Table of Contents

July 2007

Creating a Science of Games

- 26 Creating a Science of Games Michael Zyda, Guest Editor
- 30 Games for Science and Engineering Education Merrilea J. Mayo
- 36 Games for Training Ralph E. Chatham
- 44 How to Build Serious Games Henry Kelly, Kay Howell, Eitan Glinert, Loring Holding, Chris Swain, Adam Burrowbridge, and Michelle Roper
- 50 Carnegie Mellon's Entertainment Technology Center: Combining the Left and Right Brain Randy Pausch and Don Marinelli
- 58 Using Storytelling to Motivate Programming Caitlin Kelleher and Randy Pausch
- 66 Real-Time Sound Synthesis and Propagation for Games Nikunj Raghuvanshi, Christian Lauterbach, Anish Chandak, Dinesh Manocha, and Ming C. Lin



50

Articles

- 74 Evaluating the Efficacy of a Terrorism Question/Answer System
 Robert P. Schumaker, Ying Liu, Mark Ginsburg, and Hsinchun Chen
- 8r An Architecture for a Next-Generation Holistic E-Recruiting System
 In Lee
- 86 Collaborative Structuring: Organizing Document Repositories Effectively and Efficiently Harris Wu and Michael Gordon
- 92 Examining RFID Applications in Supply Chain Management
 Fred Niederman, Richard G. Mathieu, Roger Morley, and Ik-Whan Kwon
- 103 A Knowledge Architecture for IT Security Someswar Kesh and Pauline Ratnasingam
- A Roadmap for Comprehensive Online Privacy Policy Management
 Annie I. Antón, Elisa Bertino, Ninghui Li, and Ting Yu

The Effects of Web-based Technologies on Knowledge Transfer Waymond Rodgers and Solomon Negash



13

Columns

- 13 The Profession of IT Computing is a Natural Science Peter J. Denning
- 19 Technology Strategy and Management The Changing Labyrinth of Software Pricing Michael A. Cusumano
- 23 Viewpoint Public vs. Private Interest on the Internet Abbe Mowshowitz and Nanda Kumar
- 123 Technical Opinion Conferences Under Scrutiny Sabah Al-Fedaghi
- 136 Inside Risks Disasters Evermore? Charles Perrow

Departments

7 News Track

- 31 Calendar of Events
- 127 Career Opportunities
- 135 Hot Links

COVER: Crowd simulation in an urban scene. (Geometric Algorithms for Modeling, Motion, and Animation Research Group, The University of North Carolina at Chapel Hill.)