Interdisciplinary Advancements in Gaming, Simulations and Virtual Environments: Emerging Trends

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Gaming has long been a means for humans to share knowledge, learn new concepts, and escape the constraints of reality.

Interdisciplinary Advancements in Gaming, Simulations and Virtual Environments: Emerging Trends investigates the role of games and computer-mediated simulations in a variety of environments, including education, government, and business. Exploring psychological, social, and cultural implications of games and simulations, as well as policies related to their design and development. This reference aims to support the work of researchers in this growing field, as well as bridge the gap between theory and practice in the application of electronic games to everyday situations.

Topics Covered:

- Computer Gaming Scenarios
- Computer-Generated Training Environments
- Embodied Learning
- Games for Knowledge Acquisition and Modeling
- Immersive Educational Games
- Interfaces for Game Interaction
- Motion-Based Game Play
- Play in Virtual Worlds
- User Experience in Gaming
- Virtual Space Design

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