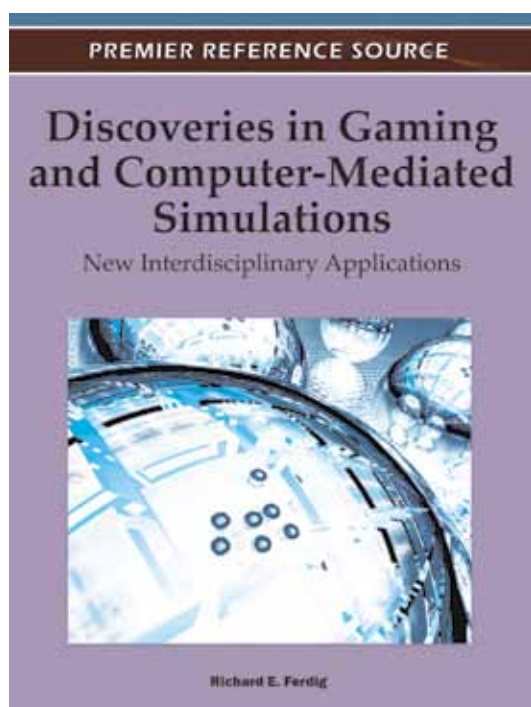


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## Discoveries in Gaming and Computer-Mediated Simulations: New Interdisciplinary Applications



Richard E. Ferdig (Kent State University, USA)

Recent advancements have put Gaming and Computer-Mediated Simulations at the forefront of technology and learning. A closer look at these topic areas opens the door for development and innovation and the implications that go with it.

**Discoveries in Gaming and Computer-Mediated Simulations: New Interdisciplinary Applications** explores and promotes a deep conceptual and empirical understanding of the roles of electronic games and computer-mediated simulations across multiple disciplines. This book helps build a significant bridge between research and practice on electronic gaming and simulations, supporting the work of researchers, practitioners, and policymakers. Drawing on history allows this publication to help move this field forward.

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- Impact of game and simulation development use on race and gender game and simulation design
- Innovative and current research methods and methodologies to study electronic games and simulations
- Psychological aspects of gaming
- Teaching of games and simulations at multiple age and grade levels

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