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Nota di contenuto	Turtle Heroes: Designing a Serious Game for a VR interactive Tunnel -- Comparison with Self vs Comparison with Others: The Influence of Learning Analytics Dashboard Design on Learner Dashboard Use -- Game Design for a Museum Visit: Insights into The Co-Design of AL-2049, A Game About Food Systems -- Supporting Knowledge Sharing for The Co-Design of Digital Learning Games -- A Serious Game for

Using Socio-Economic and Trust Based Decision-Making Scenarios for Elicitation of Emotional Responses -- FLIGBY: The Serious Game Harnessing Flow Experience for Leadership -- 10 Commandments of The Serious Game Padawan: Lessons Learned After 4 Years of Professional Training -- Microcosmos 3.0 Perception of Teachers in Outdoor Hybrid Playing Based on Mobile Learning for Natural Sciences -- An Autoethnographic Perspective on Teaching Soft Skills Using Multiplayer Online Games -- Evaluating the Expectations and Motivational Drivers in An Undergraduate Geology Classroom Using the Magma Pop Serious Game -- A Serious Game to Improve Phishing Awareness -- More Than Meets the Eye – An Anti-Phishing Learning Game with a Focus on Phishing Emails -- Promoting Adaptive Number Knowledge Through Deliberate Practice in The Number Navigation Game -- Effects of a Game-Based Fraction Estimation Task on Math Anxiety -- Motivation and Emotions in a Health Literacy Game: Insights from Co-Occurrence Network Analysis -- Swarming as a Bird/Fish: Investigating the Effect of First-Person Perspective Simulation on Players' Connectedness with Nature -- Design Of a Novel Serious Game for The Detection and Measurement of Obsessive-Compulsive Disorder -- The Role of Games in Overcoming the Barriers to Paediatric Speech Therapy Training -- Ludic Didactics for an Inspired, Motivating and Playful Education -- Out of the Maze: Investigating the Effects of Fluid Intelligence and Numeracy on Planning Skills Using Video Games -- A Virtual Ship Evacuation Serious Game: Assessment of Data and Passenger Training -- High-level Decision-Making Non-Player Vehicles -- Influence of a Mixed Reality Game on Students' Personal Epistemology. An Empirical Study -- Experts' Evaluation of a Proposed Taxonomy for Immersive Learning Systems -- A Design Space of Educational Authoring Tools for Augmented Reality -- The Effectiveness of Adaptive Digital Games for Learning: Calling for a Broader View on Assessment -- Gamification in Work Teams: A Q study on How Team Members Experience Gamification.

| Sommario/riassunto | This book constitutes the refereed proceedings of the 11th International Conference on Games and Learning Alliance, GALA 2022, held in Tampere, Finland, in November/December 2022. The 27 full papers and 9 short papers were carefully reviewed and selected from 61 submissions. The papers cover a broad spectrum of topics: Serious Games and Game Design; Serious Games for Instruction; Serious Game for Digital Literacy and Numeracy; Novel Approaches and Application Domains; Taxonomies and Evaluation Frameworks. |