

PREMIER REFERENCE SOURCE

Computer Games as Educational and Management Tools

Uses and Approaches



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Table of Contents

Preface	XV
 Chapter 1	
Games Development for Pedagogical and Educational Purposes	1
<i>Vitor Hugo Costa Carvalho, University of Minho, Portugal</i>	
<i>Celina Pinto Leão, University of Minho, Portugal</i>	
<i>Filomena Soares, University of Minho, Portugal</i>	
<i>Maria Manuela Cruz-Cunha, Polytechnic Institute of Cávado and Ave, Portugal</i>	
 Chapter 2	
Multi-Vocality and Post-Processualism as Methodological Assets of the ‘Collaboration Game’	10
<i>C. Karagiannidis, University of Thessaly, Greece</i>	
<i>S. Efraimidou, University of Thessaly, Greece</i>	
<i>A. Koumpis, ALTEC Software S.A, Greece</i>	
 Chapter 3	
Human and Virtual Beings as Equal Collaborative Partners in Computer Games	23
<i>Daniel I. Thomas, Griffith University, Australia</i>	
<i>Ljubo B. Vlacic, Griffith University, Australia</i>	
 Chapter 4	
Computer Games and Libraries	52
<i>Helena Coelho, Technical University of Lisbon, Portugal</i>	
 Chapter 5	
Games and Simulations in Distance Learning: The AIDLET Model	67
<i>José Bidarra, Universidade Aberta, Portugal</i>	
<i>Meagan Rothschild, University of Wisconsin, USA</i>	
<i>Kurt Squire, University of Wisconsin, USA</i>	

Chapter 6

The Educational Value of Digital Games: Possibilities and Limitations of the Use of Digital Games as Educational Tools (The Spore Case)	86
<i>Ana Castro Correia, TECField Sistemas de Informação e Multimédia, Lda, Portugal</i>	
<i>Lia Raquel Oliveira, University of Minho, Portugal</i>	

Chapter 7

The Pedagogical Potential of MMOG: An Exploratory Study Including Four Games and their Players	103
<i>Tiago Gomes, University of Minho, Portugal</i>	
<i>Ana Amélia A. Carvalho, University of Minho, Portugal</i>	

Chapter 8

Browser-Native Games That Use Real-World XML Data.....	122
<i>Jonathan Chetwynd, London, UK</i>	

Chapter 9

A Multi-Disciplinary Approach to Designing Business Management Games.....	136
<i>Pedro Campos, University of Madeira & INESC ID Lisbon, Portugal</i>	

Chapter 10

Creating Computer Games for Class Instruction	151
<i>Chien Yu, Mississippi State University, USA</i>	
<i>Anthony A. Olinzock, Mississippi State University, USA</i>	

Chapter 11

RACEM Game for PC for Use as Rehabilitation Therapy for Children with Psychomotor Disability and Results of Its Application	167
<i>Brenda Flores Muro, Universidad Autónoma de Coahuila, Mexico</i>	
<i>Eduardo César Contreras Delgado, Universidad Autónoma de Coahuila, Mexico</i>	

Chapter 12

When Control Education is the Name of the Game.....	185
<i>António Pessoa de Magalhães, Universidade do Porto, Portugal</i>	
<i>Bernard Riera, Reims University, France</i>	
<i>Bruno Vigário, Real Games Lda, Portugal</i>	

Chapter 13

Affective Educational Games and the Evolving Teaching Experience	206
<i>Karla Muñoz, University of Ulster, UK</i>	
<i>Paul Mc Kevitt, University of Ulster, UK</i>	
<i>Tom Lunney, University of Ulster, UK</i>	
<i>Julieta Noguez, Tecnológico de Monterrey, Mexico</i>	
<i>Luis Neri, Tecnológico de Monterrey, Mexico</i>	

Chapter 14

Business Simulators for Business Education and Research: SIMBA Experience.....	229
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Fernando Borrajo, Universidad Autónoma de Madrid, Spain

Yolanda Bueno, Universidad Autónoma de Madrid, Spain

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Chapter 15

Educational Games	247
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Piroska Stanić Molcer, Subotica-Tech, Subotica, Serbia

Vlado Delić, University of Novi Sad, Serbia

Chapter 16

Evaluation of Simulation Games for Teaching Production (Engineering)	263
--	-----

Johann C.K.H. Riedel, Nottingham University Business School, UK

Jannicke Baalsrud Hauge, University of Bremen, Germany

Chapter 17

Can Computer Games Motivate and Sustain Learning?	280
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Mabel CPO Okojie, Mississippi State University, USA

Compilation of References	299
--	-----

About the Contributors	324
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Index	334
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