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Autore	Aldrich Clark <1967->
Titolo	The complete guide to simulations and serious games [[electronic resource]] : how the most valuable content will be created in the age beyond Gutenberg to Google // Clark Aldrich
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Collana	Pfeiffer essential resources for training and HR professionals The complete guide to simulations and serious games
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Nota di contenuto	The Complete Guide to Simulations and Serious Games: How the Most Valuable Content Will be Created in the Age Beyond Gutenberg to Google; CONTENTS; FOREWORD; PREFACE: THE ELEMENTS OF INTERACTIVITY; INTRODUCTION; Part I: GENRES: Savior or Saboteur for Literacy 2.0?; Part II: SIMULATION ELEMENTS-ACTIONS AND RESULTS: Framing the Missing Essence of Research and Analysis; Part III: SIMULATION ELEMENTS OF SYSTEMS; Part IV: BUILDING INTERACTIVE ENVIRONMENTS; Part V: FORMAL LEARNING PROGRAM; Appendix: SIMULATION CASE STUDIES: Do Sims Work Better Than Traditional Instruction?; INDEX; ABOUT THE AUTHOR
Sommario/riassunto	""Ready to blow your mind? Spend 15 seconds reading Clark Aldrich's The Complete Guide to Simulations and Serious Games. Witty, fast-paced, and non-linear -- it's Spock meets Alton Brown."" -- Lynne Kenney, Psy.D., The Family Coach This exciting work offers designers a new way to see the world, model it, and present it through simulations. A groundbreaking resource, it includes a wealth of new tools and terms and a corresponding style guide to help understand them. The author

-- a globally recognized industry guru -- covers topics such as virtual experiences, games, simulations, e
