

## Educational Gameplay And Simulation Environments Case Studies And Lessons Learned Premier Reference Source

Aesthetics and Design for Game-based Learning provides learning designers with insight into how the different elements that comprise game aesthetics can inform the design of game-based learning. Regardless of the cognitive complexities involved, games are essentially entertainment media, and aesthetics play a large role in how they are experienced. Yet too often the role of aesthetics in the research about game-based learning has been relegated to a surface discussion of graphics or neglected altogether. Aesthetics and Design for Game-based Learning begins by addressing the broad context of game aesthetics, then addresses specific elements with chapters focusing on: player positioning game mechanics narrative design environment design character design. Each chapter includes research and guidelines for design, and a conclusion addresses aesthetics in the research of game-based learning.

"This book sets out the fundamentals of research on the history, current directions, and implications of gaming at individual and organizational levels, exploring all facets of game design and application and describing how this emerging discipline informs and is informed by society and culture"--Provided by publisher.

There are many different approaches to understanding human consciousness. By conducting research to better understand various biological mechanisms, these can be redefined and utilized for technological purposes. Advanced Research on Biologically Inspired Cognitive Architectures is an essential reference source for the latest scholarly research on the biological elements of human cognition and examines the applications of consciousness within computing environments. Featuring exhaustive coverage on a broad range of innovative topics and perspectives, such as artificial intelligence, bio-robotics, and human-computer interaction, this publication is ideally designed for academics, researchers, professionals, graduate students, and practitioners seeking current research on the exploration of the intricacies of consciousness and different approaches of perception.

Multimedia and video related technologies are reshaping and reframing the practice of teaching and learning in higher education. This volume critically examines new research on how multimedia technologies are being used in higher education to increase learner engagement and collaboration in and out of the classroom.

Volume 2

Handbook of Research on Promoting Economic and Social Development Through Serious Games

The New Digital Natives

Game Development Essentials: Game Simulation Development

Handbook of Research on Effective Electronic Gaming in Education

Epistemological Approaches to Digital Learning in Educational Contexts

Neuroprosthetics is a fast-growing area that brings together the fields of biomedical engineering and neuroscience as a means to interface the neural system directly to prostheses. Advancing research and applications in this field can assist in successfully restoring motor, sensory, and cognitive functions. Emerging Theory and Practice in Neuroprosthetics brings together the most up-to-date research surrounding neuroprosthetics advances and applications. Presenting several new results, concepts, and further developments in the area of neuroprosthetics, this book is an essential publication for researchers, upper-level students, engineers, and medical practitioners.

This book contains a selection of articles from The 2016 World Conference on Information Systems and Technologies (WorldCIST 16), held between the 22nd and 24th of March at Recife, Pernambuco, Brazil. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern Information Systems and Technologies research, together with their technological development and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Software and Systems Modeling; Software Systems, Architectures, Applications and Tools; Multimedia Systems and Applications; Computer Networks, Mobility and Pervasive Systems; Intelligent and Decision Support Systems; Big Data Analytics and Applications; Human-Computer Interaction; Health Informatics; Information Technologies in Education; Information Technologies in Radiocommunications.

This book presents a collection of cases demonstrating how to conceptualize, design, and implement games and simulation effectively for learning. This publication will aid educators, researchers, and game developers in broadening their work to effectively create and implement engaging learning environments for present and future students--Provided by publisher.

This book focuses on relatively neglected areas of simulation and gaming (S&G), i.e., cultural aspects and ethical issues, in addition to giving readers a basic knowledge of S&G. Although the educational effects of S&G, and related methods such as gamification, as well as serious games have been studied and are gaining recognition, their downsides are often overlooked. For example, there is always a risk of manipulation by games if maliciously designed and facilitated. Ethical codes of game designers, facilitators, and educators must be established on the basis of academic research. Considerations of the ethics of game design are a concern for S&G researchers and educators but also for the general public, because games have sometimes been used for propaganda purposes in the past and could be again, in the present and future. Looking at the cultural aspect, as the S&G community has accumulated research over 50 years, the book includes the knowledge of the pioneers, i.e., archival interview data. This is the first book that includes extensive interviews of researchers and commercial game designers and critics. It also contains diverse topics from the perspectives of gender and Japanese culture. Japan has been attracting attention in the field of S&G games as there are many independent game designers and an expanding market. Although women in S&G have gained some recognition, the topic has been rather ignored and was first officially discussed in 2019 at the international conference of the International Simulation and Gaming Association held in Warsaw. In summary, by focusing on comparatively overlooked or neglected aspects of S&G, this book expands future opportunities in the field for researchers and educators, with increased awareness by the general public.

Innovative Digital Practices and Globalization in Higher Education

Increasing Student Engagement and Retention Using Multimedia Technologies

Educational Gameplay and Simulation Environments: Case Studies and Lessons Learned

Volume 1

Gender Considerations in Online Consumption Behavior and Internet Use

ECGBL 2022 16th European Conference on Game-Based Learning

These proceedings represent the work of contributors to the 14th European Conference on Games Based Learning (ECGBL 2020), hosted by The University of Brighton on 24-25 September 2020. The Conference Chair is Panagiotis Fotaris and the Programme Chairs are Dr Katie Piatt and Dr Cate Grundy, all from University of Brighton, UK.

Epistemological Approaches to Digital Learning in Educational Contexts is dedicated to topical issues in school education and pedagogical science related to the learning process in a technology and media enriched environment. It opens up discussions on the development of the educational science sector and strategies for smart pedagogy to promote synergy between technology and pedagogy to support students in the learning process. The book presents different perspectives on how to evaluate the enhancement of technology use, which can help improve Computational Thinking skills. It also helps in identifying the changes in pupils' algorithmic thinking through programming in Scratch 2.0. The book further explores the way digitally-mediated materiality may support teaching practice and proposes tools that are available for the educational curator in a digital learning environment. This book will be of great interest to academics, researchers, and post-graduate students in the fields of higher education, vocational education, and digital learning.

A comprehensive and innovative guide to teaching, learning and assessment in forensic science education and practitioner training Includes student exercises for mock crime scene and disaster scenarios Addresses innovative teaching methods including apps and e-gaming Discusses existing and proposed teaching methods

This book contains research that was accepted for presentation at the 15th International Conference on Interdisciplinarity in Engineering--INTER-ENG 2021, which was held on October 7-8, 2021, in the city of Târgu Mureş, Romania. The general scope of the conference "Innovative aspects of Industry 4.0 concepts aimed at consolidating the digital future of manufacturing in companies" is proposing a new approach related to the development of a new generation of smart factories grounded on the manufacturing and assembly process digitalization. It is related to advance manufacturing technology, lean manufacturing, sustainable manufacturing, additive manufacturing, and manufacturing tools and equipment. It is a leading international professional and scientific forum of great interest for engineers and scientists who can read in this book research works contributions and recent developments as well as current practices in advanced fields of engineering.

Digital Games and Learning

Conference Proceedings

Concepts, Methodologies, Tools and Applications

New Pedagogical Approaches in Game-Enhanced Learning

Big Data Analytics in HIV/AIDS Research

Handbook of Research on Educational Communications and Technology

First Published in 2008. Routledge is an imprint of Taylor & Francis, an informa company.

The first generation of Digital Natives (DNs) is now growing up. However, these digital natives were rather late starters since, their exposure to computers started when they could master the mouse and the penetration of computers in educational institutions was still very low. Today, a new breed of digital natives is emerging. This new breed includes those individuals who are being introduced from their first instances to the world of wireless devices. One year olds manage to master the intuitive touch interfaces of their tablets whilst sitting comfortably in their baby bouncers. The controller-less interfaces allow these children to interact with a machine in a way which was unconceivable before. Thus, our research investigated the paradigm shift between the different generations of digital natives. We analysed the way in which these two generations differ from each other and we explored how the world needs to change in order to harness the potential of these new digital natives.

Despite the growing number of books dedicated to radically redefining the educational value of video games as powerful learning tools, there are very few practical guidelines conveniently available for prospective history and social studies teachers who actually want to use these teaching and learning tools in their classes. As the games and learning field continues to grow in importance, Gaming the Past provides social studies teachers and teacher educators help in implementing this unique and engaging new pedagogy. This book focuses on specific examples to help social studies educators effectively use computer simulation games to teach critical thinking and historical analysis. Chapters cover the core parts of conceiving, planning, designing, and implementing simulation based lessons. Additional topics covered include: Talking to colleagues, administrators, parents, and students about the theoretical and practical educational value of using historical simulation games. Selecting simulation games that are aligned to curricular goals Determining hardware and software requirements, purchasing software, and preparing a learning environment incorporating simulations Planning lessons and implementing instructional strategies Identifying and avoiding common pitfalls Developing activities and assessments for use with simulation games that facilitate the interpretation and creation of established and new media Also included are sample unit and lesson plans and worksheets as well as suggestions for further reading. The book ends with brief profiles of the majority of historical simulation games currently available from commercial vendors and freely on the Internet.

We are moving toward a future in which digital practices are becoming more ubiquitous. Also, there is evidence to suggest that innovative digital practices are changing the face of 21st-century learning environments. Critical to 21st-century teaching and learning success is continued emphasis on learner preferences, shaped by innovative digital technology-driven learning environments alongside teacher awareness, knowledge, and preparedness to deliver high-impact instruction using active learning pedagogies. Thus, the purposeful and selective use of digital learning tools in higher education and the incorporation of appropriate active learning pedagogies are pivotal to enhancing and supporting meaningful student learning. Innovative Digital Practices and Globalization in Higher Education explores innovative digital practices to enhance academic performance for digital learners and prepare qualified graduates who are competent to work in an increasingly global digital workplace. Global competence has become an essential part of higher education and professional development. As such, it is the responsibility of higher education institutions to prepare students with the knowledge, skills, and competencies required to compete in the digital and global market. Covering topics such as design thinking, international studies, and digital teaching innovation, this premier reference source is an essential resource for pre-service and in-service teachers, educational technologists, instructional designers, faculty, administrators, librarians, researchers, and academicians.

New Advances in Information Systems and Technologies

Emerging Theory and Practice in Neuroprosthetics

Gender Divide and the Computer Game Industry

ECGBL 2018 12th European Conference on Game-Based Learning

Design and Implementation of Educational Games: Theoretical and Practical Perspectives

A Handbook by the Society for Modeling and Simulation International

This book offers insight into design methods of stories from the perspectives of experts and professionals engaging in diverse forms of design in workplaces and other public domains. It also aids in the understanding of design practices from designers' viewpoints via case studies. By pursuing a reflective inquiry in their design epistemology (designerly ways of knowing), design praxiology (practices of design), or design phenomenology (forms of designs), self-studies of design practices, and presenting studies of designs, the authors of this book demonstrate how they influence the people and the object of inquiry or design. The case studies presented in this book also illustrate how designers develop their expertise, and provides inspiration for the incorporation of design-thinking and practice in education.

As healthcare systems continue to evolve, it is clear that providing safe, high-quality care to patients is an extremely complex process. Ranging from multi-disciplinary teams to bedside care, virtually every aspect of the patient-care experience provides us with an opportunity for doing things better, from improving efficiency, safety, and overall outcomes to reducing costs and promoting team synergy. This book, the fifth in our patient safety series collection, consists of chapters that help explore key concepts related to both the safety and quality of care. In a departure from the vignette-driven format of our earlier books, this installment gravitates toward discussing frameworks, theoretical considerations, team-centric approaches, and a variety of other concepts that are critical to both our understanding and the implementation of safer and better-performing health systems. We also feel that the knowledge presented herein increasingly applies across the world, especially as global health systems evolve and mature over time. It is our goal to improve the recognition of potential opportunities that will highlight various aspects of the delivery of healthcare and thus contribute to better patient experiences, with safety at the forefront. Topics covered in this volume, as well as the previous volumes, highlight the critical importance of identifying and addressing opportunities for improvement, not as one-time events, but rather as continuous, hardwired institutional processes.

Despite modern technology and the focus on international business striving to make the world a smaller place, many organizations still struggle with the need for diversity and multiculturalism. This issue is also present in academia, as women of color and those previously perceived to be in the ethnic minority continue the journey to become the educators and leaders that universities need. Supporting Multiculturalism and Gender Diversity in University Settings examines the experiences of some of these female leaders and what they learned in their rise through academia. Highlighting stories of feminism, race, and what it means to use these life lessons in the classroom, this book is a valuable resource for higher education administrators, policymakers, and women professionals everywhere.

Presenting original studies and rich conceptual analyses, this volume reports on theoretical issues involved in the use of simulations and games in educational assessment. Chapters consider how technologies can be used to effectively assess, modify, and enhance learning and assessment in education and training. By highlighting theoretical issues arising from the use of games and simulations as assessment tools for selection and classification, training, and evaluation across educational and workplace contexts, the volume offers both broad conceptual views on assessment, as well as rich descriptions of various, context-specific applications. Through a focus that includes both quantitative and qualitative approaches, policy implications, meta-analysis, and constructs, the volume highlights commonalities and divergence in theoretical research being conducted in relation to K-12, post-secondary, and military education and assessment. In doing so, the collection enhances understanding of how games and simulations can intersect with the science of learning to improve educational outcomes. Given its rigorous and multidisciplinary approach, this book will prove an indispensable resource for researchers and scholars in the fields of educational assessment and evaluation, educational technology, military psychology, and educational psychology.

ECGBL 2020 14th European Conference on Game-Based Learning

Video Annotation, Multimedia Applications, Videoconferencing and T ransmedia Storytelling

Virtual and Augmented Reality: Concepts, Methodologies, Tools, and Applications

Concepts, Methodologies, Tools, and Applications

The 15th International Conference Interdisciplinarity in Engineering

Design Praxiology and Phenomenology

Occupational segregation is an important issue and can be detrimental to women. There is a strong need for more women in science, engineering, and information technology, which are traditionally male dominated fields. Female representation in the computer gaming industry is a potential way to increase the presence of women in other computer-related fields. Gender Considerations and Influence in the Digital Media and Gaming Industry provides a collection of high-quality empirical studies and personal experiences of women working in male-dominated fields with a particular focus on the media and gaming industries. Providing insight on best methods for attracting and retaining women in these fields, this volume is a valuable reference for executives and members of professional bodies who wish to encourage women in their career progression.

The use of social media and blogging websites has become more prevalent especially among young women; this trend suggests that gender has the potential to coincide with one's actions and engagement online. Despite this notable trend, there is still a dearth of research on how women use the internet and how it affects their health, families, and interpersonal relationships. Gender Considerations in Online Consumption Behavior and Internet Use considers the use of online technologies through the lens of a woman. From blogs to social networking, to the Movement men's health movement, gender identity is expressed in a communicative way online. This book provides empirical evidence on gender-specific internet usage and the feminine online experience. It is a valuable resource for students, academics, researchers, technology developers, and government officials.

Games have been part of the entertainment industry for decades. Once only considered viable for personal entertainment, virtual gaming media is now being explored as a useful tool for learning and student engagement. The Handbook of Research on Serious Games for Educational Applications presents a comprehensive examination of the implementation of gaming in classroom settings and the cognitive benefits this integration presents. Highlighting theoretical, psychological, instructional design, and teaching perspectives, this book is a pivotal reference source for researchers, educators, professionals, and academics interested in the innovative opportunities of game-based learning.

Commissioned by the Society for Modeling and Simulation International (SCS), this needed, useful new 'Body of Knowledge' (BoK) collects and organizes the common understanding of a wide collection of professionals and professional associations. Modeling and simulation (M&S) is a ubiquitous discipline that lays the computational foundation for real and virtual experimentation, clearly stating boundaries—and interactions—of systems, data, and representations. The field is well known, too, for its training support via simulations and simulators. Indeed, with computers increasingly influencing the activities of today's world, M&S is the third pillar of scientific understanding, taking its place along with theory building and empirical observation. This valuable new handbook provides intellectual support for all disciplines in analysis, design and optimization. It contributes increasingly to the growing number of computational disciplines, addressing the broad variety of contributing as well as supported disciplines and application domains. Further, each of its sections provide numerous references for further information. Highly comprehensive, the BoK represents many viewpoints and facets, captured under such topics as: Mathematical and Systems Theory Foundations Simulation Formalisms and Paradigms Synergies with Systems Engineering and Artificial Intelligence Multidisciplinary Challenges Ethics and Philosophy Historical Perspectives Examining theoretical as well as practical challenges, this unique volume addresses the many facets of M&S for scholars, students, and practitioners. As such, it affords readers from all science, engineering, and arts disciplines a comprehensive and concise representation of concepts, terms, and activities needed to explain the M&S discipline. Tuncer Ören is Professor Emeritus at the University of Ottawa. Bernard Zeigler is Professor Emeritus at the University of Arizona. Bernard Zeigler is Professor Emeritus at the University of Arizona. Andreas Tolk is Chief Scientist at The MITRE Corporation. All three editors are long-time members and Fellows of the Society for Modeling and Simulation International. Under the leadership of three SCS Fellows, Dr. Ören, University of Ottawa, Dr. Zeigler, The University of Arizona, and Dr. Tolk, The MITRE Corporation, more than 50 international scholars from 15 countries provided insights and experience to compile this initial M&S Body of Knowledge.

Gender Considerations and Influence in the Digital Media and Gaming Industry

Handbook of Research on Gaming Trends in P-12 Education

Cutting the Chord

Gaming and Simulations: Concepts, Methodologies, Tools and Applications

A Project of the Association for Educational Communications and Technology

Theoretical Issues of Using Simulations and Games in Educational Assessment

While gaming has become an increasingly popular leisure activity in society, the success of the videogame market has also contributed to the application of serious games in many different contexts and most importantly for learning purposes. This technological novelty is the basis for an innovative change in myriad environments such as education, commerce, marketing, healthcare, and many more. It is of great import to understand these applications in order to improve organizational development. The Handbook of Research on Promoting Economic and Social Development Through Serious Games provides reflection on the multidisciplinary applications of serious games. This book contextualizes the importance of serious games in organizational and societal improvement. Covering topics such as cultural heritage, mental health, and tourism, this book is a dynamic resource for policymakers, academicians, interdisciplinary researchers, graduate and post-graduate students, technology developers, faculty of K-12 and higher education, and government officials.

With the advent of new technologies in big data science, the study of medical problems has made significant progress. Connecting medical studies and computational methods is crucial for the advancement of the medical industry. Big Data Analytics in HIV/AIDS Research provides emerging research on the development and implementation of computational techniques in big data analysis for biological and medical practices. While highlighting topics such as deep learning, management software, and molecular modeling, this publication explores the various applications of data analysis in clinical decision making. This book is a vital resource for medical practitioners, nurses, scientists, researchers, and students seeking current research on the connections between data analytics in the field of medicine.

"This book presents a framework for understanding games for educational purposes while providing a broader sense of current related research. This creative and advanced title is a must-have for those interested in expanding their knowledge of this exciting field of electronic gaming"--Provided by publisher.

The popularity of entertainment gaming over the last decades has led to the use of games for non-entertainment purposes in areas such as training and business support. The emergence of the serious games movement has capitalized on this interest in leisure gaming, with an increase in leisure game approaches in schools, colleges, universities and in professional training and continuing professional development. The movement raises many significant issues and challenges for us. How can gaming and simulation technologies be used to engage learners? How can games be used to motivate, deepen and accelerate learning? How can they be used to greatest effect in learning and teaching? The contributors explore these and many other questions that are vital to our understanding of the paradigm shift from conventional learning environments to learning in games and simulations.

Handbook of Research on Transformative and Innovative Pedagogies in Education

Risks, Challenges, and Opportunities

A Tool-kit for Lecturers and Practitioner Trainers

Applications in School and Workplace Contexts

Body of Knowledge for Modeling and Simulation

Forensic Science Education and Training

For the first time, professional and aspiring game developers have a comprehensive resource that goes beyond the entertainment-focused aspects of game simulation to delve into its escalating impact on the outside worlds of business, education, and training. As an increasing number of Fortune 500 companies, as well as educational and governmental heavyweights take notice of the potential usefulness of game simulations for training, the demand for developers who can skillfully integrate educational tasks with gaming features is increasing dramatically. Game Simulation Development provides an in-depth look at how games are using a variety of different simulations to incorporate educational and training-based elements. By investigating a wide range of successful games, the book offers critical knowledge regarding why certain game simulations are effective in each genre. It also explores the ways expert developers consider how players respond to visual, aural, and tactile feedback to make the simulation as convincing and immersive as possible. Additional coverage includes intrinsic and extrinsic knowledge, constructivist theory, social interaction and lateral learning, and how these principles apply to game simulation development, providing a well-rounded resource for aspiring game developers. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Virtual and augmented reality is the next frontier of technological innovation. As technology exponentially evolves, so do the ways in which humans interact and depend upon it. Virtual and Augmented Reality: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on the trends, techniques, and uses of virtual and augmented reality in various fields, and examines the benefits and challenges of these developments. Highlighting a range of pertinent topics, such as human-computer interaction, digital self-identity, and virtual reconstruction, this multi-volume book is ideally designed for researchers, academics, professionals, theorists, students, and practitioners interested in emerging technology applications across the digital plane.

"This book will give readers a solid understanding of issues in educational game design and deployment in the classroom"--Provided by publisher.

"Ready to blow your mind? Spend 15 seconds reading Clark Aldrich's The Complete Guide to Simulations and Serious Games. Witty, fast-paced, and non-linear -- it's Spock meets Alton Brown." -- Lynne Kenney, Psy.D., The Family Coach This exciting work offers designers a new way to see the world, model it, and present it through simulations. A groundbreaking resource, it includes a wealth of new tools and terms and a corresponding style guide to help understand them. The author -- a globally recognized industry guru -- covers topics such as virtual experiences, games, simulations, educational simulations, social impact games, practiceware, game-based learning/digital game based learning, immersive learning, and serious games. This book is the first of its kind to present definitions of more than 600 simulation and game terms, concepts, and constructs.

Using Video Games to Teach Secondary History

Case Studies and Lessons Learned

Curriculum Integration

Advanced Research on Biologically Inspired Cognitive Architectures

Educational Gameplay and Simulation Environments

ECGBL 2019 13th European Conference on Game-Based Learning

Various pedagogies, such as the use of digital learning in education, have been used and researched for decades, but many schools have little to show for these initiatives. This contrasts starkly with technology-supported initiatives in other fields such as business and healthcare. Traditional pedagogies and general digital technology applications have yet to impact education in a significant way that transforms learning. A primary reason for this minimal impact on learning is that digital technologies have attempted to make traditional instructional processes more efficient rather than using a more appropriate paradigm for learning. As such, it is important to look at digital technology as a partner and use transformative applications to become partners with students (not teachers) to empower their learning process both in and out of school. The Handbook of Research on Transformative and Innovative Pedagogies in Education is a comprehensive reference that identifies and justifies the paradigm of transformative learning and pedagogies in education. It provides exemplars of existing transformative applications that, if used as partners to empower student learning, have the potential to dramatically engage students in a type of learning that better fits 21st century learners. Covering topics such as gamification, project-based learning, and professional development, this major reference work is an essential resource for pre-service and in-service teachers, educational technologists, instructional designers, educational administration and faculty, researchers, and academicians seeking pedagogical models that inspire students to learn meaningfully.

Gaming applications are rapidly expanding into the realm of education. Game-based education creates an active and enjoyable learning environment, especially for children and young adults who regularly use gaming for recreational purposes. Due to the evolving nature of education, gaming provides a transformative learning experience for diverse students. The Handbook of Research on Gaming Trends in P-12 Education provides current research intended to aid educators, school administrators, and game developers in teaching today's youth in a technology-immersive society. This publication melds together gaming for entertainment purposes as well as gaming applied within educational settings with an emphasis on P-12 classrooms. Featuring exhaustive coverage on topics relating to virtual reality, game design, immersive learning, distance learning through 3D environments as well as best practices for gaming implementation in real-world settings, this handbook of research is an essential addition to the reference collection of international academic libraries.

"This book addresses the major challenges associated with adopting digital games into a standard curriculum, providing fresh perspectives from current practitioners in the education field"--Provided by publisher.

"This book covers theoretical, social, and practical issues related to educational games and simulations, contributing to a more effective design and implementation of these activities in learning environments"--Provided by publisher.

Contemporary Topics in Patient Safety

Aesthetics and Design for Game-based Learning

The Complete Guide to Simulations and Serious Games

How the Most Valuable Content Will be Created in the Age Beyond Gutenberg to Google

Handbook of Research on Serious Games for Educational Applications

Gaming the Past

"This book takes a look at the games industry from a gendered perspective and highlights the variety of ways in which women remain underrepresented in this industry"--Provided by publisher.

Gaming as a Cultural Commons

Supporting Multiculturalism and Gender Diversity in University Settings

Theoretical and Practical Perspectives

Understanding Ways of Knowing through Inventive Practices