

# PLAYING AT WORK: SIMULATIONS, GAMES, AND LEARNING

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- Where we've been – State of the Lab
- Where we are – State of the Shelf
- Where we're going – State of the Literature

Good insights can be found in:

Sam Adkins. *Simulation in the Enterprise: The Convergence of eLearning, Simulation, and Enterprise Application Suites*. 4 vols. Berkeley, CA: Internet Time Group, 2003.

Clark Aldrich. *Simulations and the Future of Learning*. San Francisco, CA: Pfeiffer, 2004.

James Paul Gee. *What Video Games Have to Teach Us About Learning and Literacy*. New York, NY: Palgrave Macmillan, 2003.

Brenda Laurel, ed. *Design Research: Methods and Perspectives*. Cambridge, MA: The MIT Press, 2003.

Marc Prensky. *Digital Game-Based Learning*. New York: McGraw-Hill, 2001.

Katie Salen and Eric Zimmerman. *Rules of Play*. Cambridge, MA: The MIT Press, 2004.