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**Works**

Cannon-Bowers, Jan., and Clint Bowers, eds. *Serious Game Design and Development: Technologies for Training and Learning.* Hershey (PA) and New York: IGI Global – Information Science Reference, 2010.

**Edited works**

*Serious Game Design and Development:*

McDaniel, Rudy (U of Central Florida), Stephen M. Fiore (U of Central Florida) and Denise Nicholson (U of Central Florida). "Chapter 2: Serious Storytelling: Narrative Considerations for Serious Game Researchers and Developers." From *Serious Game Design and Development: Technologies for Training and Learning.* Ed. Jan Cannon-Bowers and Clint Bowers (both U of Central Florida). Hershey (PA) and New York: IGI Global – Information Science Reference, 2010. 13-30.\* (*Fallout 3*).

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