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Nota di contenuto	Introduction -- Theoretical Foundations -- Research Advances on Tailored Gamification -- Tailoring Gamified Educational Technologies -- Selecting the Most Suitable Gamification Elements for each Situation -- MeuTutor: Personalizing an Educational Technology based on Students' Gamer Types -- 7 Conclusions.
Sommario/riassunto	This book introduces and explores the field of tailored gamified educational technologies. Providing a theoretical overview of the domain, including a number of related psychological and educational theories along with a complete state-of-the-art analysis on this topic, it presents an approach and architecture to tailor these systems to students' gamer type and age.