

## Game Research and Other Links

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Impact of Games and Simulations in Instruction

<http://www.indiana.edu/~games/>

Instructional Systems Technology

<http://site.educ.indiana.edu/Default.aspx?alias=site.educ.indiana.edu/ist>

GDC 2013 San Francisco, CA

<http://www.gdconf.com/>

GDC Keynotes & Featured Speakers!

<http://www.e3expo.com/>

E3 2013 Expo June 11-13, 2013 L.A. Convention Center

Get your hands on the latest games and gadgets; network and play with others who share your passion for interactive entertainment.

James Gee on Learning from Games <http://www.igda.org/>The IGDA is dedicated to improving developers' careers and lives through:CommunityProfessional Development Advocacy <http://crlt.indiana.edu/index.html>The Center for Research on Learning and Technology at the School of Education, Indiana University, Bloomington campus is an organization dedicated to helping people find the appropriate application of technology to improve teaching and learning in diverse settings. The annual Serious Games Summit at the Game Developers Conference (GDC) will take place March 23-24, 2009 in San Francisco. Look for more information regarding this and other Serious Games initiatives supported by the CMP Game Group at [www.seriousgamesource.com](http://www.seriousgamesource.com).<http://www.gdconf.com/conference/sgs.html>

&ldquo;Quest Atlantis (QA) is a learning and teaching project that uses a 3D multi-user environment to immerse children, ages 9-12, in educational tasks.&rdquo;

This firefighting simulation allows you to survey a forest fire and decide where the trenches and firebreaks should go.

[http://www.gamasutra.com/features/20051019/chen\\_01.shtml](http://www.gamasutra.com/features/20051019/chen_01.shtml)