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Risk assessment and management was established as a scientific field some 30–40 years ago. Principles and methods were developed for how to conceptualise, assess and manage risk. Game design is the art of applying design and aesthetics to create a game for entertainment or for educational, exercise, or experimental purposes. This article presents a review of the current body of academic literature concerning gamification of production and logistics to understand the status quo and provide suggestions for future research. Chess is a two-player strategy board game played on a checkered board with 64 squares arranged in an 8×8 grid. The game is played by millions of people worldwide., Describing Studying Domain Specific Advances Game Based.

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