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Chapter 19 Making the Implicit Explicit: Embedded Measurement in Serious Games; Chapter 20 Evaluating the Potential of Serious Games: What Can We Learn from Previous Research on Media Effects and Educational Intervention?; Chapter 21 Improving Methodology in Serious Games Research with Elaborated Theory; Chapter 22 Generalizability and Validity in Digital Game Research; Chapter 23 Designing Game Research: Addressing Questions of Validity
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Chapter 24 Three-Dimensional Game Environments for Recovery from Stroke; Chapter 25 Reducing Risky Sexual Decision Making in the Virtual and in the Real World: Serious Games, Intelligent Agents, and a SOLVE Approach; Chapter 26 From Serious Games to Serious Gaming; Chapter 27 Immersive Serious Games for Large Scale Multiplayer Dialogue and Cocreation; Chapter 28 The Gaming Dispositif: An Analysis of Serious Games from a Humanities Perspective; Index

Sommario/riassunto

Serious Games provides a thorough exploration of the claim that playing games can provide learning that is deep, sustained and transferable to the real world. "Serious games" is defined herein as any form of interactive computer-based game software for one or multiple players to be used on any platform and that has been developed to provide more than entertainment to players. With this volume, the editors address the gap in existing scholarship on gaming, providing an academic overview on the mechanisms and effects of serious games. Contributors investigate the psychological mec
