Learning Online with Games, Simulations, and Virtual Worlds: Strategies for Online Instruction

Clark Aldrich

DESCRIPTION

Jossey-Bass Guides to Online Teaching and Learning

Learning Online with Games, Simulations, and Virtual Worlds

Strategies for Online Instruction

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Learning Online with Games, Simulations, and Virtual Worlds

The infusion of games, simulations, and virtual worlds into online learning can be a transforming experience for both the instructor and the student. This practical guide, written by education game expert Clark Aldrich, shows faculty members and instructional designers how to identify opportunities for building games, simulations, and virtual environments into the curriculum; how to successfully incorporate these interactive environments to enhance student learning; and how to measure the learning outcomes. It also discusses how to build institutional support for using and financing more complex simulations. The book includes frameworks, tips, case studies and other real examples, and resources.

Praise for Learning Online with Games, Simulations, and Virtual Worlds
"Clark Aldrich provides powerful insights into the dynamic arena of games, simulations, and virtual worlds in a simultaneously entertaining and serious manner as only he can. If you are involved with educating anyone, from your own children to classrooms full of students, you need to devour this book."

# Karl Kapp, assistant director, Institute for Interactive Technologies, Bloomsburg University

"At a time when the technologies for e-learning are evolving faster than most people can follow, Aldrich successfully bridges the perceptual gap between virtual worlds, digital games, and educational simulations, and provides educators with all they really need to use this technology to enhance and enrich their e-learning experiences."

# Katrin Becker, instructor, Department of Computer Science and Information Systems, Mount Royal College, and adjunct professor of education, University of Calgary

"I consider this a must-read for anyone engaged in or contemplating using these tools in their classrooms or designing their own tools."

# Rick Van Sant, professor of learning and technology, Ferris State University

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**ABOUT THE AUTHOR**

The Author

Clark Aldrich, a popular conference speaker, columnist, and analyst, is the designer and implementer of educational simulations including SimuLearn's vLeader 2007, a virtual leadership e-learning platform. He is the author of two award-winning books, Simulations and the Future of Learning and Learning by Doing, as well as The Complete Guide to Simulations and Serious Games, all from Pfeiffer.

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**SERIES**

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