Gaming and Simulations: Concepts, Methodologies, Tools and Applications

Information Resources Management Association, USA

Research on the development, design, use, and evaluation of electronic games and simulations is essential to the understanding of their numerous roles and applications.

Gaming and Simulations: Concepts, Methodologies, Tools and Applications unites fundamental research on the history, current directions, and implications of gaming at individual and organizational levels. This three-volume reference explores all facets of game design and application and describes how this emerging discipline informs and is informed by society and culture.

Topics Covered:

- Adult learning and virtual worlds
- Ethical considerations in game design and development
- Games and simulations for teaching and learning
- Gaming and cognition
- Intelligent gaming technologies
- Online social learning environments
- Pervasive game design
- Serious games
- Simulation environments
- Virtual games and simulations

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.

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Section 1: Fundamental Concepts and Theories

Chapter 101
A Taxonomy of Educational Games
O'Brien Dan (University of Illinois, USA)

Chapter 102
An Overview of Gaming Terminology
Aldrich Clark (SimuLearn, USA)
DiPietro Joseph C. (University of Florida, USA)

Chapter 103
Augmented Reality Gaming in Education for Engaged Learning
Cavanaugh Cathy (University of Florida, USA)

Chapter 104
Computer Simulations and Scientific Knowledge Construction
Jimoyiannis Athanasios (University of Peloponnese, Greece)

Chapter 105
Distinctions Between Games and Learning
Becker Katrin (Simon Fraser University, BC, Canada)

Chapter 106
Educational Simulations
Guralnick David A. (Kaleidoscope Learning, USA)
Levy Christine (Kaleidoscope Learning, USA)

Chapter 107
Emotional Agent Modeling (EMAM)
Abu Maria Khulood (Arab Academy of Business and Financial Services, Jordan)
Abu Zitar Raed (Philadelphia University, Jordan)

Chapter 108
Game Mods
Fanning Elizabeth (The University of Virginia, USA)

Chapter 109
Games and Simulations
Akili Gökmar Kaplan (Pennsylvania State University, USA)

Chapter 110
Games, Simulations, and Simulation Games for Learning
Sauvé Louise (Télé-université, Canada)
Kaufman David (Simon Fraser University, Canada)

Chapter 111
Gaming in Adult Education
Farmer Lesley S. J. (California State University, Long Beach, USA)

Chapter 112
Mobility, Games, and Education
Evans Michael A. (Virginia Tech, USA)

Chapter 113
Principles of Educational Digital Game Structure for Classroom Settings
Baek Youngkyun (Korea National University of Education, Korea)

Chapter 114
Simulation Games for the Learning and Teaching of Mathematics
Piu Angela (University of L'Aquila, Italy)

Chapter 115
Simulation in Teaching and Training
Martens Alke (University of Rostock, Germany)

Chapter 116
Subject Matter Content Creation for Seased Life Delivery
DeMers Michael (New Mexico State University, USA)

Chapter 117
The Path between Pedagogy and Technology
Price Colin (University of Worcester, UK)

Chapter 118
The Quality of Service Issue in Virtual Environments
Morillo Pedro (University of Valencia, Spain)
Orduña Juan Manuel (University of Valencia, Spain)
Fernandez Marcos (University of Valencia, Spain)

Chapter 119
Video Games Revisited
Greenfield Pannicia M. (University of California—Los Angeles, USA)

Chapter 120
Virtual Modeling and Prototyping in Collaborative Product Design
Simões Ricardo (University of Minho and Polytechnic Institute of Câvado and Ave (IPCA), Portugal)

Section 2: Development and Design Methodologies

Chapter 201
A Multi-Disciplinary Strategy for Identifying Affective Usability Aspects in Educational Cosimulation Systems
Furtado Elizabeth S. (University of Fortaleza)
Furtado Vasco (University of Fortaleza)

Chapter 202
Cognitive Apprenticeship Inspired Simulations
Seo Kay Kyungin (University of Cincinnati, USA)
Byk Aimee (University of Cincinnati, USA)
Collins Chris (University of Cincinnati, USA)

Chapter 203
Combining Instructional Design and Game Design
Byers Celina (Bloomburg University of Pennsylvania, USA)

Chapter 204
Communicability in Educational Simulations
Nicol Emma (University of Strathclyde, UK)

Chapter 205
Considerations and Methodology for Designing a Virtual World
Bauer Brian (Etape Partners, USA)

Chapter 206
Effective Knowledge Development in Game-Based Learning Environments
Adcock Amy B. (Old Dominion University, USA)
Watson Ginger S. (Old Dominion University, USA)
Morrison Gary R. (Old Dominion University, USA)
Belfore Lee A. (Old Dominion University, USA)

Chapter 207
Electronic Gaming in Germany as Innovation in Education
Breiter Andreas (Institute for Information Management, University of Bremen, Germany)
Kolo Castrals (Macromedia University of Applied Sciences, Munich, Germany)

Chapter 208
Enhancing Intelligent Tutoring Systems with the Agent Paradigm
Bai Xin (City University of New York, USA)
Black John B. (Columbia University, USA)

Chapter 209
Epistemological Framework and Mathematical Learning
Fregola Cesare (Roma Tre University, Italy)

Chapter 210
GaMI: Design for Intuitive Concept Knowledge
Reese Debbe Denise (Center for Educational Technologies®, Wheeling Jesuit University, USA)

Chapter 211
Games, Claims, Gener, and Learning
Foster Aroutis N. (Michigan State University, USA)
Mishra Purna (Michigan State University, USA)
Chapter 802
Informal Adult Learning in Simulated and Virtual Environments
Bennett Elisabeth E. (Tufts University and Baystate Health, USA)

Chapter 803
Knowledge Engines for Critical Decision Support
Adler Richard M. (DecisionPath, Inc., USA)

Chapter 804
Language Simulations for Fostering Language Acquisition and Communicative Competence in Adult Second-Language Learners
McLaren Angelene (Wayne State University, USA)

Chapter 805
Multi-User Virtual Learning Environments in Education
Sardone Nancy (Seton Hall University, USA)
Devlin-Scherer Roberta (Seton Hall University, USA)

Chapter 806
Synthetic Biology as a Proof of Systems Biology
Kuznetsov Andrew (Freiburg University, Germany)

Chapter 807
The Future of Digital Game-Based Learning
Magerko Brian (Georgia Institute of Technology, USA)

Chapter 808
The Narrative Event Diagram
Gould Helyn (University of Strathclyde, UK)
Hughes Michael (University of Strathclyde, UK)
Mahang Paul (University of Strathclyde, UK)
Nicol Emma (University of Strathclyde, UK)

Chapter 809
Virtual Cities for Simulating Smart Urban Public Spaces
Nakanishi Hideyuki (Osaka University, Japan)
Ishida Toru (Kyoto University, Japan)
Koizumi Satoshi (Osaka University, Japan)

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