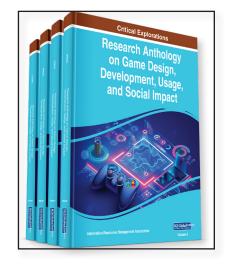
Research Anthology on Game Design, Development, Usage, and Social Impact

Information Resources Management Association

Description:

Videogames have risen in popularity in recent decades and continue to entertain many all over the world. As game design and development becomes more accessible to those outside of the industry, their uses and impacts are further expanded. Games have been developed for medical, educational, business, and many more applications. While games have many beneficial applications, many challenges exist in current development



processes as well as some of their impacts on society. It is essential to investigate the current trends in the design and development of games as well as the opportunities and challenges presented in their usage and social impact.

The **Research Anthology on Game Design, Development, Usage, and Social Impact** discusses the emerging developments, opportunities, and challenges that are found within the design, development, usage, and impact of gaming. It presents a comprehensive collection of the recent research, theories, case studies, and more within the area. Covering topics such as academic game creation, gaming experience, and violence in gaming, this major reference work is a dynamic resource for game developers, instructional designers, educators and administrators of both K-12 and higher education, students of higher education, librarians, government officials, business leaders and executives, researchers, and academicians.

ISBN: 9781668475898	Pages: 2,250	Copyright: 2023	Release Date: October, 2022
Hardcover: \$1,425.00	E-Book: \$1,425.00	Hardcover + E-Book: \$1,725.00	

Topics Covered:

Academic Game Creation Adolescent Anxiety Auditory Environments Challenge-Based Learning Character Design Gaming Experience Interaction Systems Multiplatform Movement Techniques Sentiment Analytics Social Games Strategic Communication Violence in Gaming Virtual Reality

Subject: Media and Communications	Classification: Critical Exploration
Readership Level: Advanced-Academic Level (Research Recommended)	Research Suitable for: Advanced Undergraduate Students; Graduate Students; Researchers; Academicians; Professionals; Practitioners

