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	Nota di contenuto	Challenges in Evaluating Players' Interaction with Digital Games -- The pursuit of fun in digital games: From the sandpit to the console and beyond -- Business Model for Indie Studios in Game Software Ecosystems -- Games as Mediating Platforms in an Open and Digital World -- Balancing Game Elements, Learning, and Emotions in Game Design -- Enhancing Students' Learning Experience through Gamification: Perspectives and Challenges -- Ethics and Games, ethical games and ethics in game -- Challenges for XR in Games -- Stimulation of the Executive Functions Mediated by Digital Games: Current Challenges in the School Context -- Perceptual Analysis of Computer Graphics Characters in Digital Entertainment -- Nine Challenges for Immersive Entertainment -- Strategies to Promote Stakeholders' Autonomy while Creating Educational Digital Games.
	Sommario/riassunto	This book constitutes selected papers presented during the two events: the First Forum, GranDGamesBR 2020, held in Recife, Brazil, in November 2020, and the Second Forum, GranDGamesBR 2021, held in Gramado, Brazi, in October 2021. The 12 papers presented were

thoroughly reviewed and selected from 24 submissions. The topics included in this volume cover the following fields connected to games and entertainment computing: game design, educational games, games evaluation, game-based learning, player experience, human-computer interaction, games industry, business models, game software ecosystems, ethics, serious games, cyberdemocracy, emotional design, computer graphics, cognitive simulation, immersive entertainment, virtual/augmented/extended reality, gamification, and creative process.