

INTERNATIONAL JOURNAL OF GAMING AND COMPUTER-MEDIATED SIMULATIONS

April-June 2013, Vol. 5, No. 2

Table of Contents

SPECIAL ISSUE ON LUDIC SIMULATIONS: PART 2

GUEST EDITORIAL PREFACE

- iv Patrick Coppock, *Department of Communication and Economics, 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 **Gamification, Serious Games, Ludic Simulation, and other Contentious Categories**
Brock Dubbels, *G-Scale Game Development and Testing Laboratory, Department of Computing and Software Engineering, McMaster University, Hamilton, ON, Canada*
- 20 **Ludic Learning: Exploration of TLE TeachLivE™ and Effective Teacher Training**
Aleshia T. Hayes, *University of Central Florida, Orlando, FL, USA*
Carrie L. Straub, *University of Central Florida, Orlando, FL, USA*
Lisa A. Dieker, *University of Central Florida, Orlando, FL, USA*
Charlie E. Hughes, *University of Central Florida, Orlando, FL, USA*
Michael C. Hynes, *University of Central Florida, Orlando, FL, USA*
- 34 **Digital Play: Mathematical Simulations Transforming Curiosity into Play**
Julie K. McLeod, *Good Shepherd Episcopal School, Dallas, TX, USA*
Mary Jo Dondlinger, *Texas A&M University Commerce, Commerce, TX, USA*
Sheri Vasinda, *Oklahoma State University, Stillwater, OK, USA*
Leslie Haas, *Dallas Christian College, Dallas, TX, USA*
- 60 **Value of a Ludic Simulation in Training First Responders to Manage Blast Incidents**
Robert M. Waddington, *SimQuest Inc., Annapolis, MD, USA*
Thomas C. Reeves, *College of Education, The University of Georgia, Athens, GA, USA*
Ellen J. Kalin, *SimQuest Inc., Annapolis, MD, USA*
William D. Aggen, *Prison Fellowship, Lansdowne, VA, USA*
Marjorie A. Moreau, *SimQuest Inc., Annapolis, MD, USA*
Harald Scheirich, *SimQuest Inc., Annapolis, MD, USA*
Jerry Heneghan, *Virtual Heroes Division, Applied Research Associates, Inc., Raleigh, NC, USA*
Steven Catfrell, *Virtual Heroes Division, Applied Research Associates, Inc., Raleigh, NC, USA*

BOOK REVIEW

- 73 **Reality is Broken: Why Games Make Us Better and How They Can Change the World**
Anna Baralt, *University of Florida, Gainesville, FL, USA*
Albert D. Ritzhaupt, *University of Florida, Gainesville, FL, 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