

INTERNATIONAL JOURNAL OF GAMING AND COMPUTER-MEDIATED SIMULATIONS

January-March 2013, Vol. 5, No. 1

Table of Contents

SPECIAL ISSUE ON LUDIC SIMULATIONS: PART 1

GUEST EDITORIAL PREFACE

- iv *Patrick Coppock, University of Modena & Reggio Emilia, Modena and Reggio Emilia, Emilia-Romagna, Italy*
Richard E. Ferdig, Research Center for Educational Technology, Kent State University, Kent, OH, USA

RESEARCH ARTICLES

- 1 **The Simulation-Game Controversy: What is a Ludic Simulation?**
J. R. Parker, MinkHollow Media Ltd., Cochrane, AL, Canada
Katrin Becker, MinkHollow Media Ltd., Cochrane, AL, Canada
- 13 **From Fiction to Reality and Back: Ontology of Ludic Simulations**
Ivan Mosca, Labont Research Center, University of Turin, Turin, Italy
- 32 **Rhetorics, Simulations and Games: The Ludic and Satirical Discourse of Molleindustria**
Gabriele Ferri, Università di Bologna, Bologna, Italy
- 50 **An Experimental Evaluation of the Effectiveness of Endogenous and Exogenous Fantasy in Computer-Based Simulation Training**
Vincent F. Mancuso, Oak Ridge Institute for Science and Education, Oak Ridge, TN, USA
Katherine Hamilton, College of Information Sciences and Technology, Pennsylvania State University, University Park, PA, USA
Rachel Tesler, Department of Psychology, Pennsylvania State University, University Park, PA, USA
Susan Mohammed, Department of Psychology, Pennsylvania State University, University Park, PA, USA
Michael McNeese, College of Information Sciences and Technology, Pennsylvania State University, University Park, PA, USA
- 66 **Using a Ludic Simulation to Make Learning of Middle School Space Science Fun**
M. Liu, The University of Texas at Austin, Austin, TX, USA
L. Horton, The University of Texas at Austin, Austin, TX, USA
J. Kang, The University of Texas at Austin, Austin, TX, USA
R. Kimmons, University of Idaho, Moscow, ID, USA
J. Lee, The University of Texas at Austin, Austin, TX, USA

Copyright

The **International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)** (ISSN 1942-3888; eISSN 1942-3896), Copyright © 2013 IGI Global. All rights, including translation into other languages reserved by the publisher. No part of this journal may be reproduced or used in any form or by any means without written permission from the publisher, except for noncommercial, educational use including classroom teaching purposes. Product or company names used in this journal are for identification purposes only. Inclusion of the names of the products or companies does not indicate a claim of ownership by IGI Global of the trademark or registered trademark. The views expressed in this journal are those of the authors but not necessarily of IGI Global

International Journal of Gaming and Computer-Mediated Simulations is listed or indexed the following: ACM Digital Library; Bacon's Media Directory; Cabell's Directories; Compendex (Elsevier Engineering Index); DBLP; GetCited; Google Scholar; INSPEC; JournalTOCs; MediaFinder; SCOPUS; The Standard Periodical Directory; Ulrich's Periodicals Directory