Perspectives on computer gaming in higher education / edited by: Anna Wach-Kąkolewicz, Roberto Muffoletto. – Poznań, 2016

Spis treści

Anna Wach-Kąkolewicz, Roberto Muffoletto Introduction	7
Anna Wach-Kąkolewicz Constructivist Approach in Teaching in Higher Education	11
Karolina Daszyńska-Żygadło, Michał Pająk Educating About Complexity and Sustainability Through Serious Games	21
Artur Tomaszewski Game Theory Applications in Business Simulation Games	35
<i>Iurii Novak, Nataliia Verniuk, Inna Novak</i> Business Simulation as One of the Virtual Education Methods at Universities in Ukraine	51
Yuliia Fernos, Oleksandr Shkolnyi, Nataliia Verniuk Collaborative Teaching and Learning in Logistics Education	61
Bianca Miedes Ugarte, Celia Sánchez López, María de la O Barroso Gonzalez Strengthening Students' Social and Environmental Awareness Through Business Virtual Games	69
Kandela Õun, Merle Mägi, Airi Noppel Learning Business Through Simulation Games. Survey Among Students Who Played Developed Games	89
<i>Tiina Tiilikka, Arja Hemminki, Arja Haapaharju</i> Game-based Learning in Entrepreneurship Studies in the Social and Health Field	103
Sergiusz Strykowski Scenarios for Virtual Management Games	125
<i>Aleksandra Gaweł</i> The Management of Virtual Games During the Education Process	139