

Exploring the Cognitive, Social, Cultural, and Psychological Aspects of Gaming and Simulations

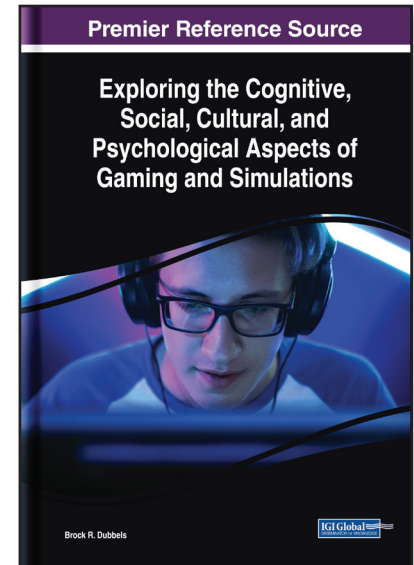
Part of the Advances in Game-Based Learning Book Series

Brock R. Dubbels (University of Minnesota, USA)

Description:

Although gaming was once primarily used for personal entertainment, video games and other similar technologies are now being utilized across various disciplines such as education and engineering. As digital technologies become more integral to everyday life, it is imperative to explore the underlying effects they have on society and within these fields.

Exploring the Cognitive, Social, Cultural, and Psychological Aspects of Gaming and Simulations provides emerging research on the societal and mental aspects of gaming and how video games impact different parts of an individual's life. While highlighting the positive, important results of gaming in various disciplines, readers will learn how video games can be used in areas such as calculus, therapy, and professional development. This book is an important resource for engineers, graduate-level students, psychologists, game designers, educators, sociologists, and academics seeking current information on the effects of gaming and computer simulations across different industries.



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Topics Covered:

- Digital vs. Non-Digital Platforms
- E-Sports
- Game Play
- Game Therapy
- Game-Based Assessment
- Gaming
- In-Play Assessments
- Ludic Simulations
- Player Experiences
- Player Identification

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