Serious Games and Virtual Worlds in Education, Professional Development, and Healthcare

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Too often the suggestion of using games and virtual environments in an educational setting is met with skepticism and objections. Many traditionally-oriented educators are simply not aware of the benefits that come from implementing digital games into an instructional environment.

Serious Games and Multi-User Virtual Environments in Education, Professional Development, and Healthcare seeks to counter these doubts by explaining how digital environments can easily become familiar and beneficial for educational and professional development. Highlighting techniques beyond the traditional practice, this reference source is useful for researchers, academics, professionals, and students interested in the benefits to implementing these games into various aspects of our environment.

Topics Covered:
- Educational Technologies
- Immersive Education
- Serious Games
- Social Computing
- Virtual Communities
- Virtual Learning Environments

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

Klaus Bredl is professor for Digital Media at the Institute for Media and Educational Technologies at Augsburg University. Before this he held a professorship for Social Informatics/Technology in Human Services at Neubrandenburg University of Applied Sciences. He started as an assistant professor in the Institute for Information Systems at the University of Regensburg where he worked on a nationally funded interdisciplinary research project on the competence development of consultants. In Augsburg, his team is focused on research and teaching in the field of Digital Social Media, especially Virtual Worlds, Media Literacy and Technology Enhanced Learning.
Section 1: Factors and Key Components of Serious Games and Multi-User Virtual Environments

Chapter 1
Concepts behind Serious Games and Computer-Based Trainings in Health Care
Birkenbusch Jana (Technische Universität Darmstadt, Germany)
Christ Oliver (Technische Universität Darmstadt, Germany)

Chapter 2
Balancing Instruction and Construction in Virtual World Learning
Martens Alke (University of Education Schwäbisch Gmünd, Germany)
Maciaszek Dennis (University of Rostock, Germany)

Chapter 3
Not in My Class You Don’t:
Ferguson Christopher J. (Texas A&M International University, USA)

Section 2: Authoring, Control, and Evaluation in Serious Games for Education

Chapter 4
Authoring of Serious Games for Education
Mehm Florian (Technische Universität Darmstadt, Germany)
Reuter Christian (Technische Universität Darmstadt, Germany)
Göbel Stefan (Technische Universität Darmstadt, Germany)

Chapter 5
Personalized, Adaptive Digital Educational Games using Narrative Game-Based Learning Objects
Göbel Stefan (Technische Universität Darmstadt, Germany)
Mehm Florian (Technische Universität Darmstadt, Germany)

Chapter 6
Collaborative Learning and Game Mastering in Multiplayer Games
Konert Johannes (Technische Universität Darmstadt, Germany)
Weidel Viktor (Technische Universität Darmstadt, Germany)
Richter Kristina (Technische Universität Darmstadt, Germany)
Göbel Stefan (Technische Universität Darmstadt, Germany)

Chapter 7
Evaluation of Serious Games
Göbel Stefan (Technische Universität Darmstadt, Germany)
Güünahr Michael (Technische Universität Darmstadt, Germany)
Hardy Sandro (Technische Universität Darmstadt, Germany)

Section 3: Games and Virtual Worlds in Education

Chapter 8
Social Presence in Virtual World Interviews
Dean Elizabeth (RTI International, USA)
Murphy Joe (RTI International, USA)
Cook Sarah (RTI International, USA)

Section 4: Games and Virtual Worlds in Health Care

Chapter 9
Engaging Classes in a Virtual World
Gregory Sue (University of New England, Australia)

Chapter 10
Gaming in School:
Schultheiss Daniel (Ilmenau University of Technology, Germany)
Helm Maike (Ilmenau University of Technology, Germany)

Chapter 11
Quantitative Analysis of Voice and Keyboard Chat in a Paper Presentation Seminar in a Virtual World
Gutjahr Michael (Technische Universität Darmstadt, Germany)
Bösche Wolfgang (University of Education Karlsruhe, Germany)

Chapter 12
Serious Games as an Instrument of Non-Formal Learning
Winny Steffen (University of Augsburg, Germany)

Chapter 13
Serious Games and Motor Learning:
Wiemeyer Josef (Technische Universität Darmstadt, Germany)
Hardy Sandro (Technische Universität Darmstadt, Germany)

Chapter 14
Clinical Virtual Worlds
Heinrichs LeRoy (Stanford University, USA)
Fellander-Tsai Li (Karolinska Institutet, Sweden)
Davies Diek (Ambient Performance, UK)

Chapter 15
Play Yourself Fit:
Marston Hannah R. (German Sport University, Germany)
McClanaghan Philip A. (Augsburg University, Germany)

Chapter 16
Exergames for Elderly Persons:
Korn Oliver (KORION Simulation and Assistive Technology GmbH, Germany)
Brach Michael (University of Muenster, Germany)
Hauer Klaus (Agaplesion Bethanien-Hospital Heidelberg, Germany)
Unkeaf Sen (Wohlfahrtswerk für Baden-Württemberg, Germany)

Chapter 17
Social Inclusion through Virtual Worlds
de Graaf Hein (Social Psychologist, The Netherlands)

Chapter 18
Massively Multiplayer Online Role Playing Games for Health Communication in Brazil
Simão de Vasconcellos Marcelo (Oswaldo Cruz Foundation, Brazil)
Soares de Araujo Inesita (Oswaldo Cruz Foundation, Brazil)