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   Soggetti   User interfaces (Computer systems)
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                        Application software
                        Image processing - Digital techniques
                        Computer vision
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                        Computer and Information Systems Applications
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   Nota di bibliografia   Includes bibliographical references and index.

   Nota di contenuto   Learning Psychology -- Flow and Self-Efficacy in a Serious Game for
                        STEM Education -- Gaming Experience as a Nuisance or Confounding
                        Variable in Serious Games for Research: Creating a Scale Measuring RTS
                        Experience in a Serious Game Exploring the Sunk Cost Effect --
                        Designing Effective Playful Collaborative Science Learning in VR --
                        Design Aspects -- Academy Camp VR: Serious Game Constructions as
                        Active Learning Experiences for Children -- Providing Applied Games
                        Based on Didactical Structural Templates -- Providing Applied Games
                        Based on Didactical Structural Templates -- Game Design -- Design
                        Considerations of Learning Resources: Improving Learning and
                        Engagement of Students with Visual Impairments -- Resilient IN:
                        Design of an Interactive Narrative HRV-Biofeedback Game to Develop

Stereotype and Social Identity Threat Resilience -- Designing an Anti-Bullying Serious Game: Insights from Interviews with Teachers -- Health Games -- CogWorldTravel: Design of a Game-based Cognitive Screening Instrument -- A Serious Game for a Serious Situation: Encouraging Healthy Behaviors for children with ASD during COVID-19 pandemic -- Game Design for Covertly Combating Covid-19 Vaccination Hesitancy -- Games Application -- Communication Skills in Construction Projects and Promoting Them Through Multiplayer Online Games -- Ecosystem Simulator - A Learning Game About Genetic Algorithms -- Catch Me If you Can: An Educational Serious Game to Teach Grammatical English Rules -- Mixed Reality -- Software Architecture for Location-based Games Designed for Social Interaction in Public Space -- Paper beats Rock: Elaborating the best machine learning classifier for hand gesture recognition -- Learning with Augmented Reality Headsets? Experiences of a Use Case in Vocational Education -- A Lens to the Past: Using Site-Specific Augmented Reality for Historical Interpretation.

Sommario/riassunto	This book constitutes the refereed proceedings of the 8th Joint International Conference on Serious Games, JCSG 2022, held in Weimar, Germany, in September 2022. The 14 full papers presented together with 5 short papers were carefully reviewed and selected from 31 submissions. JSCG 2022 is dedicated to serious games and its interdisciplinary characteristics combining game concepts and technologies required in the different application domains. This year's proceedings are categorized into the following topical sub-headings: Learning Psychology, Design Aspects, Game Design, Health Games, Games Application, and Mixed Reality.