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Studying the effects of computer serious games on people ...

mechanisms, when developing games for people with ASD, for exam-ple, allow parents and teachers to avert players to have certain behav-iours during gameplay and include a data analysis tool to observe the effects of computer serious games on people with intellectual

Serious games: The confluence of virtual reality ...

Design and Use of Serious Games (Kankaanranta & Neittaanmaki, 2009) Serious Games: Mechanisms and Effects (Ritterfeld, Cody, Vorderer, 2009) The Complete Guide to Simulations and Serious Games: How the Most Valuable Content Will be Created in the Age Beyond Gutenberg to Google (Aldrich, 2009a) [Available in Oct 2009]

An Introduction to Serious Games, (Virtual) for Health

An Introduction to Serious Games, and (Virtual) Simulation for Health Professions Education Bill Kapralos¹, Faizal Haji^{2,4}, and Adam Dubrowski^{3,4}
¹Faculty of Business and Information Technology, Health Education Technology Research Unit, University of Ontario Institute of Technology, Oshawa, Ontario, Canada

Principles of (Video) Games That Are Useful to Teaching

Serious games: Mechanisms and effects New York and London: Routledge Huang, Ling Yi (2011) "Designing Serious Games to Enhance Political Efficacy and Critical Thinking Disposition for College Students: The Case of Taiwan," Third International Conference on Games and Virtual Worlds for Serious Applications, pp148-151 Jensen, Matthew

Humanism, Collaboration, and the Future of Serious and ...

Humanism, Collaboration, and the Future of Serious and Educational Games Leach 5 with a proposed solution, advocating the use of collaboration, rather than independent, read and reflect style play, in future educational/serious games Serious Games: Pros, Cons, and the Influence of Humanism

Designing Gamification: Creating Gameful and Playful ...

Designing Gamification: Creating Gameful and Playful Experiences Abstract In recent years, gamification – the use of game design elements in non-game contexts – has seen rapid adoption in the software industry, as well as a growing body of research on its uses and effects However, little is known about the effective design of such gameful

Effects of mobile gaming patterns on learning outcomes: a ...

Effects of mobile gaming patterns on learning outcomes Figure 1 Framework for the analysis 2 Analysing mobile learning games There are a number of mobile game-based learning projects that have

Gamification: Toward a Definition

serious games can be directly linked to how authors who initially used the term tied it to specific contexts or purposes (eg, learning), whereas the class of games satisfying the qualities of serious games has proliferated into all kinds of contexts [17] Thus—in parallel to Sawyer's taxonomy of serious games—we

The Effects of the Use of Serious Game in Eco-Driving Training

Serious games present a promising approach to training and learning The player is engaged in a virtual environment for a purpose beyond pure entertainment, all while hav-ing fun In this paper, we investigate the effects of the use of serious game in eco-driving training

The Effects of a Serious Game on RoleTaking and ...

The Effects of a Serious Game on Role-Taking and Willingness to Help Wei Peng, Mira Lee, & Carrie Heeter College of Communication Arts and Sciences, Michigan State University, East Lansing, MI 48824, USA Serious games are emerging as a new medium for social change This study investigated

Performance assessment in serious games: Compensating for ...

Performance assessment in serious games: Compensating for the effects of randomness Westera, W (2014) Performance assessment in serious games: Compensating for the In two existing serious games random guess scores were found to many games combine branching mechanisms, simulations, popular formats and

Video Games in Health Care: Closing the Gap

Video Games in Health Care: Closing the Gap Pamela M Kato University Medical Center Utrecht Although a great deal of media attention has been given to the negative effects of playing video games, relatively less attention has been paid to the positive effects of engaging in this activity Video games in

Running head: INTERACTIVE NARRATIVE INVOLVEMENT

Thus, the study of how to make games that carry serious messages both entertaining and persuasive has been of interest to many researchers (eg, Ritterfeld, Cody, & Vorderer, 2009 for review)

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The European Network of Excellence on Serious Games 9/40 - Understand what constitutes a pedagogical approach/construct/pattern and how are these related to game mechanics - Understand the difference between commercial games and Serious Games in order to identify overlaps and SG specific mechanisms 2 Background

Serious Games for Learning - DML Hub

in so-called serious games that involve learning the sorts of domains, skills, or content that we associate with school, work, health, citizenship, knowledge construction, or community building, and not limited to pure popular form of entertainment (ie, witchcraft, sorcery, fantasy war, etc) Games can be used for different types of learning

Tamagotchi++: A Serious, Personalized Game to Encourage ...

Serious games have been used to teach science and technology, for example in learning about biology through protein folding [7] and learning coding through solving puzzles [24, 26] The use of serious games within the health domain mainly focuses on either training or educational aspects (see for an overview [48]) For example, research

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Engagement and EMG in Serious Gaming: Experimenting with ...

Engagement and EMG in Serious Gaming: Experimenting with Sound and Dynamics 143 Fig 1 Screenshot of a dynamic condition 24 Procedure On arrival at the lab, participants read and signed the