

1. Record Nr.	UNINA9910136603303321
Titolo	Simulation and Serious Games for Education // edited by Yiyu Cai, Sui Lin Goei, Wim Trooster
Pubbl/distr/stampa	Singapore : , : Springer Singapore : , : Imprint : Springer, , 2017
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (149 p.)
Collana	Gaming Media and Social Effects, , 2197-9685
Disciplina	371.337
Soggetti	Computational intelligence Educational technology User interfaces (Computer systems) Child psychology School psychology Computational Intelligence Educational Technology User Interfaces and Human Computer Interaction Child and School Psychology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Virtual Pink Dolphins Project: An International Effort for Children with Autism in Special Needs Education -- A Germ for Young European Scientists: Drawing-Based Modeling -- Virtual Reality Enabled Intravascular Catheterization Simulation -- Simulation-enabled Vocational Training for Heavy Crane Operations -- Formative evaluation of a mathematics game for out-of-school children in Sudan -- Empowering Vocational Math Teachers Using Digital Learning Materials With Workplace Assignments -- The Odyssey Game -- Social Development for Children with Autism using Kinect Gesture Games: A Case Study in Suzhou Industrial Park Renai School -- The Effectiveness of the Game LINGO Online: A Serious Game for English Pronunciation -- Looking into eyes: a gaze tracking system for children with autism spectrum disorders.
Sommario/riassunto	This book introduces state-of-the-art research on simulation and

serious games for education. The major part of this book is based on selected work presented at the 2014 Asia-Europe Symposium on Simulation and Serious Games held in Windesheim University of Applied Sciences, the Netherlands (Oct 1–2, 2014). It covers three major domains of education applications that use simulation and serious games: Science, Technology, Engineering and Mathematics (STEM) Education; Special Needs Education and Humanity and Social Science Education. Researchers and developers in simulation and serious games for education benefit from this book, and it also offers educators and professionals involved in training insights into the possible applications of simulation and serious games in various areas.
