church, chambers, NGOs), public administration bodies (government administrations, public universities departments etc.), institutes of further education and schools. He has designed several simulation games for business and general management, project management, change management, systems-thinking / systems-competence, HRM and leadership, business ethics.

Contact

University of Applied Sciences Vorarlberg, Department of Management and Business Administration,

Hochschulstr. 1, A -6850 Dornbirn, Austria Tel +43 (0) 5572 792 3310; Email: willy.kriz@fhv.at