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Altri autori (Persone)	NordmannAlfred
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Nota di contenuto	Part I: Games of Life -- Games of Existence: The Digital Transformation of Fictionality -- A Semiverse of Games -- The Game in the Context of Social Dramaturgy -- Culture and Life as Gameplay Experiences: Theological point of view -- The Social Function of Toy Models in Games of Science -- Constitutive Rules of Artificial Games and Natural Conventions of Ordinary Behavior -- Psychological Portrait of a Modern Young Gambler -- Identity strategies in the space of massively multiplayer online role-playing games (MMORPG) -- Beginning of the Gaming Era, Parental Controls and Technical Acumen -- Modern Initiation Practices: Gaming Technologies Application -- The Recursive Paradigm And Semiotic Models Of Games in Third-order Technical Cybernetics -- Liability In The World Of Games: The Interaction Of Positive And Soft Law -- Part II: Cities and Societies, Organization and Cooperation -- Communications Using Gamification For The Implementation Of Urban Projects -- The Best City Left": City 17 in The Half Life 2 Game Universe and The Transformation of The City Image of

The Future" -- Issues of city management in the context of game theory -- Possibilities for Applications of Game Theory in Relation to Land Use -- Play and Labour - Some Conceptual Remarks on Gamification in the Context of Manual Work -- Gamification in the Personnel Management of a Self-Learning Organization -- Gamification in Industry: Simulation-Game Modeling of Production Processes -- Improving Gamification Technology in Corporate Training in the Legal Industry -- The Role Of Gamification In Human Resources Brand Development -- Part III: Edutainment and Gamification -- Compatibility of Edutainment and Traditional Methods in the University's Educational Environment -- The Immersive Approach and Gamification: New Forms of Educational Technologies through Games -- Edutainment as a New Educational Technology: A Comparative Analysis -- Gamification in Education: A Literature Review -- The Role of Game Practices in the Model University of the Future -- The Role of Game-Based Assessment for the Enhancement of Learning -- Game-based Assessment of 21st Century Skills: Communication And Creative Thinking in Foreign Language Education -- Gamification Techniques in Massive Open Online Courses: Challenges and Opportunities -- Improving Speaking And Listening Skills: An Educational Eco-system for Foreign Languages Teaching In Higher Education -- Digital Game-based Language Teaching in Russian University Settings: Beliefs and Constraints -- Teaching Gamification in a Virtual Learning Environment.

Sommario/riassunto

This book reflects the various dimensions of play. It gathers together experience with role-play, tabletop, and online games and develops and assesses tools. It also reflects the human condition in this world of games as it becomes a digital world. We are living in a World of Games where every game is a world through which we learn about the world. A World of Games is fun and engaging, but it also provides deceptive pleasures. What may seem like fun is far from harmless. And then there are the many ways of learning in the mode of play. .
