

## **B.4. Simulation-based Learning & Serious Games**

Simulation-based Learning & Serious Games: designs for the era of digital education and training. Innovative simulation-based learning designs and their outcomes became pivotal during the transfer to e-learning during the Covid-19 pandemic. Contributions to this stream are invited to share understanding the experiences and what works in forging simulation-based learning in the digital era in your field.

Lead: Chair/Leads: Amanda Davies, Jan Roche  
Domains: Simulation, Education, Serious Games

Submissions Summary: