

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:

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