Contents

Preface vii

About the Authors xi

PART I THEORETICAL FRAMEWORKS

1 Practical Contexts and Theoretical Frameworks for Teaching Complexity with Digital Role-Play Simulations 3
Kent Portney and Steve Cohen

2 A Model for Teaching with Digital Role-Play Simulations 29
Dean Rehberger

3 The Curricular Role for Understanding Social Decisions 47
Steve Cohen

PART II SIMULATIONS IN USE AND IN PROGRESS

4 *PsychExperiments*: A Web-Based Resource for Enhancing Science Training Through Simulation 67
Ken O. McGraw and John E. Williams

5 Teaching About Criminal Sentencing Decisions: The *Crime and Punishment* Simulations 89
Kent E. Portney, Steve Cohen, Jerry Goldman, and Sandy Simpson

6 The Poetics of Simulation: An Analysis of Programs in Ethics and Conflict Resolution 115
Robert Cavalier

7 Virtual Sex: Creating Environments for Reducing Risky Sex 137
Lynn Carol Miller and Stephen John Read

8 The ICONS Suite of Negotiation Simulations 161
Victor Asal

9 *Disaster Control*: A Simulation for Learning the Skills of Emergency Management 205
John O'Looney and Melissa P. Dodd

10 Immersive Virtual Environments and Education Simulations 229
James Blascovich and Jeremy Bailenson

11 Current and Future Trends in Digital Role-Play Simulations 255
Carolyn Thorsen

Author Index 273

Subject Index 281