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Sommario/riassunto

This volume, part of the Lecture Notes in Networks and Systems series, explores the intersection of games, technology, and learning. It examines how the concept of games influences modern education, professional development, and cultural practices. The book discusses the role of digital games in shaping the worldview and methodologies of scientists and educators. It highlights the potential of gamification to enhance learning by making it engaging and interactive. The collection of papers included in this volume analyzes both historical and contemporary games, their impact on society, and their application in various educational contexts. This work is designed for researchers, educators, and professionals interested in the educational and cultural implications of games and gamification.
