

Flight Simulator for Serious Gaming

Datenbank

TEMA, Copyright WTI-Frankfurt eG

Deskriptoren

Flugsimulation; Experiment; Engineering; Flugsimulator; Kommunikationsdienst; Lehren (Unterrichten); Luftfahrt; Robotik; Schulungsmittel; Informationssystem; Risikobereich; Geld

Freie Begriffe

experimentelles Lernen; Rechenintelligenz

Abstract

Providing entertainment is the primary concern of the gaming. Once this primary objective alters to provide learning and training materials it calls simulators or the serious gaming. Learning through experiencing or facing the actual scenario is considered as an effective learning technique. The limitations of the experiential learning and how the simulations are going to address those limitations are also reviewed in this paper. Aviation field is one of the most critical and potentially high risk areas where one has to spend lots of money and resources in training scenario. Hence the serious gaming concepts have being playing as an effective cost cutting solution in aviation training. In this paper it is intended to discuss the seriousness of a selected flight simulator and how they adopted the teaching learning concepts. How the simulator can be used in the learning curve is also discussed separately.

Copyright Springer-Verlag. Reproduced with permission.

Autor

Nisansala, Aruni; Weerasinghe, Maheshya; Dias, G.K.A.; Sandaruwan, Damitha; Keppitiyagama, Chamath; Kodikara, Nihal; Perera, Chamal; Samarasinghe, Prabhath

Institution

University of Colombo, LK

Quelle

Information Science and Applications, in: Lecture Notes in Electrical Engineering * Band 339 (2015) Seite 267-277 (11 Seiten), Paper-Nr. Chapter 31, Part III

Sprache

EN Englisch

Erscheinungsjahr

2015