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<b>Titolo</b>	Serious Games : 4th Joint International Conference, JCSG 2018, Darmstadt, Germany, November 7-8, 2018, Proceedings / / edited by Stefan Göbel, Augusto Garcia-Agundez, Thomas Tregel, Minhua Ma, Jannicke Baalsrud Hauge, Manuel Oliveira, Tim Marsh, Polona Caserman
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<b>Edizione</b>	[1st ed. 2018.]
<b>Descrizione fisica</b>	1 online resource (XII, 296 p. 75 illus.)
<b>Collana</b>	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 11243
<b>Disciplina</b>	794.81526 794.81
<b>Soggetti</b>	User interfaces (Computer systems) Human-computer interaction Computer vision Computer graphics Artificial intelligence Education - Data processing Social sciences - Data processing User Interfaces and Human Computer Interaction Computer Vision Computer Graphics Artificial Intelligence Computers and Education Computer Application in Social and Behavioral Sciences
<b>Lingua di pubblicazione</b>	Inglese
<b>Formato</b>	Materiale a stampa
<b>Livello bibliografico</b>	Monografia
<b>Nota di contenuto</b>	Invited Talks and Workshops -- eSport: Friend or Foe -- Academic Game Design Education: A Comparative Perspective -- Making serious games with reusable software components -- Serious Games Studies -- The Development of the Serious Game „Composites Cup on Tortuga”

with the Support of "Kraken" -- Evaluating the adoption of Physical Board Game Ludo as Serious Game for Assessing Cognitive Abilities of Players -- Two Decades of Traffic System Education Using the Simulation Game MOBILITY -- See Me Roar: On the Over-positive, Cross-Cultural Response to an AR Game for Math Learning -- GAP: A Game for Improving Awareness about Passwords -- MiniColon; Teaching Kids Computational Thinking using an Interactive Serious Game -- Evaluation of an Augmented Reality Multiplayer Learning Game -- Prism, a Game to Promote Autism Acceptance among Elementary School Students -- Game-based Learning and Teaching -- Individuals' variables in cognitive abilities using a narrative serious game -- Does Motivation Enhance Knowledge Acquisition in Digital Game-Based and Multimedia Learning? A Review of Studies from One Lab Predicting Learning Performance in Serious Games -- Connecting Theory and Design Through Research: Cognitive Skills Training Games -- Modeling Consumers' Observational Learning in Digital Gaming: A Conceptual Model -- Design of a BCI Controlled Serious Game for Concentration Training -- A concept of a training environment for police using VR game technology -- The Virtual House of Medusa: Guiding museum visitors through a co-located Mixed Reality Installation -- Game Development – Serious Games Design, Models, Tools & Emerging Technologies -- Recognition of Full-Body Movements in VR-based Exergames using Hidden Markov Model -- A Review of Serious Games for Programming -- Examining approaches for mobility detection through Smartphone Sensors -- Towards a more reflective social media use through serious games and co-design -- Development of a Wii Balance Board Array System for Exergames -- Building a hybrid approach for a game scenario using a tangible interface in Human Robot Interaction -- Game Design Principles in a Game Programming Framework -- Making Serious Programming Games Adaptive -- Serious Games for Health -- The ExerCube: Participatory Design of an Immersive Fitness Game Environment -- Instant Measurement of the Difficulty Level of Exergames with Simple Uni-Dimensional Level Goals for Cerebral Palsy Players -- An Application to Promote Emotional Skills in Children with Autism Spectrum Disorders -- SmartLife – Exergames and smart textiles to promote Energy-related Behaviours among Adolescents. .

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#### Sommario/riassunto

This book constitutes the proceedings of the 4th International Conference on Serious Games, JCSG 2018, held in Darmstadt, Germany, in November 2018. The 15 full and 12 short papers presented in this volume were carefully reviewed and selected from 40 submissions. They were organized in topical sections named: serious games studies; game-based learning and teaching; game development - serious games design, models, tools and emerging technologies; and serious games for health. .

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