Record Nr. UNINA9910782937503321 Autore **Davidson Drew** Titolo Second generation e-learning [[electronic resource]]: serious games / / Drew Davidson Bradford, England, : Emerald Group Publishing Limited, 2004 Pubbl/distr/stampa **ISBN** 1-280-51429-9 9786610514298 1-84544-165-6 Descrizione fisica 1 online resource (52 p.) Collana On the Horizon. No. 1;; Vol. 12 Disciplina 371.35/8 Soggetti Distance education Internet in education Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Description based upon print version of record. Note generali Nota di contenuto Contents; Abstracts & keywords; Editorial; Introduction: On the Horizon special issue; Why create a media and game center?; The four slates of educational experiences; Practical barriers in using educational computer games; Making visible: using simulation and game environments across disciplines; Visual literacy and learning; finding some online territories for the slow learner: Games/gaming/ simulation in a new media (literature) classroom; Cyborg dreams: from ergodics to electracy Proposal for educational software development sites: an open source tool to create the learning software we needBook review Sommario/riassunto This special issue of On the Horizon focuses on strategies for applying games, simulations and interactive experiences in learning contexts. A facet of this issue is the interactive and collaborative method in which it was created. Instead of separated individual articles, the authors and editors have orchestrated the articles together, reading and writing as a whole so that the concepts across the articles resonate with each other. It is the intention that this special issue will serve as the basis of many

more discussions across conference panels, online forums and

interactive media that in