

Transforming Gaming and Computer Simulation Technologies across Industries

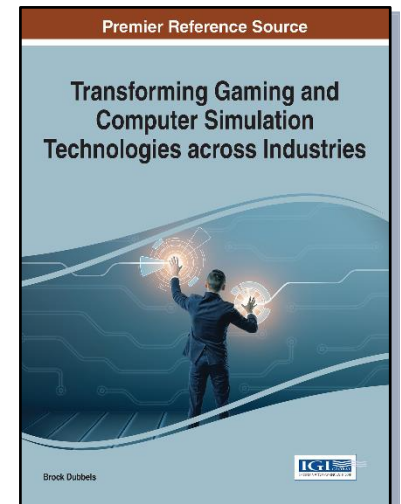
Part of the Advances in Multimedia and Interactive Technologies Book Series

Brock Dubbels (McMaster University, Canada)

Description:

In recent years, digital technologies have become more ubiquitous and integrated into everyday life. While once reserved mostly for personal uses, video games and similar innovations are now implemented across a variety of fields.

Transforming Gaming and Computer Simulation Technologies across Industries is a pivotal reference source for the latest research on emerging simulation technologies and gaming innovations to enhance industry performance and dependency. Features extensive coverage across a range of relevant perspectives and topics, such as user research, player identification, and multi-user virtual environments.



Readers:

This book is ideally designed for engineers, professionals, practitioners, upper-level students, and academics seeking current research on gaming and computer simulation technologies across different industries.

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Pages: 347

Topics Covered:

- Digital vs. Non-Digital Platforms
- Ludic Simulations
- Mathematical Simulations
- Medical Gaming
- Multi-User Virtual Environments
- Player Experiences
- Player Identification
- User Research

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Brock Dubbels specializes in user experience, user research, and assessment. He helped create the GScale Game Development and Testing Laboratory at McMaster University, and is currently in the Department of Psychology Neuroscience & Behaviour. He has worked as a Fulbright Scholar at the Norwegian Institute of Science and Technology; at Xerox PARC and Oracle, and as a research associate at the Center for Cognitive Science at the University of Minnesota. His specialties include user research, user experience, and software project management. He teaches course work on user experience research, games and cognition, and how learning research can improve game design for return on investment (ROI). He is the founder and principal learning architect at www.vgalt.com for design, production, usability assessment and evaluation of learning systems and games. He is also the founder of the HammerTownCoderDojo.org, an organization providing free programming instruction to children, and is the Editor in Chief of the International Journal of Games and Computer Mediated Simulations. He currently on the UXPA-MN board and facilitates the UXPA Mentorship program.