Topic Collections

Gaming Technologies

A Collection of 14 Scholarly Titles

The evolution of all aspects of gaming technologies, from their method of delivery to their use in everyday life, has changed remarkably over the past few decades. Technology that was originally viewed as a means of entertainment is now looked upon as an area of in-depth research and educational value. Gaming has grown into a topic of deep interest in a variety of industries, and will only continue to develop and change at a fast pace.

The **Gaming Technologies** collection is a specialized reference collection which supports research in the field of gaming technology. This premier package includes 14 scholarly titles focusing on serious games, intelligent gaming technologies, and gaming in education. These titles represent IGI Global's unique coverage of the impact and effective use of technology within the area of gaming technology.

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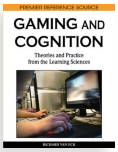
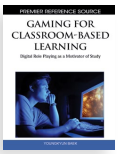


Gaming and Cognition: Theories and Practice from the Learning Sciences

Richard Van Eck (University of North Dakota, USA)
ISBN: 978-1-61520-717-6; © 2010; pp. 375

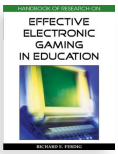
Combining many aspects of the learning sciences such as psychology, instructional design, and education into one coherent whole, this book presents historical, theoretical, and practical perspectives.



Gaming for Classroom-Based Learning: Digital Role Playing as a Motivator of Study

Young Kyun Baek (Korea National University of Education, Korea)
ISBN: 978-1-61520-713-8; © 2010; pp. 392

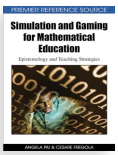
Aims to inform classroom and pre-service teachers of the potential of games for improving teaching and learning. It also investigates whether games can motivate students to learn and improve their knowledge.



Handbook of Research on Effective Electronic Gaming in Education (3 Vols.)

Richard E. Ferdig (Research Center for Educational Technology - Kent State University, USA)
ISBN: 978-1-59904-808-6; © 2009; pp. 1,759

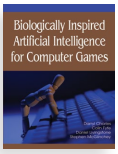
Presents a framework for understanding games for educational purposes while providing a broader sense of current related research.



Simulation and Gaming for Mathematical Education: Epistemology and Teaching Strategies

Angela Piu (University of L'Aquila, Italy), et al.
ISBN: 978-1-60566-930-4; © 2011; pp. 244

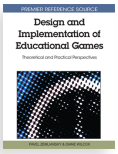
Provides leading research on ways for various learning environments to be created referring to math didactics through redefinition and reassessment of teaching experiences.



Biologically Inspired Artificial Intelligence for Computer Games

Darryl Charles (University of Ulster, Ireland), et al.
ISBN: 978-1-59140-646-4; © 2008; pp. 278

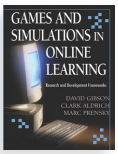
Reviews several strands of modern artificial intelligence, including supervised and unsupervised artificial neural networks, evolutionary algorithms, artificial immune systems, swarms, and shows using case studies for each to display how they may be applied to computer games.



Design and Implementation of Educational Games: Theoretical and Practical Perspectives

Pavel Zemliansky (James Madison University, USA), et al.
ISBN: 978-1-61520-781-7; © 2010; pp. 438

Presents an impressive selection of studies and analysis performed to illustrate how game components can work in concert to facilitate learning.



Games and Simulations in Online Learning: Research and Development Frameworks

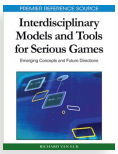
David Gibson (University of Vermont, USA), et al.
ISBN: 978-1-60566-078-3; © 2007; pp. 402

Examines the potential of games and simulations in online learning, and how the future could look as developers learn to use the emerging capabilities of the Semantic Web.

Games-Based Learning Advancements for Multi-Sensory Human Computer Interfaces: Techniques and Effective Practices

Thomas Connolly (University of the West of Scotland, UK), et al.
ISBN: 978-1-60566-360-9; © 2008; pp. 394

Disseminates knowledge on the theory and practice of games-based learning, promoting the development and adoption of best practices.



Interdisciplinary Models and Tools for Serious Games: Emerging Concepts and Future Directions

Richard Van Eck (University of North Dakota, USA)
ISBN: 978-1-61520-719-0; © 2010; pp. 378

Brings cross-disciplinary awareness into the study of games and learning by integrating theoretical models and myriad concepts from distinct fields of study, and applies them to digital game-based learning.

Serious Game Design and Development: Technologies for Training and Learning

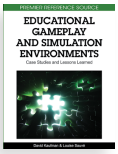
Jan Cannon-Bowers (University of Central Florida, USA), et al.
ISBN: 978-1-61520-739-8; © 2010; pp. 392

Examines high-tech delivery of pedagogical content in a simulated environment that engenders a deeper learning in an entertaining manner.

Ethics and Game Design: Teaching Values through Play

Karen Schrier (Columbia University, USA), et al.
ISBN: 978-1-61520-845-6; © 2010; pp. 332

Approaches questions from a multidisciplinary perspective with the ultimate goal of inspiring further interdisciplinary dialogue and research in order to continue building the ethics and games community.



Educational Gameplay and Simulation Environments: Case Studies and Lessons Learned

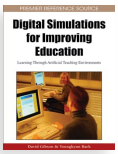
David Kaufman (Simon Fraser University, Canada), et al.
ISBN: 978-1-61520-731-2; © 2010; pp. 425

Will aid educators, researchers, and game developers in broadening their work to effectively create and implement engaging learning environments for present and future students.

Digital Sport for Performance Enhancement and Competitive Evolution: Intelligent Gaming Technologies

Nigel Pope (Griffith University, Australia), et al.
ISBN: 978-1-60566-406-4-; © 2009; pp. 414

Discusses sport consumers and the playing of computer games drawing from academicians and practitioners from varied disciplines and approaches.



Digital Simulations for Improving Education: Learning Through Artificial Teaching Environments

David Gibson (University of Vermont, USA), et al.
ISBN: 978-1-60566-322-7; © 2009; pp. 543

Helps solve problems in teaching and learning through the introduction of the potential and benefits of practice with digital simulations in nursing.