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Nota di contenuto	Designing for Positive and Serious Experience: Devices for Creativity, Engagement, Reflection and Learning -- Games for Health Participatory Game Design for the INTERACCT Serious Game for Health -- Design and Development of Sur-Face: An Interactive Mobile App for Educating Patients Regarding Corrective Surgery of Facial Deformities -- ALFRED Back Trainer: Conceptualization of a Serious Game-Based Training System for Low Back Pain Rehabilitation Exercises -- Games for Learning -- From Game Characteristics to Effective Learning Games:

Evaluation of a Component-Based Quiz Game -- Educational Opportunities of a Social Network Game: A Review of Possible Learning Outcomes -- Blitzmerker: Learning Idioms with a Mobile Game -- Games for Other Purposes -- Bringing Biome Exploration into the Classroom Through Interactive Tablet Experiences -- A Hypothesis of Brain-to-Brain Coupling in Interactive New Media Art and Games Using Brain-Computer Interfaces -- Literary Play: Locative Game Mechanics and Narrative Techniques for Cultural Heritage -- Game Design and Development -- Casanova: A Simple, High-Performance Language for Game Development -- iATTAC: A System for Autonomous Agents and Dynamic Social Interactions – The Architecture -- Why Is This So Hard? Insights from the State Space of a Simple Board Game -- Social Network Analysis and Gaming: Survey of the Current State of Art -- Poster and Demo Papers -- Prevention in Addiction: Using Serious Games to (re)train Cognition in Dutch Adolescents -- ''How to Fail Your Research Degree'': A Serious Game for Research Students in Higher Education -- Liver Defense: An Educational Tower Defense Game as an Evaluation Platform -- Combining the Virtual and Physical Interaction Environment.

| Sommario/riassunto | This book constitutes the proceedings of the First Joint International Conference on Serious Games, JCSG 2015, held in Huddersfield, UK, in June 2015. This conference bundles the activities of the International Conference on Serious Games Development and Applications, SGDA, and the Conference on Serious Games, GameDays. The total of 12 full papers and 5 short papers was carefully reviewed and selected from 31 submissions. The book also contains one full invited talk. The papers were organized in topical sections named: games for health; games for learning; games for other purposes; game design and development; and poster and demo papers. |