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## Gaming and Simulations: Concepts, Methodologies, Tools and Applications



Information Resources Management Association, USA

Research on the development, design, use, and evaluation of electronic games and simulations is essential to the understanding of their numerous roles and applications.

**Gaming and Simulations: Concepts, Methodologies, Tools and Applications** unites fundamental research on the history, current directions, and implications of gaming at individual and organizational levels. This three-volume reference explores all facets of game design and application and describes how this emerging discipline informs and is informed by society and culture.

### Topics Covered:

- Adult learning and virtual worlds
- Ethical considerations in game design and development
- Games and simulations for teaching and learning
- Gaming and cognition
- Intelligent gaming technologies
- Online social learning environments
- Pervasive game design
- Serious games
- Simulation environments
- Virtual games and simulations

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