

1. Record Nr.	UNINA9910484396103321
Titolo	E-Learning and Games : 11th International Conference, Edutainment 2017, Bournemouth, UK, June 26–28, 2017, Revised Selected Papers // edited by Feng Tian, Christos Gatzidis, Abdennour El Rhalibi, Wen Tang, Fred Charles
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2017
ISBN	3-319-65849-2
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (XIV, 308 p. 180 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 10345
Disciplina	371.337
Soggetti	Personal computers Education—Data processing User interfaces (Computer systems) Application software Computer graphics Personal Computing Computers and Education User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Virtual Reality and Augmented Reality in Edutainment -- Gamification for Serious Game and Training -- Graphics, Imaging and Applications -- E-Learning and Game.
Sommario/riassunto	This book constitutes the refereed proceedings of the 11th International Conference on E-Learning and Games, Edutainment 2017, held in Bournemouth, United Kingdom, in June 2017. The 19 fulland 17 short papers presented were carefully reviewed and selected from 47 submissions. They are organized in the following topical sections: Virtual reality and augmented reality in edutainment; gamification for serious game and training; graphics, imaging and

applications; E-learning and game.

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