

E-simulations for Educating the Professions in Blended Learning Environments

Dale Holt

Deakin University, Australia

Stephen Segrave

Deakin University, Australia

Jacob Cybulski

Deakin University, Australia

ABSTRACT

This chapter introduces digital, role-based simulations as an emerging and powerful educational approach for the professions and for broader workforce development purposes. It is acknowledged that simulations used for education, professional development and training, have a long history of development and use. The focus is on digital simulations (e-simulations) situated in blended learning environments and the improved affordances of the newer digital media used via the web to enhance the value of their contribution to learning and teaching in professional and vocationally-oriented fields. This is an area which has received less attention in the whole 'e-learning' literature compared with the voluminous body of knowledge and practice on computer-mediated communication, online community building, social networking, and various forms of online (usually automated) assessment. A framework of blended e-simulation design is outlined. The chapter concludes by examining what the future might hold for simulations in further and higher education, and ongoing work-based learning.