Richard E. Ferdig
(Research Center for Educational Technology - Kent State University, USA)

Games and simulations have emerged as new and effective tools for educational learning by providing interactivity and integration with online resources that are typically unavailable with traditional educational resources.

Design, Utilization, and Analysis of Simulations and Game-Based Educational Worlds presents developments and evaluations of games and computer-mediated simulations in order to showcase a better understanding of the role of electronic games in multiple studies. This book is useful for researchers, practitioners, and policymakers to gain a deeper comprehension of the relationship between research and practice of electronic gaming and simulations in the educational environment.

Topics Covered:
• Cognitive, Social, and Emotional Impact of Games
• Electronic Games and Simulations in Education
• Future Trends
• Psychological Aspects of Gaming
• Research Methodologies
• Simulation Development

Richard E. Ferdig is the Summit Professor of Learning Technologies and Professor of Instructional Technology at Kent State University. He works within the Research Center for Educational Technology and also the School of Lifespan Development and Educational Sciences. He earned his Ph.D. in Educational Psychology from Michigan State University. He has served as researcher and instructor at Michigan State University, the University of Florida, the Wyzsza Szkoła Pedagogiczna (Krakow, Poland), and the Università degli studi di Modena e Reggio Emilia (Italy). At Kent State University, his research, teaching, and service focus on combining cutting-edge technologies with current pedagogic theory to create innovative learning environments. His research interests include online education, educational games and simulations, and what he labels a deeper psychology of technology. In addition to publishing and presenting nationally and internationally, Ferdig has also been funded to study the impact of emerging technologies such as K-12 Virtual Schools. Rick is the Editor-in-Chief of the International Journal of Gaming and Computer Mediated Simulations, the Associate Editor-in-Chief of the Journal of Technology and Teacher Education, and currently serves as a Consulting Editor for the Development Editorial Board of Educational Technology Research and Development and on the Review Panel of the British Journal of Educational Technology.

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