# End game: Dealing with reality after the simulation is over.

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If participants are to gain the greatest benefit from role playing and simulations they need to 'get into role'. There is substantial research evidence that many people get so strongly into their simulation role that, for the duration of the game, the context becomes their reality. But this can cause problems after the game is over if participants do not discard their roles effectively, or if they allow interpersonal tensions that arose within the game to continue into their post-game relationships.

The authors report on occasions when these problems have occurred, including a playing of the fish stocks game which they severally facilitated or played, emphasise the importance of game directors to 'de-role' participants after simulation games are over, and suggest some strategies for doing this.