

1. Record Nr.	UNINA9910484275303321
Titolo	Games for Training, Education, Health and Sports : 4th International Conference on Serious Games, GameDays 2014, Darmstadt, Germany, April 1-5, 2014. Proceedings // edited by Stefan Göbel, Josef Wiemeyer
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2014
ISBN	3-319-05972-6
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (XIV, 200 p. 70 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8395
Disciplina	004.16
Soggetti	Personal computers Education—Data processing User interfaces (Computer systems) Application software Multimedia information systems Computer graphics Personal Computing Computers and Education User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Multimedia Information Systems Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Mechanisms and effects of (Serious) Games -- Adaptation and personalisation -- Local, mobile, and internet learning and education applications -- Game, reuse and evaluation -- Game settings -- Types of learners -- Problem solving.
Sommario/riassunto	This book constitutes the refereed proceedings of the 4th International Conference on Serious Games for Training, Education, Health and Sports, GameDays 2014, held in Darmstadt, Germany, in April 2014. The 13 full papers presented together with 3 short papers, 2 keynotes,

and 3 workshop papers were carefully reviewed and selected for inclusion in this book. The topics of the papers are settled in the fields of (game-based) training, teaching and learning, authoring tools, mobile gaming, health and rehabilitation, and citizen science. The papers address a broad scope of issues, including mechanisms and effects of (Serious) Games, adaptation and personalisation, local, mobile, and internet learning and education applications, game, reuse and evaluation, game settings, types of learners, problem solving etc.
