The Guide to Computer Simulations and Games

K. Becker, J.R. Parker

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The first computer simulation book for anyone designing or building a game

Answering the growing demand for a book catered for those who design, develop, or use simulations and games this book teaches you exactly what you need to know in order to understand the simulations you build or use all without having to earn another degree. Organized into three parts, this informative book first defines computer simulations and describes how they are different from live-action and paper-based simulations.

The second section builds upon the previous, with coverage of the technical details of simulations, a detailed description of how models are built, and an explanation of how those models are translated into simulations. Finally, the last section develops four examples that walk you through the process from model to finished and functional simulation, all of which are created using freely available software and all of which can be downloaded.

- Targets anyone interested in learning about the inner workings of a simulation or game, but may not necessarily be a programmer or scientist
- Offers technical details on what simulations are and how they are built without overwhelming you with intricate jargon
- Breaks down simulation vs. modeling and traditional vs. computer simulations
- Examines verification and validation and discusses simulation tools Whether you need to learn how simulations work or it's something you've always been curious about but couldn't find the right resource, look no further. The

Guide to Computer Simulations and Games is the ideal book for getting a solid understanding of this fascinating subject.

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