

**Judul:**

Serious game design and development : technologies for training and learning

**Pengarang/Penulis:**

Cannon-Bowers, Janis A., author

**Subjek:**

Video games -- Design; Video games industry -- Technological innovations; Video games industry -- Technological innovations. Game theory; Computer games; Education -- Simulation methods; Designing and developing serious games

**Nomor Panggil:**

794.8 CAM s

**Penerbitan:**

Information Science Reference

**Link Terkait:**

- [Deskripsi Bibliografi](#)
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