DIGITAL SIMULATIONS & SERIOUS GAMING

• **Definition:** "Digital Simulations and serious gaming seek to enable an enjoyable experience in learning about some subject matter by actively performing tasks related to the material. In many cases, role plating, whereby one pretends that one is an actor in the world that is being simulated"

• **Justification:** We have chosen this topic as it intrigued us all that it most likely will shape our future and generations to come. The importance of this topic is displayed throughout the development of Digital simulations over the years. From simple animated games to virtual reality where people can physically interact in a near-realistic environment/world. Virtual reality provides a much more realistic and hands on experience, which has been a major leap forward in the digital world, especially in Serious gaming. As technology is improving, are we really being steered into the right direction? We are to research and investigate whether or not we are positively benefiting from these much more realistic and futuristic simulations.

• **Choices** :Digital Simulations and Serious gaming(chosen). Online Health information and online communities of care and Use of social media by the police and in dealing with the police.

• **Reference:** Ronald M. Baecker.(2019).Computers and society: modern perspectives. Canvas AUT.https://ebookcentral.proquest.com/lib/aut/reader.action?docID=5844143

• **Team responsibilities:**

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