



Game Design for Learning (Paperback)

By Stephanie Daul

American Society for Training Development, United States, 2014. Paperback. Condition: New. Language: English . Brand New Book. Are you interested in learning more about gaming? Are you trying to determine whether it might be an appropriate training and development solution, but aren't sure where to start? While games have long been an important part of human social development - think learning to take turns in a board game, and strategizing about future moves in chess or checkers - we are only now beginning to understand how games can be a powerful tool in learning. This issue of TD at Work will: define games, gamification, and simulation; and discuss the types of games people play walk you through the process of creating a game by outlining its design and gaming framework describe how to get stakeholders and sponsors to support the gaming solution.

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