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Altri autori (Persone)	CodyMichael J RitterfeldUte VordererPeter
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Games for Development; Chapter 10 The Impact of Serious Games on Childhood Development; Chapter 11 Designing Serious Games for Children and Adolescents: What Developmental Psychology Can Teach Us  
Chapter 12 Doors to Another Me: Identity Construction Through Digital Game PlayChapter 13 Identity Formation and Emotion Regulation in Digital Gaming; Section III Serious Games for Social Change; Chapter 14 Serious Games for Girls?: Considering Gender in Learning with Digital Games; Chapter 15 Girls as Serious Gamers: Pitfalls and Possibilities; Chapter 16 Serious Games and Social Change: Why They (Should) Work; Chapter 17 Entertainment-Education Through Digital Games; Part III Methodological Challenges  
Chapter 18 Melding the Power of Serious Games and Embedded Assessment to Monitor and Foster Learning: Flow and GrowChapter 19 Making the Implicit Explicit: Embedded Measurement in Serious Games; Chapter 20 Evaluating the Potential of Serious Games: What Can We Learn from Previous Research on Media Effects and Educational Intervention?; Chapter 21 Improving Methodology in Serious Games Research with Elaborated Theory; Chapter 22 Generalizability and Validity in Digital Game Research; Chapter 23 Designing Game Research: Addressing Questions of Validity  
Part IV Applications, Limitations, and Future DirectionsChapter 24 Three-Dimensional Game Environments for Recovery from Stroke; Chapter 25 Reducing Risky Sexual Decision Making in the Virtual and in the Real World: Serious Games, Intelligent Agents, and a SOLVE Approach; Chapter 26 From Serious Games to Serious Gaming; Chapter 27 Immersive Serious Games for Large Scale Multiplayer Dialogue and Cocreation; Chapter 28 The Gaming Dispositif: An Analysis of Serious Games from a Humanities Perspective; Index

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## Sommario/riassunto

Serious Games provides a thorough exploration of the claim that playing games can provide learning that is deep, sustained and transferable to the real world. "Serious games" is defined herein as any form of interactive computer-based game software for one or multiple players to be used on any platform and that has been developed to provide more than entertainment to players. With this volume, the editors address the gap in existing scholarship on gaming, providing an academic overview on the mechanisms and effects of serious games. Contributors investigate the psychological mechanisms

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2. Record Nr.	UNINA9910707477803321
Titolo	Comparing special needs plan beneficiaries to other Medicare advantage prescription drug plan beneficiaries
Pubbl/distr/stampa	[Washington, D.C.] : , : Department of Health and Human Services, Office of Inspector General, , 2008
Descrizione fisica	1 online resource (iii, 36 pages) : illustrations
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