# Project 1: Simulation Training: Annotated Bibliography

Jayakanthan, R. (2002). Application of computer games in the field of education. *The Electronic Library*. 20(2). 98-102.

Jayakanthan is a post graduate student that goes over the type of computer games that are used in the field of education. They start off by stating that computer games are one of the most popular pieces of software on the internet. Due to this statement, it is known that many companies will try to utilize them in a way that helps fill their goals. They tell the reader of the types of computer games and genres of games that some organizations and businesses use to help educate others. One of those being simulation games that are used for military training. The reason this is important is because these games that specifically used for this type of education or related to it helps the reader get a better understanding of what to expect in the real world outside of the computer game.

Cyberpunk 2077 (Playstation, Xbox, PC) [Video Game]. (2020). CD Projekt, CD Projekt RED.

Cyberpunk 2077 is an action roleplaying game in which takes place in a futuristic city known as Night City. The name of the main character is V and plays through a first-person perspective. The life V has at the start is picked by the player at the beginning of the game along with the ability to fully customize V to their liking. Due to the number of problems that happen in Night City, crime is one of the aspects that is a common find or sometimes unavoidable to get into. How this game applies to Simulation Training is through events discussed around the beginning of the game. V uses a Militech training shard to help with his skills that are needed to survive the streets of Night City. Related to the simulations done for real-life training, the game reminds you that there won’t be any hints given or second chances outside of the training zone.

PC Building Simulator 2 (PC) [Video Game]. (2022). Epic Games.

PC Building Simulator 2 is the simulation game in which takes on the role of building a pc with your own hands. Much like the previous game, this one also showcases the different parts used to build the PC. There are different modes that make give it more of a game like feeling which include Career mode and Free Build mode. The game also takes place in a more open environment that can be changed and altered to the player’s full liking. The objectives are to successfully repair the issues of pcs that are sent to the player’s workshop. The better job that is done, the more rewarding the money can be. Sometimes there will also be hidden requests ones for more of a bonus. How this game ties in with this section is that it uses more realistic aspects and skills that can be applied to building an actual pc outside of the game simulation itself. It helps the player identify the necessary tools for the creation of a PC and a bit of a description on how one is built.