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Volume I

Section I. Fundamental Concepts and Theories

This section serves as the foundation for this exhaustive reference tool by addressing crucial theories essential to the understanding of games and simulations. Chapters found within these pages provide an excellent framework in which to position gaming and simulations within the field of information science and technology. Individual contributions provide overviews of the history of gaming and simulations, the impact of information systems on organizations, and overviews on various games and simulation processes. Within this introductory section, the reader can learn and choose from a compendium of expert research on the elemental theories underscoring gaming and simulation.

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This section provides in-depth coverage of conceptual architectures, frameworks and methodologies related to the design and implementation of gaming and simulations. Throughout these contributions, research fundamentals in the discipline are presented and discussed. From broad examinations to specific discussions on particular frameworks and infrastructures, the research found within this section spans the discipline while also offering detailed, specific discussions. Basic designs, as well as abstract developments, are explained within these chapters, and frameworks for designing successful systems, integrating new technologies, and developing and implementing efficient processes are included.

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Muhammet Demirbilek, Suleyman Demirel University, Turkey

Section V. Organizational and Social Implications

This section includes a wide range of research pertaining to the social and organizational impact of games and simulations. Chapters included in this section focus on the role that simulations can provide in both the effectiveness and efficiency of training and education. The inquiries and methods presented in this section offer insight into the implications of games and simulations at both a personal and organizational level, while also emphasizing potential areas of study within the discipline.

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Alexander Unger, University of Magdeburg, Germany

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Chapter 5.14. Using Online Simulation to Engage Users in an Authentic Learning Environment
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Lisa Kervin, University of Wollongong, Australia

Section VI. Managerial Impact

This section presents contemporary coverage of the managerial implications of gaming and simulations. Particular contributions explore relationships among information technology, knowledge management, and firm performance, while others discuss the evaluation, adoption, and technical infrastructure of gaming and simulations. The managerial research provided in this section allows administrators, practitioners, and researchers to gain a better sense of how gaming and simulations can inform their practices and behavior.

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Chapter 6.8. Virtual Environments and Serious Games: Teaching Cross-Cultural Communication Skills

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Chapter 6.9. Virtual Learning Environments for Manufacturing

Hamed F. Manesh, Eastern Mediterranean University, Turkey
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Section VII. Critical Issues

This section addresses conceptual and theoretical issues related to the field of gaming and simulations, which include issues related to customer relationship management, critical success factors, and business strategies. Within these chapters, the reader is presented with analysis of the most current and relevant conceptual inquiries within this growing field of study. Overall, contributions within this section ask unique, often theoretical questions related to the study of gaming and simulations, and more often than not, conclude that solutions are both numerous and contradictory.
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This section highlights research potential within the field of gaming and simulations while exploring uncharted areas of study for the advancement of the discipline. Chapters within this section highlight new trends in digital game-based learning. The contributions that conclude this exhaustive, multi-volume set provide emerging trends and suggestions for future research within this rapidly expanding discipline.

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