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""Analysis of Games Using These Patterns"""""Adventures of Lolo""; ""Bejeweled""; ""Blocksum""; ""Bookworm""; ""Civilization IV""; ""The Incredible Machine""; ""Legend of Zelda: Ocarina of Time""; ""Myst""; ""Pacman""; ""Step-By-Step""; ""Tetris""; ""Conclusion""; ""References""; ""PATTERNS OF DIGITAL GAME PLAYING IN EARLY ADOLESCENCE: RELATIONS TO DEPRESSED MOOD ""; ""Abstract ""; ""Introduction ""; ""Digital Game Playing and Emotion Regulation""; ""Patterns of Playing Digital Games and Depressed Mood""; ""The Current Study""; ""Methods""; ""Participants""; ""Study Procedure""; ""Measures""
""Results"""""Descriptive Results""; ""Digital Game Playing Patterns""; ""Digital Game Playing Patterns and Depressed Mood""; ""Conclusion ""; ""Acknowledgements""; ""References""; ""VIDEO GAMES FOR HEALTH: DESIGN STRATEGIESFOR MAXIMIZING LEARNING""; ""Abstract""; ""Introduction""; ""Scope of this Chapter""; ""Video Games for Learning""; ""Video Games for Health""; ""Concrete Versus Conceptual Games""; ""Learning Theory and Health Game Design""; ""The Example of Re-Mission""; ""Symbolic Self Modeling in Re-Mission""; ""Other Learning Principles in Re-Mission""; ""Conclusion""; ""References""
""DREAMS AND VIDEO GAME PLAY""