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Nota di contenuto	Intro -- PSYCHOLOGY OF GAMING -- PSYCHOLOGY OF GAMING -- CONTENTS -- PREFACE -- 1. PSYCHOLOGY OF GAMING -- 2. RESEARCH IN THIS FIELD -- 4. CHAPTERS IN THIS BOOK -- 5. FUTURE RESEARCH IN PSYCHOLOGY OF GAMING -- REFERENCES -- PSYCHOLOGICAL GAME THEORY AND THE ROLE OF BELIEFS -- ABSTRACT -- 1. INTRODUCTION: WHAT PSYCHOLOGICAL GAME THEORY IS NOT -- 2. PSYCHOLOGICAL GAME THEORY AND THE "BRAVERY GAME" -- 3. A SINGLE-PERSON PSYCHOLOGICAL GAME -- 4. IMPLICATIONS FOR INDIVIDUAL CHOICE THEORY -- Example 1: Self-Perception of Honesty -- Example 2: Self-Assessment of Academic Merit -- Example 3: Reacting to Queue-Jumping -- CONCLUSION -- REFERENCES -- EMOTIONAL GAMING -- ABSTRACT -- INTRODUCTION -- WHAT IS EMOTION AND HOW CAN IT BE MEASURED? -- CLASSIFICATION OF EMOTIONS: DIMENSIONAL AND CATEGORICAL APPROACHES -- EMOTION-RELATED RESPONSES TO VIDEO GAME EVENTS -- ENJOYMENT IN GAMING -- VIDEO GAME CONTENT: EMOTIONAL EFFECTS AND INTERPERSONAL OUTCOMES -- CONCLUSION AND FUTURE DIRECTIONS -- REFERENCES -- THE TAXONOMY AND DESIGN CRITERIA FOR HEALTH GAME DESIGN IN THE ELDERLY -- ABSTRACT -- INTRODUCTION -- TAXONOMY -- Player -- Objective -- Procedures -- Rules -- Resources -- Boundaries -- Conflict -- Outcome -- Dimensions -- Game Design -- Domain -- Type -- Intervention Timing -- Prescribed Use -- Platform -- Realism Versus Abstraction -- Player -- Social Versus Individual -- Synchronous Versus Asynchronous --

Competitive Versus Collaborative -- Inclusiveness -- Ability Requirements -- Reporting -- Performance Variables -- Assessment -- External Reporting -- Adaptation -- Scaffolding -- Instruction Level -- Design Criteria Considerations -- Health Considerations -- Physical -- Mental -- Emotional -- Social -- Occupational -- Spiritual -- Software Considerations -- Hardware Considerations -- Main Console or Processing System -- Input Devices.

How this Fits with Older Adults -- Pros and Cons to Older Adults -- Availability and Cost -- Policy Considerations -- FUTURE WORK -- CONCLUSION -- REFERENCES -- THE GLOBALED 2 GAME: DEVELOPING SCIENTIFIC LITERACY SKILLS THROUGH INTERDISCIPLINARY, TECHNOLOGY-BASED SIMULATIONS -- ABSTRACT -- Theory of Change -- How Globaled 2Works -- Empirical Support for the Intervention -- DISCUSSION -- CONCLUSION -- REFERENCES -- RETHINKING FANTASY AS A CONTRIBUTOR TO INTRINSIC MOTIVATION IN DIGITAL GAMEPLAY -- ABSTRACT -- INTRODUCTION -- FANTASY AND INTRINSIC MOTIVATION IN GAMES -- CONSTRUCT OF FANTASY -- METHOD -- Initial Item Development -- Participants and Procedures -- Measures -- RESULTS AND INTERPRETATIONS -- Exploratory Factor Analysis of the Fantasy in Gameplay -- CONCLUSION -- REFERENCES -- INDIGENOUS AUSTRALIAN GAMBLERS AND THEIR HELP-SEEKING BEHAVIOR -- ABSTRACT -- INTRODUCTION -- Problem Gambling -- Sources of Help for Gambling Problems -- Professional Treatment Services -- Informal Channels of Gambling Help -- Self Help Measures -- Cultural Influences on Help-Seeking for Gambling Problems -- Help-Seeking amongst Indigenous Australian Gamblers -- METHOD -- RESULTS -- Telephone and Face-To-Face Counselling -- Internet Counselling Services -- Mutual Support Groups -- Venue-Based Help -- General Help Services -- Motivators for Professional Help-Seeking -- Barriers to Professional Help-Seeking -- Informal Sources of Help -- Self-Help Strategies -- Suggestions to Improve Gambling Help-Seeking -- DISCUSSION -- Professional Help-Seeking -- Informal Help-Seeking Behavior -- Self-Help Gambling Strategies -- Motivators and Barriers for Help-Seeking -- Enhancing Gambling Help-Seeking -- CONCLUSION -- APPENDIX A -- Guiding Interview Questions -- ACKNOWLEDGMENTS -- REFERENCES -- PSYCHOLOGICAL FACTORS ON COLLABORATIVE GAMING -- ABSTRACT -- INTRODUCTION.

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