



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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About the Author

Information Resources Management Association (IRMA) is a research-based professional organization dedicated to advancing the concepts and practices of information resources management in modern organizations. IRMA's primary purpose is to promote the understanding, development and practice of managing information resources as key enterprise assets among IRM/IT professionals. IRMA brings together researchers, practitioners, academicians, and policy makers in information technology management from over 50 countries.

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