## Index

### Symbols

3D animations 241  
3D Avatar 229  
3D character-based system 212  
3D data 216, 219  
3D environment 215, 249  
3D Facial Animation 229  
3D graphics hardware 215  
3D model 275  
3D ultrasound images 54  
21st century education 27  

### Artificial Intelligence (AI)

- asynchronous-based learning environment 154  
- Asynchronous communication 59  
- Asynchronous Conferencing Tool (ACT) 272  
- audio-conference 177, 179, 184  
- audio modes 59  
- audio-video record 198  
- audiovisual 329, 340  
- audio-visual applications 213  
- audio-visual art 212  
- authoring tools 226  
- Avoidance Behavior 249  

### Active Educational Method

- active educational method 28  
- Active Participation 45, 49, 423, 426, 432  
- Activity Structure 143  
- activity-theory-based models 60  
- Actor Network Theory (ANT) 104  
- actual learning 195  
- adaptive learning systems 197  
- Aggression 309, 313, 314, 316, 321, 322, 323, 324  
- aggressive behavior 314, 315, 316, 317, 318, 319, 321, 322, 323  
- aggressive cues 315  
- AirFox® 293  
- analytical tools 73  
- Anorexia Nervosa 117  
- anti-bullying software program 303  
- Application Sharing 179, 180, 185, 192  
- apprenticeship-based 133  
- Approach Behavior 249  
- Appropriate Health Management 117  
- Arachnophobia 234, 249  

### Behavioral Avoidance Test (BAT)

- behavioral avoidance test (BAT) 234  
- behavioral modeling 217  
- Biofeedback 325, 326, 327, 340, 341, 342  
- Biofeedback Certification Institute of America (BCIA) 326  
- Biofeedback training 326  
- Bricolage 143  
- Bulimia 117  
- Business simulations 53  

### Canadian Broadcasting Corporation (CBC)

- Canadian Broadcasting Corporation (CBC) 119  
- catharsis 35  
- Catharsis 324  
- CathSim® 54  
- Ceremony of Innocence 71  
- Character 68, 70, 74, 75, 77  
- Chat 192  
- chronic disorders 287  
- classroom context 200
Index

classroom instruction 118, 123, 124, 125, 126, 127, 130
client layer 182
client-server technology 183
clinical process 73
clinical treatment protocol 233
closed-environment system simulators 147
Cognitive Empathy 310
cognitive factors 302
cognitive neuroscience 325, 342
Cognitive psychology 28
cognitive styles 28
CoLab 214
collaborative learning 28, 42, 56, 58, 59, 272, 284
Collaborative Online Multimedia Problem-based Learning Simulation (COMPS) 73, 50, 225, 270
Commercial Video Game 130
Committee on Quality of Health Care in America (CQHCA) 54, 62
communicating mood 393
communication 356, 393, 396, 402, 410, 423
communications tool 273
communication-supported tools 27
Competency 173
Competition 36, 45, 49
Complex interactive simulations 54, 66
Component Framework 182
COMPS (Collaborative Online Multimedia Problem-based Simulation) 73, 50
COMPS environment 74, 75
COMPS medical material 74
COMPSof 50, 51, 59, 60
compulsory framework 3
computer-based clinical cases 50
computer-based clinical simulation 61, 66
computer-based communication 212, 222
computer-based entertainment software 12
computer-based games 301
computer-based learning environments 196, 211
computer-controlled obstacles 3, 25
computer-created object 130
computer-generated environment 130
computer-generated facial 213
Computer Science (CS) 289
Computer/Video Games 94
Concentration 30, 47
Conflict 3, 4, 17, 25
Constructing texts 143
constructivist literature 157
Contagion 132, 134, 135, 136, 137, 139, 140, 141, 143, 144
Content 349, 359, 420
contexts-of-use 199
contextual factors 195, 196, 206
Cooperation 41, 49, 189, 192
Cranium® 111, 357
Critical Thinking 272, 284
cyclical content 147

D
data collection tools 184
data mining metrics 197
data server 182
decision-making 145, 148, 149, 150, 154, 155, 157, 162, 175
degrees of freedom (DOF) 235, 240
Desensitization 314, 316, 324
design phase 365
digital data flow 185
digital educational games 345, 347, 348, 357, 357, 360
digital-era students 28
digital gameplay 95, 96, 97, 101
digital games 5, 70, 80, 83, 84, 85, 86, 87, 88, 90, 91, 92, 94, 97, 98, 101, 103, 104, 254, 255, 286, 287, 289
digital game structure 359
digital gaming 196, 211
digital generation opportunities 27
Digital Pla 143
distance-based model 73
distributed learning 195
Donkey Kong® 70
Dungeons & Dragons 83, 84, 86, 87, 94
dynamic aspect of simulations 7
dynamic face 189
E
Earth Ball 41, 189
Ecological Validity 211
educational computer games 348
Educational Game 25, 49, 117, 164, 175, 193, 268, 345, 359, 365, 381, 386, 389, 398, 400, 400, 414, 415, 432
educational gaming 194, 195, 197, 200, 206, 207
Educational Neuroscience 325, 342
Educator 130
electroencephalograms (EEG) 329
electroencephalography (EEG) 326
electromyograms (EMG) 329
electronic equipment 326
electronic game 82
electronic platform 12
electrooculograms (EOG) 329
Emotion 70, 71, 74, 75, 77
emotional development 301, 302, 308
Emotional Empathy 310
emotional learning 252
Empathic-Related Abilities 310
Empathy 301, 302, 303, 306, 307, 308, 309, 310
EndNote® 254
Endogenous Game 130
engage learners 79, 83
ENJEUX-S communication 184, 190
ENJEUX-S database 182
ENJEUX-S development 189
ENJEUX-S environment 41, 59, 183
ENJEUX-SMANagement 176
entertainment-based media 212
entertainment content 124
environmental factors 163
Ethical Advisor (EA) 145
Ethical decision-making (EDM) 148, 149, 157
ethical decision-making-related skills 149
Exogenous Game 130
Experiential Learning 284
External Validity 211
Extrinsic Motivation 300
eye-tracking data 329, 332
eye-tracking device 235, 240
eye-tracking system 329, 331

F
face-centric concepts 218
face-centric core 216
face-centric expression/ communication-based system 217
face multimedia object (FMO) 213
FaceSpace framework 216
face-to-face encounters 270
face-to-face learning 270
Fantasmagoria® 71
Fantasy 83, 86, 87, 88, 89, 90, 94
fantasy role-playing game (RPG) 86, 94
Federation of American Scientists (FAS) 255, 264
Feedback 33, 34, 35, 36, 44, 46, 47, 49, 350, 362, 422, 423, 424, 428, 432
Feeling of Presence 249
Fidelity 9, 25, 66
Flash Media Server 2® 182
Frame Game 173, 357, 359, 367, 381
freeware tools 199
front-line medical workers 77

G
game-based learning 257
game-based learning activities 39
game-based software 125
game context 265, 300
game design model 197
game elements 27, 45
game emotion 71
game environment 205, 206, 209
game interactions 286, 287, 292
game-like PDA interface 288
Game mechanisms 28
Gameplay 143
Games and Simulations space 177, 178, 190
Game Shell 173
game structure 173
gaming environment 325, 326, 327, 328, 329, 339, 340
GAM model 317
gaze radial angular deviation (GRAD) 235, 240
GEGS structure 347, 356
Gender 87, 92, 95, 102, 103, 104, 137, 141, 142, 143
gender-based theory 96
gender-centric practice 96
general aggression model (GAM) 314, 316
general public 348
generic computer-based frame games 159
generic educational game shell (GEGS) 345, 346, 365, 381, 389, 400, 415
Generic Educational Game Shell (GEGS) components 389
generic tool 192
goal-based scenarios (GBS) 274
government-based organization 134
grids 348
grounded-theory analysis 295
Guitar Hero® 99

H
Hangman 88, 89
hard-to-master interfaces 197
Hawthorne Effect 211
health-based games 295
Health care workers 52
health education 105, 107, 108, 109, 113, 117
Health Education 173
Health Games 300
health-related goals 285
health-related simulations 50
HealthSimNet 50, 51, 60
Hegemony 104
Heteronormativity 104
human-computer interaction 42
Humane Attitude 310
humanities methodolog 73
humanities methodology 73
human-to-human 42
hybrid involving 11
Hybrid simulations 53
hypertext 82
hypothetical system 11, 26

I
IBD web site 292
ideological 12
ideologies 95
image-based 12
Immersive Video-Oculography 235, 249
information and communication technologies (ICTs) 255
inputs transmitted 231
inquiry-based science 198
intellectual skills 5, 29
Intelligent Tutoring Systems 211
interaction 42, 45, 49
interactive environment 70, 72, 82
interactive games 70, 71, 94
interactive health software 285
Interactive Narrative 82
Interface 71, 74, 81, 82
interim resolutions 72
Internal Validity 211
interview protocol 403
Intrinsic Motivation 300
Izaak Walton Killam (IWK) 287

J
Journal of Educational Multimedia and Hypermedia 255, 264, 265

K
knowledge structuring 251, 252, 254, 255, 256, 258, 259, 261, 262

L
large-scale media literacy survey 119
layer comprises 182
learner characteristics 252
learner participation 252
Learner Verification and Revision (LVR) 400, 401, 417, 432
Learning 28, 34, 35, 36, 37, 44, 45, 46, 47, 48, 49, 50, 56, 62, 63, 64, 65, 66
learning anxiety 325, 339
learning biofeedback 327, 330, 339
learning content 83, 84, 88, 90, 91, 92
learning content segmentation 27
learning context 153, 157
learning environment 145, 146, 147, 150, 152, 154, 157, 159
Index

Learning Environment 156, 157, 312
learning kiosks 213, 216
learning-oriented treatments 230, 231
learning process 28
Learning project 50
learning situation 28
learning strategies 28, 29, 58
learning styles 197
learning systems 197, 208, 211, 212, 213, 228
learning task 30, 44, 49
learning tool 27, 58
lifelike organic 215
linear content 147
long-term health disorders 285
Lower Pyramidea 76, 77, 134, 136, 137

M
management services 182
Management space 59
Mario Bros® 355
massively multiplayer online games (MMOGs) 133
media resources 60
media-rich digital environments 67
Media-Rich Narrative 82
Mémor-os 31
mental health conditions 230, 231
mental models 254, 260, 268
meta-analysis 196, 210
metacognition 163
metacognitive skills 195
meta-level analysis 289, 290
methodological limitations 194, 200
micro-narrative 67, 72, 73, 76, 78, 79
Micro-narrative 70, 76
Micro-Narrative 82
Mini-Game 143
MIRAGE 50, 51, 61
Monopoly® 111, 357
Morae® 199
Mother Goose 159, 165, 173, 192
Motivation 28, 30, 34, 45, 49, 65
motor skills 252, 347, 350, 353, 356, 362
multimedia 263, 267, 271, 273, 275, 277, 279, 280, 282
multimedia presentations 67
Multimedia Software 284
multi-mediated design 73
multi-station games 185, 187

N
Narrative-Based PBL 284
Narrative interface 70, 75, 78
narrative parameter 70
Narrative progression 70, 76, 78
Negative Reinforcement 50
Network Accessible Storage (NAS) 332
network layer 182
Neuromancer 127, 128
New Brunswick (NB) 109
Nintendo DS 119, 121
Nintendogs® 301, 310
non-computer games 109, 111, 112, 113
non-contextual environment 83
non-critical thinking 278
non-digital games 105
non-hierarchical process 107
Nonlinear Dynamics 246, 249
non-player characters (NPCs) 77, 137, 139
Novelty Effect 211
NPC actions 71
NPC’s character 71

O
Obesity 116, 117
obstetrics/ gynecology 54
office application 179
online chatting 198
online collaborative PBL setting 274
online educational game 401, 415
online educational games 36, 40, 41, 44, 45
online learning context 153
open-ended questions 353, 374, 417, 423, 424
Open Virtual Usability Laboratory (OpenVU-Lab) 195
OpenVULab 194, 195, 200, 201, 202, 203, 204, 205, 206, 207, 208, 211
outputs transmitted 231
Index

P
Pacman® 137
Pac-Man® 355
Paraphilia 249
Parcheesi™ 175, 365, 389, 401, 415
pathology 238
pattern recognition 198
PBS television network 123
pedagogical aspects 348, 350, 365, 419, 432
pedagogical design 195
pedagogical game 5
pedagogical level 181
pedagogical readability 362, 406, 410, 423, 427, 428, 429
pedagogy 163, 172, 173, 188
pedophilia 239
penile plethysmography (PPG) 238
perceptivo-motor dynamics 231, 244
Performativity 104
personal computers 119, 121, 122, 126, 130
Personal Data Management 180
phobogenic stimuli 234
physical skills 39, 45
physiologic sexual 239
Planetfall® 71
player-to-player interaction 133
PlayStation® 113, 121
PlayStation Portable® 121
Plug ‘n Play 300
positive reinforcement 29, 38, 50
PowerPoint presentation 179, 186
pre-digital games 70
prior knowledge 28, 36, 37
problem-based learning (PBL) 58, 73, 225, 271, 273
Problem-Based Learning (PBL) 284
problem resolution 5, 14
problem-solving 195, 196, 208
problem-solving skills 257, 262, 271, 274, 281, 284
Procedural simulations 53, 66
Professional Ethics 157
project approach 28
prototype development 153
psychiatry prototype 50, 51
psychomotor skills 39, 40
psychophysiological data sets 329
public policy 12, 26
Pyramidea Inoculation Network (PIN) 77, 134
Q
quality of service (QoS) 175
R
RASCAL server module 202
Realistic interactive simulations 54
Reality 8, 10, 13, 17, 26
real-life situations 89
real models 239
real-time communication 174, 175, 182, 188, 189
real-time interaction 215, 224
Real time strategy (RTS) 124
research design 211
resource management 124
resources 146, 147, 148, 149, 151, 152, 154, 157, 161, 174, 189
Rules 4, 11, 14, 15, 17, 23, 26
S
SAGE project 164, 182
school community 124
school computer labs 197
Scrabble® 40
Second Life® 127
self-regulated learning 196, 197
serious game 3, 11, 12, 13, 17, 18
Serious Game 12, 25, 26
server layer 182
service-oriented architecture (SOA) 181
service-oriented architecture (SOA) model 181
sexually transmitted infections 373, 377, 415, 416, 421, 425, 429
sexually transmitted infections (STIs)  377, 415, 416
sexual stimuli 239, 240, 243, 247
simplified model 7, 8, 10
Simulation 1, 2, 9, 12, 14, 15, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 254, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 270, 273, 283, 284
Simulation and Advanced Gaming Environments (SAGE)  105, 175, 225
simulation-based approaches 53
simulation-based learning environment 145, 149
simulation-based training 55, 62
simulation environments 70
simulation game 1, 2, 5, 10, 11, 12, 13, 14, 15, 17, 23, 25, 26, 28, 48, 49, 51
Situational simulations 53, 66
Snakes and Ladders 159, 165, 166, 173
SOA architectural model 182
social aspects 111, 112
social context 303, 319
social environment 162
social impossibilities 86
social interaction 270, 273, 285, 291, 298, 302
social interactions 28, 53
socially-based 212, 213, 222
social negotiation 195, 271, 272
social practices 123
social predominance 104
social-psychological avatar model 219
social representation theory 105
Société pour l’Apprentissage à VIE (SAVIE) 28
sociocognitive conflict 162
socioconstructivist approach 28, 173
socioconstructivist-inspired learning environment 146
socio-demographic 423
socio-economically 134
socio-emotional effects 301
software framework 198
Software simulations 53
software tool 194, 195
State of Knowledge 268
stereotypes 77, 87, 95, 102, 103
story-based curricula 274
Storyworld 70, 74, 75, 76, 78, 82
strategic thinking 5
Structured Query Language (SQL) 202
student-centred approach 271
study-based databases 146
styles of learning 161
subsidiary arcs 72
support learning 28, 47, 64, 67, 83
symbolic descriptions 35
Synchronous communication 59
synchronous technologies 174
synchronous text communication 192
systematic literature 1, 2
T
teamwork 27, 28, 30, 45, 54
teamwork-generated data 152
Technical simulations 53, 66
technology-augmented learning 196
technology-based learning environments 197
technology-based simulation 62
technology-supported learning 212
Tech Trends 255
Tetris® 3, 70, 290
text format 374
The Matrix 145
The Sims® 88, 101
three-level architecture 300
Three-Level Architecture 300
Tic-Tac-Toe 159, 165
time-based codes 202
training situation 9, 25
training tool 52
Transana® 202
Triangulation 211
Trivia 159
Trivial Pursuit® 203
typographical legibility 391
typology 146, 147
U

UltraSim® 54
uni-dimensional 54
Upper Pyramidea 77, 136
user-centered 123
user-friendliness 401, 403, 405, 406, 410, 411, 423, 427, 429
user interface 182, 183, 193
Userview® 199

V

video-based simulation 53, 58
video-conferencing 174, 179, 185, 186, 187
video-enhanced 73
Video Game Designer 130
video game hardware 119, 124
video games 118, 119, 120, 121, 122, 123, 124, 125, 126, 128, 127, 128, 130, 129, 130, 137, 142, 143
Video Teleconference 193
viewing time (VT) 238
violent video game literature 319
violent video games (VVGs) 311, 312, 313, 315, 316, 317, 318, 320, 322
Virtual Beluga 214, 215
virtual environment (VE) 198, 214, 231, 232, 244, 245, 246
virtual immersion 231, 232, 233, 240, 242, 247, 249
virtual measurement points (VMPs) 235, 240
virtual mediation 231, 244
virtual pet 301, 304, 305, 306, 307, 308, 310
Virtual Pet 310
Virtual Reality 230, 231, 234, 240, 244, 248, 249
virtual reality (VR) 230, 231
virtual social 214
virtual world 53, 82, 130, 175
visual communicators 5
visual data 205
visual experience 231
voice-over-Internet protocol audio (VoIP) 74
VT-based methods 239

W

Wario Ware® 143
Web 2.0 technology 181
web-based communication tools 356
web-based game 132
web-based interface 200
web-based networked instructional environment (WebCT®) 74
web-based user presentation 200
web-based walk-through interface 150
web conferencing 272, 273, 275, 276, 284
WebCT® 74, 275
web environments 390
Web Services 174, 175, 181, 183
well-constructed interface 389
Wheel of Fortune® 124, 130
white board 175, 177, 179, 188, 190
Wii Fit® 56
World of Warcraft® 125, 133

X

Xbox 360® 119
xml-based protocols 293
XML/ SOAP language 182

Z

Zelda® 71