

1. Record Nr.	UNINA9911147118503321
Autore	Aldrich Clark <1967->
Titolo	The complete guide to simulations and serious games : how the most valuable content will be created in the age beyond Gutenberg to Google // Clark Aldrich
Pubbl/distr/stampa	San Francisco, : Pfeiffer, c2009
ISBN	9786612302084 9780470506745 0470506741 9781282302082 1282302086 9780470506721 0470506725
Edizione	[1st ed.]
Descrizione fisica	1 online resource (576 p.)
Collana	Pfeiffer essential resources for training and HR professionals The complete guide to simulations and serious games
Disciplina	371.39/7
Soggetti	Simulated environment (Teaching method) Video games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
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
