

Story And Simulations For Serious Games: Tales From The Trenches By Nick Iuppa;Terry Borst

By Nick Iuppa;Terry Borst

Nick Iuppa is the author of Story and Simulations for Serious Games (4.00 avg rating, 2 ratings, 0 reviews, published 2006), End-to-End Game Development

http://www.goodreads.com/author/show/6696056.Nick_Iuppa

Sep 07, 2013 ECOLOGICAL CONCEPTS IN A BOARD GAME How to discuss serious IUPPA, Nick & BORST, Terry. Story and simulations for serious games: tales from the trenches.

<http://www.slideshare.net/vincevader/ecological-concepts-in-a-board-game-how-to-discuss-serious-causes-using-ludic-interfaces>

Nicholas Iuppa , Terry Borst, Story and Simulations for Serious Games: Tales from the Trenches, Storytelling in games: DEAL:

<http://dl.acm.org/citation.cfm?doi=1328202.1328227>

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ranking and nick names. Iuppa and Borst, 2007; N. Iuppa, T. Borst; Story and simulations for serious games: Tales from the trenches.

<http://www.sciencedirect.com/science/article/pii/S0360131515001001>

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<http://www.focalpress.com/books/details/9780240807881/>

(IUPPA & BORST, 2007) IUPPA, Nick & BORST, Terry. Story and simulations for serious games: tales from the trenches. Burlington:

http://www.academia.edu/4193862/Doses_L%C3%BAAdicas_-_Vicente_Martin

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https://it.wikipedia.org/wiki/Videogioco_indipendente

INTRODUCTION:(Dramatic example of the benefits of story driven simulations from the recent work Paramount has done for the United States Army); PART ONE: STORIES;1.

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