



Simulations, Serious Games and Their Applications (Gaming Media and Social Effects)

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This book presents the state of the art technology in Serious Games which is driven extensive by applications and research in simulation. The topics in this book include: (1) Fashion simulation; (2) Chinese calligraphy ink diffusion simulation; (3) Rehabilitation (4) Long vehicle turning simulation; (5) Marine traffic conflict control; (6) CNC simulation; (7) Special needs education. The book also addresses the fundamental issues in Simulation and Serious Games such as rapid collision detection, game engines or game development platforms. The target audience for this book includes scientists, engineers and practitioners involved in the field of Serious Games and Simulation. The major part of this book comprises of papers presented at the 2012 Asia-Europe Workshop on Serious Games and Simulation held in Nanyang Technological University, Singapore (May 9, 2012). All the contributions have been peer reviewed and by scientific committee members with report about quality, content and originality.

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