

1. Record Nr.	UNINA9910855377103321
Autore	Geroimenko Vladimir
Titolo	Augmented Reality Games II : The Gamification of Education, Medicine and Art // edited by Vladimir Geroimenko
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2024
ISBN	9783031544750 3031544757
Edizione	[2nd ed. 2024.]
Descrizione fisica	1 online resource (371 pages)
Collana	Computer Science Series
Disciplina	5,437 4,019
Soggetti	User interfaces (Computer systems) Human-computer interaction Video games - Programming Education - Data processing Medical informatics User Interfaces and Human Computer Interaction Game Development Computers and Education Health Informatics Interfícies d'usuari (Sistemes d'ordinadors) Interacció persona-ordinador Realitat augmentada Ludificació Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Part I: Augmented reality games in education -- Educational augmented reality games -- New horizons for digital youth: Augmented reality and the gamification of elementary and secondary education -- A new key competence: Teachers' methodological knowledge of augmented reality and its gaming potential -- Augmented imagination: Creating immersive and playful reading

experiences -- Learning to build a Doric temple: The augmentation of knowledge through AR gamification -- Explorations in mixed reality with learning and teaching frameworks: Lessons from Ludus and the Vulcan academy -- Novel teaching methods in the classroom: The use of augmented reality games -- Part II: Augmented reality games in medicine and healthcare -- The unexplored potential of playful ambient projection-based AR to improve well-being -- Augmented reality games for health promotion in old age -- The healing App: Augmented reality and art for pediatric patients with chronic pain -- From boring to engaging: Using gamification to transform dental education and practice -- The gamification of physical education using augmented reality technology -- Part III: Augmented reality games in art -- The gamification of augmented reality art -- Unintended consequence: Pervasive games and public art -- Defacing the 'Balloon Dog': Art, algorithmic culture and augmented reality -- Circumpolar gamifications in the age of global warming: Ice levels, anxiety and the Anthropocene -- Augmented reality gaming in public space: Dealing with non-player characters or having a shared experience?- Concluding remarks.

Sommario/riassunto

This is the second edition of the first ever research monograph that explores the exciting field of augmented reality games and their enabling technologies. The new edition has been thoroughly revised and updated, with 6 new chapters included. As well as investigating augmented reality games in education, the book covers the gamification of medicine, healthcare, and art. It has been written by a team of 43 researchers, practitioners, and artists from 12 countries, pioneering in developing and researching the new type of computer games. This book deals with a systematic analysis of educational augmented reality games, the gamification of elementary and secondary education, teachers' novel key skills and new teaching methods in the classroom, creating immersive and playful reading experiences, augmented reality games for health promotion in old age and for transforming dental and physical education and practice, the gamification of augmented reality art, pervasive games, and gaming in public spaces, among other topics. Intended as a starting point for exploring this new fascinating area of research and game development, it will be essential reading not only for researchers, practitioners, game developers, and artists, but also for students (graduates and undergraduates) and all those interested in the rapidly developing area of augmented reality games.
