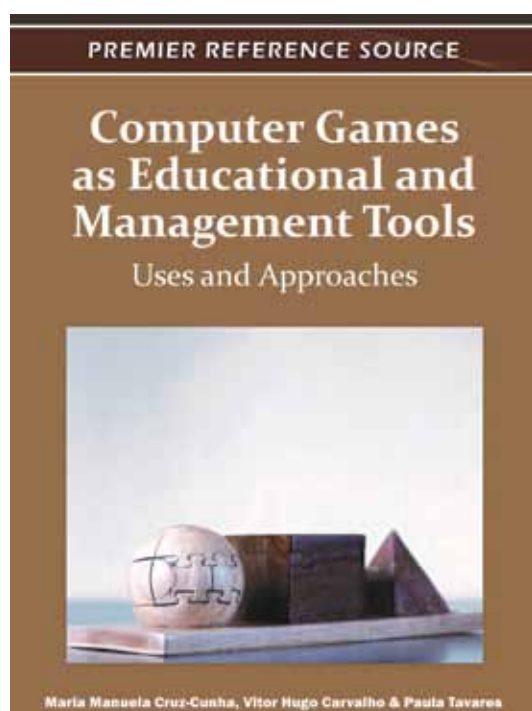


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## Computer Games as Educational and Management Tools: Uses and Approaches



Maria Manuela Cruz-Cunha (Polytechnic Institute of Cavado and Ave, Portugal), Vitor Hugo Varvalho (Polytechnic Institute of Cávado and Ave, Portugal) and Paula Tavares (Polytechnic Institute of Cávado and Ave, Portugal)

Though once considered purely for their entertainment value, computer and online games have applications as learning tools in learning in a variety of different environments.

**Computer Games as Educational and Management Tools: Uses and Approaches** considers the many uses of games and simulations, focusing specifically on their use in organizational and educational settings. Providing perspectives on gaming for distance learning, gaming for rehabilitation, business simulators, and motivational games, this publication explores new and emerging trends in this ever-evolving area of research.

### Topics Covered:

- Affective educational games
- Artificial intelligence
- Business simulators for business education
- Collaborative working environments
- Designing business management games
- Digital games as educational tools
- Games and simulations in distance learning
- Games for motivation
- Games for rehabilitation
- MMOGs
- Open and distance learning

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**Maria Manuela Cruz-Cunha** is currently an Associate Professor in the School of Technology at the Polytechnic Institute of Cavado and Ave, Portugal. She holds a Dipl. Eng. in the field of Systems and Informatics Engineering, an M.Sci. in the field of Computer Integrated Manufacturing and a Dr.Sci in the field of Production Systems Engineering. She teaches subjects related with Information Systems, Information Technologies and Organizational Models to undergraduate and post-graduate studies. She supervises several PhD projects in the domain of Virtual Enterprises and Information Systems and Technologies. She regularly publishes in international peer-reviewed journals and participates on international scientific conferences. She serves as a member of Editorial Board and Associate Editor for several International Journals and for several Scientific Committees of International Conferences. She has authored and edited several books and her work appears in more than 100 papers published in journals, book chapters and conference proceedings. She is the co-founder and co-chair of several international conferences: CENTERIS – Conference on ENTERprise Information Systems, ViNOrg - International Conference on Virtual and Networked Organizations: Emergent Technologies and Tools and SeGAH – IEEE International Conference on Serious Games and Applications for Health.



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