

1. Record Nr.	UNINA9910826381703321
Autore	Davidson Drew
Titolo	Second generation e-learning : serious games // Drew Davidson
Pubbl/distr/stampa	Bradford, England, : Emerald Group Publishing Limited, 2004
ISBN	1-280-51429-9 9786610514298 1-84544-165-6
Edizione	[1st ed.]
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
Note generali	Description based upon print version of record.
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 need Book 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