Seeking Understanding for Your Course 2011-11-18 Understanding: The Dual Function to Hold for Social Scientific Theory and the Methodologies that are Developed for Studies of the Same. Its aim is to provide a basis for the study of social order, and the way in which it is formed, maintained, and transformed.

Serious Play, Games, and Entertainment Design 2017-03-15 In this chapter, we will explore the concept of “serious play” and its potential applications in various fields. We will also discuss the role of games in education and the ways in which they can be used to promote learning and development.

Playful Identities 2017-12-06 This chapter introduces the concept of “playful identities” and explores how this idea can be applied in different contexts, such as education, business, and social change. Through examples and case studies, we will examine how playful identities can be used to foster creativity, collaboration, and innovation.

Advanced Game Design 2017-12-06 This chapter discusses the principles of game design and provides practical guidance for creating games that are engaging, fun, and challenging. It covers topics such as game mechanics, storytelling, and level design, and offers tips and advice for developing successful games.

The Shape of Time: Reflections on the History of Science and Religion 2008-11-24 In this chapter, we will examine the interplay between science and religion in the history of human thought. We will consider how different historical periods have approached these two disciplines, and how they have influenced each other.