TABLE 1.3. Platform-Related Goals and Simulation Types

Goals	Face-to-Face	Cyber
Create an authentic theatrical setting of decor and rhetoric	1	✓
Allow quick and easy use of diverse information sources	1	✓
Facilitate observation of students performance at real-time	1	1
Enable low cost setup, flexible design, and easy replication	1	✓
Build on an accessible and familiar campus setting	1	
Reduce dependence on technological knowledge, infrastructure, and glitches	1	
Build on familiarity with Internet applications, offer a user-friendly interface, record and store meaningful communication		√

Eron world