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Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1984
Disciplina	623.805
Soggetti	User interfaces (Computer systems) Human-computer interaction Software engineering Computer vision Social sciences - Data processing User Interfaces and Human Computer Interaction Software Engineering Computer Vision Computer Application in Social and Behavioral Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Game Experience and Evaluation -- Data Driven Agents for User Experience Testing -- Embraceable Virtual Paws: Player Experiences in Animal Shelter Simulators -- Livestreaming Games and Parenthood: Exploring the Experience of Portuguese Parent Streamers -- Videogame Students in Portuguese Higher Education: Perceptions, Motivations, and Playing Habits -- Psychological and Behavioral Effects of League of Legends rank system for Italian Competitive Players -- Comparing Performance and Experience in VR vs. Real-world through a Puzzle Game -- Looking Up the Camera to Play Right": An Interview Study of the Implications of Cinematic Storytelling in Game Design -- Game-based learning and edutainment -- Breaking the Wall of E-Waste Recycling Education by Means of a Digital Game -- How Players

Develop Computational Thinking while Modeling Character Behaviors in Gameplay -- Extending Educational Games Across Product Lines -- A Videogame for Architectural Design? Minecraft for Young People to Imagine Desirable Climate Futures -- Math-Masters: An Educational Game to Practice the Mathematical Operations -- A Framework for the Creation of a Reading Video Game for Children -- Games and Culture. - Video Games and Adaptation: an Introduction -- A Lantern Called Desire: Time Travel, Space Nostalgia, and Desiring-Machines in 'The Great Perhaps' -- Adolescent masculinity and the geek aesthetic: a study of gaming magazine imagery 1982 to 1993 -- For a pragmatic study of the generic categorization of video games: the case of survival horror -- Game Design and Development -- Cities: Skylines: the digital and analog game design lessons for learning about collaborative urban planning -- Humans vs AI: An Exploratory Study With Online and Offline Learners -- An Evolutionary Approach for PCG in a Cooperative Puzzle Platform Game -- Icarus, towards diplomatic agents in Diplomacy -- Unlocking the Untapped Potential of Video Game Data: A Case Study of Aim Trainers -- ChemXP AR Edition, A Serious Game .

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Sommario/riassunto

This book constitutes the revised selected papers of the 13th International Conference on Videogame Sciences and Arts, VJ 2023, held in Aveiro, Portugal, during November 28–30, 2023. The 17 full papers and the 6 short papers presented were carefully reviewed and selected from 64 submissions. They are organized in topical sections named: game experience and evaluation; game-based learning and edutainment; games and culture; game design and development.

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