

**SIMULATIONS, SERIOUS GAMES AND THEIR
APPLICATIONS (GAMING MEDIA AND SOCIAL
EFFECTS)**

Deniece Fabry

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Creating games to address serious issues like war, poverty eradication or climate change is difficult. Serious games induce some kind of affective or motor learning understood in very broad sense at any level. The social simulation games described here provide an insight into the ways that simulation techniques might be used to illicit critical reflection in players.

A wider range of difficulty levels was generated by combinations of 3 task variables. David L. Thirty-five participants had a clinical diagnosis of disruptive behavior disorders DBD whereas 37 were typically developing TD children. The debate over the critical potential of videogames has been contextualized by the rapid expansion of academic interest in games which has seen the emergence of a new academic discipline, that of Ludology.

Intelligent Automation and Computer Engineering. Dr Wouter van Joolingen is professor of science and mathematics education and scientific director of the Freudenthal Institute, Utrecht University, the Netherlands.