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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	pt. 1. Theoria : theoretical positions -- pt. 2. Cultura : cultural perspectives -- pt. 3. Praxis : theory into practice.
Sommario/riassunto	The popularity of entertainment gaming over the last decades has led to the use of games for non-entertainment purposes in areas such as training and business support. The emergence of the serious games movement has capitalized on this interest in leisure gaming, with an increase in leisure game approaches in schools, colleges, universities and in professional training and continuing professional development. The movement raises many significant issues and challenges for us. How can gaming and simulation technologies be used to engage learners? How can games be used to motivate, deepen and acc