

1. Record Nr.	UNINA9910484409703321
Titolo	Learning by playing : game-based education system design and development : 4th International Conference on E-Learning and Games, Edutainment 2009, August 9-11, 2009, Banff, Canada, proceedings // Maiga Chang ... [et al.] (eds.)
Pubbl/distr/stampa	Heidelberg, : Springer, c2009
ISBN	1-280-38318-6 9786613561107 3-642-03364-4
Edizione	[1st ed. 2009.]
Descrizione fisica	1 online resource (XVII, 579 p.)
Collana	Lecture notes in computer science, , 0302-9743 ; ; 5670
Altri autori (Persone)	ChangMaiga <1974->
Disciplina	374.26
Soggetti	Computer-assisted instruction Computer games Educational games Active learning
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Interactions in Games -- Simulation and Animation -- Digital Museum and Digital Heritage -- Game Design and Development -- Social and Cultural Issues -- Storytelling and Narrative in Education -- Game-Based Learning/Training -- VR-Based Education/Training -- Vision and Imaging Technology in Games -- Educational Robot and Toy -- Augmented Reality in Education/Training -- Enriching Users' Edutainment through Embodied Video Interactive Games -- Researches on Educational Robots of Taiwan e-Learning and Digital Archives Program -- Researches on Innovative Design of Learning Software and Content.
Sommario/riassunto	With the widespread interest in digital entertainment and the advances in the technologies of computer graphics, multimedia and virtual reality technologies, the new area of "Edutainment" has been accepted as a union of education and computer entertainment. Edutainment is recognized as an effective way of learning through a medium, such as a computer, software, games or AR/VR applications, that both educates

and entertains. The Edutainment conference series was established and followed as a special event for the new interests in e-learning and digital entertainment. The main purpose of Edutainment conferences is the discussion, presentation, and information exchange of scientific and technological developments in the new community. The Edutainment conference series is a very interesting opportunity for researchers, engineers, and graduate students who wish to communicate at these international annual events. The conference series includes plenary invited talks, workshops, tutorials, paper presentation tracks, and panel discussions. The Edutainment conference series was initiated in Hangzhou, China in 2006. Following the success of the first (Edutainment 2006 in Hangzhou, China), the second (Edutainment 2007 in Hong Kong, China), and the third events (Edutainment 2008 in Nanjing, China), Edutainment 2009 was held August 9–11, 2009 in Banff, Canada. This year, we received 116 submissions from 25 different countries and regions including Austria, Canada, China, Denmark, Finland, France, Germany, Greece, Hong Kong, Italy, Japan, Korea, Malaysia, Mexico, The Netherlands, Norway, Portugal, Singapore, Spain, Sweden, Switzerland, Taiwan, Trinidad and Tobago, UK, and USA.
