



Gaming and Simulations: Concepts, Methodologies, Tools and Applications

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Research on the development, design, use, and evaluation of electronic games and simulations is essential to the understanding of their numerous roles and applications.

Gaming and Simulations: Concepts, Methodologies, Tools and Applications unites fundamental research on the history, current directions, and implications of gaming at individual and organizational levels. This three-volume reference explores all facets of game design and application and describes how this emerging discipline informs and is informed by society and culture.

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