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Nota di contenuto	Frontmatter -- Contents -- Acknowledgments -- Introduction -- 1. From Game to Simulation -- 2. Roles -- 3. Rules -- 4. Requirements -- 5. Room -- 6. The A.I. -- 7. Under the Hood -- 8. Simulations for an Afternoon -- 9. Can You Beat Churchill? -- Appendix: Finding Historical Simulations -- Notes -- Index
Sommario/riassunto	How do you get students to engage in a historical episode or era? How do you bring the immediacy and contingency of history to life? Michael A. Barnhart shares the secret to his award-winning success in the classroom with 'Can You Beat Churchill?', which encourages role-playing for immersive teaching and learning. Combating the declining enrollment in humanities classes, this innovative approach reminds us how critical learning skills are transmitted to students: by reactivating their curiosity and problem-solving abilities. Barnhart provides advice and procedures, both for the use of off-the-shelf commercial simulations and for the instructor who wishes to custom design a simulation from scratch. These reenactments allow students to step into the past, requiring them to think and act in ways historical figures might have.

