

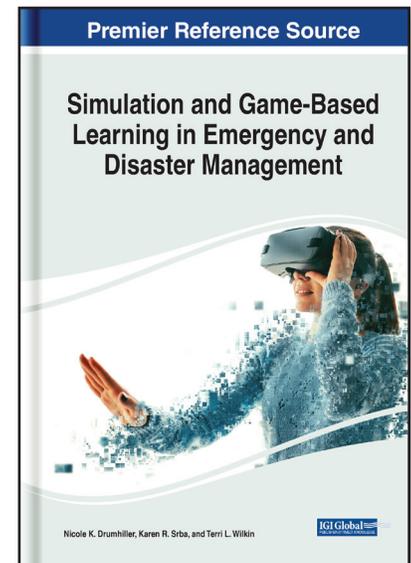
Simulation and Game-Based Learning in Emergency and Disaster Management

Part of the Advances in Educational Technologies and Instructional Design Book Series

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Description:

Simulation and game-based learning are essential applications in a learning environment as they provide learners an opportunity to apply the course material in real-life scenarios. Introducing real-life learning allows the learner to make critical decisions at different points within the simulation providing constructive education that leads to a cognitive understanding of the material. The use of simulations provides the learner with the ability to cognitively store and recall learning in real-life experiences. Therefore, it is crucial to not only provide course material but to have students apply what they have learned in simulations that replicate real-life scenarios. These learned skills are essential for students to be marketable and thrive in a career field where decision making, problem solving, and critical thinking are job requirements.



Simulation and Game-Based Learning in Emergency and Disaster Management is a cutting-edge research book that examines the best practices and holistic development when it comes to simulation learning within emergency and disaster management as well as global security. Drawing upon the neuroscience of learning, classroom instruction can be enhanced to incorporate active-experiential learning activities that positively impact a learner with long-term information retention. Each simulation project is carried out in different environments, with different goals in mind, and developed under various constraints. For these reasons, this book will provide insight into the simulation planning and development process, provide examples of online simulations and game-based learning activities, and provide insight on simulation development and implementation that can be used across disciplines in educational and training settings. As such, it is ideal for academicians, instructional designers, curriculum designers, education professionals, researchers, and students.

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Game-Based Learning

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Subject: Government and Law

Classification: Edited Reference

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