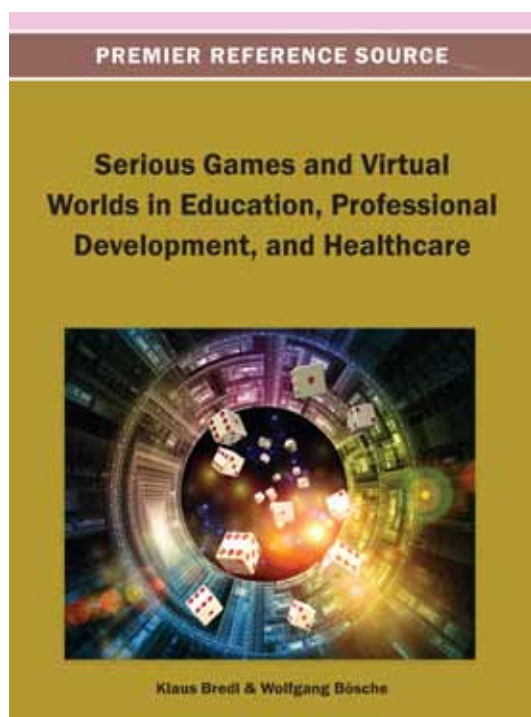


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Serious Games and Virtual Worlds in Education, Professional Development, and Healthcare



Klaus Bredl (Department of Media and Educational Technology at Augsburg University, Germany) and Wolfgang Bösche (University of Education Karlsruhe, Germany)

Too often the suggestion of using games and virtual environments in an educational setting is met with skepticism and objections. Many traditionally-oriented educators are simply not aware of the benefits that come from implementing digital games into an instructional environment.

Serious Games and Multi-User Virtual Environments in Education, Professional Development, and Healthcare seeks to counter these doubts by explaining how digital environments can easily become familiar and beneficial for educational and professional development. Highlighting techniques beyond the traditional practice, this reference source is useful for researchers, academics, professionals, and students interested in the benefits to implementing these games into various aspects of our environment.

Topics Covered:

- Educational Technologies
- Immersive Education
- Serious Games
- Social Computing
- Virtual Communities
- Virtual Learning Environments

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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.

Klaus Bredl is professor for Digital Media at the Institute for Media and Educational Technologies at Augsburg University. Before this he held a professorship for Social Informatics/Technology in Human Services at Neubrandenburg University of Applied Sciences. He started as an assistant professor in the Institute for Information Systems at the University of Regensburg where he worked on a nationally funded interdisciplinary research project on the competence development of consultants. In Augsburg, his team is focused on research and teaching in the field of Digital Social Media, especially Virtual Worlds, Media Literacy and Technology Enhanced Learning.

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