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Sommario/riassunto	This book is the first single volume that brings together the topics of serious games, alternative realities, and play therapy. The focus is on the use of digital media for the therapeutic benefit and well-being of a wide range of peoplespanning those with special needs to the elderly to entire urban neighborhoods. This book brings together these topics to demonstrate the increasing trans/inter/multi-disciplinary initiatives apparent today in science, medicine, and academic researchinterdisciplinary initiative that are already profoundly impacting society. .