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Don't let the title *The Complete Guide to Simulations and Serious Games* fool you. Yes, this is an encyclopedic overview of the simulations and serious games for those who want to build the next generation of simulations for advanced learning. But it's far more important than a comprehensive “how to” book about simulations.

Clark Aldrich makes his call to action clear. *The Complete Guide to Simulations and Serious Games* is “nothing less than a manifesto intended to overthrow the intellectual legacy of civilization to date.” Aldrich is signaling the end of the age of Gutenberg, a time of great learning, no doubt, but of linear learning—learning “how to know” rather than “how to do” or “how to be” in a complex, interactive world.

Why should you care? If you are an education reformer, Aldrich's revolution could transform the way we learn. If you are a CEO, this is the way the next generation will want to be addressed. And if you are an entrepreneur, the intersection of serious games and simulations may signal one of the greatest investment opportunities in a generation.

For far too long there's been a divide between the gaming community and educators. The gamers have dismissed educational simulations as boring and irrelevant; the educators have dismissed gaming as trivial. Both have a point, but in their squabbling over turf, both have missed how serious games and engaging simulations can change the world of education.

Aldrich takes direct aim at why the K-12 and higher education systems are failing, myopically trapped in a nineteenth-century world of “learning by knowing” in a twenty-first-century world that requires the judgment and skills of “learning by doing” and the individualized attention to “learning by being.”