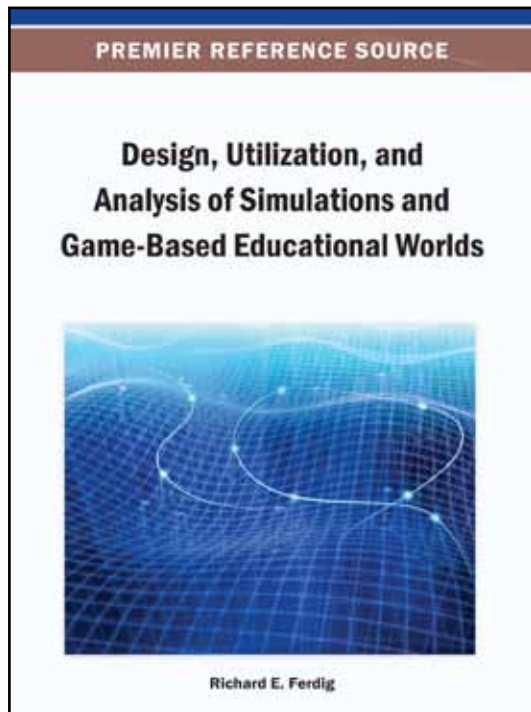


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Design, Utilization, and Analysis of Simulations and Game-Based Educational Worlds



Richard E. Ferdig
(Research Center for Educational Technology - Kent State University, USA)

Games and simulations have emerged as new and effective tools for educational learning by providing interactivity and integration with online resources that are typically unavailable with traditional educational resources.

Design, Utilization, and Analysis of Simulations and Game-Based Educational Worlds presents developments and evaluations of games and computer-mediated simulations in order to showcase a better understanding of the role of electronic games in multiple studies. This book is useful for researchers, practitioners, and policymakers to gain a deeper comprehension of the relationship between research and practice of electronic gaming and simulations in the educational environment.

Topics Covered:

- Cognitive, Social, and Emotional Impact of Games
- Electronic Games and Simulations in Education
- Future Trends
- Psychological Aspects of Gaming
- Research Methodologies
- Simulation Development

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Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners. Ideal for classroom use.

Richard E. Ferdig is the Summit Professor of Learning Technologies 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 and Educational Sciences. He earned his Ph.D. in Educational Psychology from Michigan State University. He has served as researcher and instructor at Michigan State University, the University of Florida, the Wyższa Szkoła Pedagogiczna (Krakow, Poland), and the Università degli studi di Modena e Reggio Emilia (Italy). 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, educational games and simulations, 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 such as K-12 Virtual Schools. Rick is the Editor-in-Chief of the *International Journal of Gaming and Computer Mediated Simulations*, the Associate Editor-in-Chief of the *Journal of Technology and Teacher Education*, and currently serves as a Consulting Editor for the Development Editorial Board of Educational Technology Research and Development and on the Review Panel of the *British Journal of Educational Technology*.

Chapter 1
Issues and Concerns of K-12 Educators on 3-D Multi-User Virtual Environments in Formal Classroom Settings
Jones Greg (University of North Texas, USA)
Warren Scott (University of North Texas, USA)

Chapter 2
Digital Dome vs. Desktop Display in an Educational Game:
Jacobson Jeffrey (PublicVR, USA)

Chapter 3
Virtual Learning Environments. The oLITEC:
D'Alba Adriana (University of North Texas, USA)
Najmi Anjum (University of North Texas, USA)
Gratch Jonathan (University of North Texas, USA)
Bigenho Chris (University of North Texas, USA)

Chapter 4
Virtual Tutor Training:
Mason Lee L. (Utah State University, USA)
Jeon Tae K. (Utah State University, USA)
Blair Peter (Utah State University, USA)
Glomb Nancy (Utah State University, USA)

Chapter 5
Learning to Become Citizens by Enacting Governorship in the Statecraft Curriculum:
San Chee Yam (Nanyang Technological University, Singapore)
Gwee Susan (Nanyang Technological University, Singapore)
Tan Ek Ming (Nanyang Technological University, Singapore)

Chapter 6
Strategies to Teach Game Development Across Age Groups
Prayaga Lakshmi (University of West Florida, USA)
Coffey James W. (University of West Florida, USA)
Rasmussen Karen (University of West Florida, USA)

Chapter 7
Negotiating Students' Conceptions of 'Cheating' in Video Games and in School
Hamlen Karla R. (Cleveland State University, USA)
Gage Holly E. (Cleveland State University, USA)

Chapter 8
Television, Games, and Mathematics:
Crespo Sandra (Michigan State University, USA)
Melfi Vincent (Michigan State University, USA)
Fisch Shalom M. (MediaKidz Research & Consulting, USA)
Lesh Richard (Indiana University, USA)
Motoki Elizabeth (Indiana University, USA)

Chapter 9
Optimizing the Psychological Benefits of Choice:
Cummings James J. (Stanford University, USA)
Ross Travis (Indiana University, USA)

Chapter 10
Impacts of Forced Serious Game Play on Vulnerable Subgroups
Heeter Carrie (Michigan State University, USA)
Lee Yu-Hao (Michigan State University, USA)
Magerko Brian (Georgia Institute of Technology, USA)
Medler Ben (Georgia Institute of Technology, USA)

Chapter 11
Playful Learning Experiences:
Mitgutsch Konstantin (Singapore - MIT GAMBIT Game Lab, Massachusetts Institute of Technology, USA)

Chapter 12
Videogames and the Ethics of Care
Murphy John (DePaul University, USA)
Zagal José (DePaul University, USA)

Chapter 13
Investigating Youth's Life Online Phenomena:
Jamaludin Azilawati (National Institute of Education, Singapore)
San Chee Yam (National Institute of Education, Singapore)

Chapter 14
Behind the MASK:
Ziaeehezarjeribi Yadi (Indiana State University, USA)
Graves Ingrid (Indiana State University, USA)

Chapter 15
Relations Between Videogame Play and 8th-Graders' Mathematics Achievement
Tobias Scott (Kent State University at Stark, USA)
Rudy Duane (University of Missouri, USA)
Ispa Jean (University of Missouri, USA)

Chapter 16
Levels of Failure and Learning in Games
Sharritt Matthew J. (Situating Research, LLC, USA)
Suthers Daniel D. (University of Hawaii at Manoa, USA)

Chapter 17
Procedural Ethos:
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