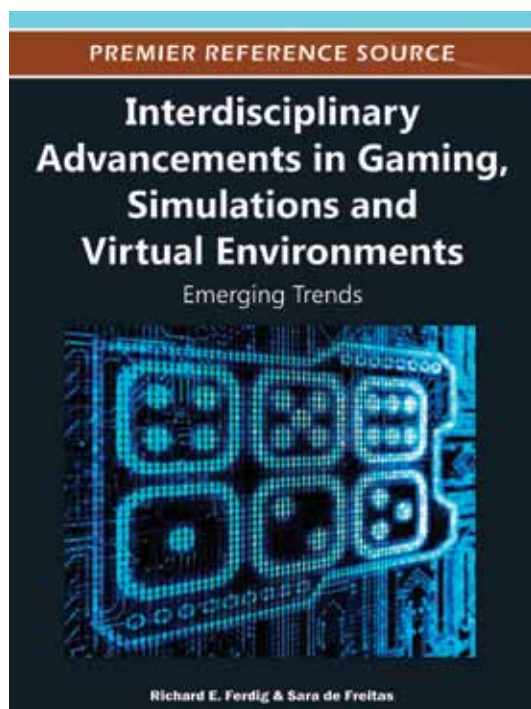


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Interdisciplinary Advancements in Gaming, Simulations and Virtual Environments: Emerging Trends



Richard E. Ferdig (Research Center for Educational Technology - Kent State University, USA) and Sara de Freitas (Coventry University, UK)

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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Richard E. Ferdig is the RCET Research Professor and Professor of Instructional Technology at Kent State University. He works within the Research Center for Educational Technology and also the School of Lifespan Development & Educational Sciences. He earned his PhD in educational psychology from Michigan State University. At Kent State University, his research, teaching, and service focus on combining cutting-edge technologies with current pedagogic theory to create innovative learning environments. His research interests include online education, gaming, and what he labels a deeper psychology of technology. In addition to publishing and presenting nationally and internationally, Ferdig has also been funded to study the impact of emerging technologies.



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Computer-Generated Three-Dimensional Training Environments:
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Friendship, Closeness and Disclosure in Second Life
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Computer Gaming Scenarios for Product Development Teams
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Towards Games for Knowledge Acquisition and Modeling
Hoppenbrouwers Stijn (Radboud University Nijmegen, The Netherlands)
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