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Nota di contenuto   Advances in Smart, Multimedia and Computer Gaming Technologies --
                        Smart Gamification and Smart Serious Games -- Fusion of Secure
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                        Student Knowledge Using an e-Learning Framework -- The iTEC
                        Eduteka -- 3D Virtual Worlds as a Fusion of Immersing, Visualizing,
                        Recording and Replaying Technologies -- Fusion of Multimedia and
                        Mobile Technology in Audioguides for Museums and Exhibitions.

Sommario/riassunto   This monograph book is focused on the recent advances in smart,
                        multimedia and computer gaming technologies. The Contributions
                        include: ·   Smart Gamification and Smart Serious Games.
                        ·   Fusion of secure IPsec-based Virtual Private Network, mobile
                        computing and rich multimedia technology. ·   Teaching and
                        Promoting Smart Internet of Things Solutions Using the Serious-game
                        Approach. ·   Evaluation of Student Knowledge using an e-Learning

Framework. · The iTEC Eduteka. · 3D Virtual Worlds as a Fusion of Immersing, Visualizing, Recording, and Replaying Technologies. · Fusion of multimedia and mobile technology in audioguides for Museums and Exhibitions: from Bluetooth Push to Web Pull. The book is directed to researchers, students and software developers working in the areas of education and information technologies. .