Gaming and Simulations Concepts, Methodologies, Tools and Applications

Information Resources Management Association USA

Volume I



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Contents

Volume I

Section I. Fundamental Concepts and Theories

This section serves as the foundation for this exhaustive reference tool by addressing crucial theories essential to the understanding of games and simulations. Chapters found within these pages provide an excellent framework in which to position gaming and simulations within the field of information science and technology. Individual contributions provide overviews of the history of gaming and simulations, the impact of information systems on organizations, and overviews on various games and simulation processes. Within this introductory section, the reader can learn and choose from a compendium of expert research on the elemental theories underscoring gaming and simulation.

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