Acknowledgments

I'd like to thank the growing number of people who use digital games and simulations in teaching, training and self-development. Their interest and motivation to provide learners with the most highly engaging environments is leading to a revolution in teaching and learning. They drive game and simulation producers to invent, advocates to celebrate, and even by-standers to wonder.

I'd also like to thank my wife, the violinist Mary, and my two children, Molly and Michael. They were patient and understanding with me when I was absent-minded, focused on this distant goal, and ruminating, probably mumbling, as I thought about the book.

A special thanks to co-editors Clark Aldrich and Marc Prensky for the meetings and calls that circled around the difficulty of pulling together several author's voices on a complex topic. Their openness to the idea of the book propelled it forward. Their advice and soundings expanded and shaped the collection into a much more powerful group of chapters than I could have accomplished alone. Their availability and willingness to assist was invaluable. I'm humbled (but I'll grab the chance and be very proud!) to be associated with them and their leading-edge work in this emerging field.

Finally, all of us editors would like to thank the thoughtful designers, users and producers of digital games and simulations who contributed proposals and chapters. The Serious Games online community, the Society for Information Technology in Teacher Education, and the International Society for Technology in Education all helped put us in touch with the authors. And we thank our editors, development experts, and publishers, who advised us and worked tirelessly to make the book a reality.