

A framework for designing mainstream educational e-simulations

Jacob Cybulski

Deakin University, School of Information Systems, Burwood, Vic 3125, Australia

ABSTRACT

This chapter describes knowledge, skills and technology needed for the effective design of educational e-simulations. It reviews the features and functionality of a typical experiential e-simulation and discusses approaches useful in their design, with impact on their subsequent construction and deployment in the field. The chapter reports a conceptual study examining development experiences gained in the construction of several educational e-simulations and folds these experiences into a framework for understanding e-simulation design. The chapter finally uses the framework to compare and contrast different approaches taken while designing and delivering two e-simulations, based on the same technology and business case, but delivered to distinct cohorts of university students.