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| 1. Record Nr.           | UNINA9910784144103321   |
| Titolo                  | Affective and emotional aspects of human-computer interaction<br>[[electronic resource]] : game-based and innovative learning approaches // edited by Maja Pivec  |
| Pubbl/distr/stampa      | Amsterdam ; ; Washington, DC, : IOS Press, c2006  |
| ISBN                    | 6610505128<br>1-280-50512-5<br>9786610505128<br>1-4237-9730-2<br>1-60750-149-X<br>600-00-0337-4<br>1-60129-129-9  |
| Descrizione fisica      | 1 online resource (332 p.)  |
| Collana                 | The future of learning, , 1572-4794 ; ; 1   |
| Altri autori (Persone)  | PivecMaja   |
| Disciplina              | 004.019   |
| Soggetti                | Computer-assisted instruction<br>Learning - Research<br>Experiential learning<br>Education - Effect of technological innovations on<br>Education - Simulation methods<br>Video games - Research   |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Papers presented at the interdisciplinary workshop "Affective and Emotional Aspects of Human-Computer Interaction: Emphasis on Game-Based and Innovative Learning Approaches."<br>Includes bibliographical references and index.  |
| Nota di bibliografia    |   |
| Nota di contenuto       | Title page; Foreword; Acknowledgements; Supplementary Material Available via the Internet; Contents; Game-Based Learning; Affective Gaming: Advancing the Argument for Game-Based Learning; Didactic Analysis of Digital Games and Game-Based Learning; Immersive Environments: What Can We Learn from Commercial Computer Games?; What Is a Game Ego? (or How the Embodied Mind Plays a Role in Computer Game Environments); Multiple Motivations Framework; An Instructional Design/Development Model for the Creation of Game-Like |

## Learning Environments: The FIDGE Model

Learning when Using Commercial Computer Games as Simulations: A Case Study Using a Simulation GameSerious Games and 'Simulation Based E-Learning' for Infrastructure Management; Motivation and Learning; Learning and Motivation with Virtual Tutors. Does It Matter if the Tutor Is Visible on the Net?; Achievement Motivation, Performance Structure, and Adaptive Hypertext Learning; An Interactive Dictionary of Concepts: An Exploratory Platform for Enhancing Communication Between the Concepts Which Form and Inform Us

Human-Computer Interaction: Sharing of Intergenerational Wisdom and Cross-Cultural KnowledgeDesigning the Stimulation Aspect of Hedonic Quality - An Exploratory Study; Emotions and Emotional Agents; On the Role of Self Esteem, Empathy and Narrative in the Development of Intelligent Learning Environments; Empathic Characters in Computer-Based Personal and Social Education; Using Machine-Learning Techniques to Recognize Emotions for On-Line Learning Systems; A Framework for Emotional Agents as Tutoring Entities; A Haptic Computing Logic - Agent Planning, Models, and Virtual Trees  
ESF SCSS Exploratory Workshop on Affective and Emotional Aspects of Human-Computer Interaction: Emphasis on Game-Based and Innovative Learning ApproachesAuthor Index

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### Sommario/riassunto

The learning process can be seen as an emotional and personal experience that is addictive and motivates learners to proactive behavior. Divided in three parts, this title discusses major topics such as: emotions, motivation, games, and game-experience.

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