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Altri autori (Persone)	Ochoa SanzJavier
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Image processing - Digital techniques Computer vision User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Imaging, Vision, Pattern Recognition and Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Artificial Intelligence in Serious Games -- AI as a Co-Creator: A Survey on AI Support for Educational Game Authoring Tools -- Students' Use of an LLM-powered Virtual Teaching Assistant for Recommending Educational Applications of Games -- Serious Games Analytics -- A Taxonomy for Enhancing Metacognitive Adaptivity and Personalization in Serious Games Using Multimodal Trace Data -- An Architecture for Repeatable, Large-Scale Educational Game Data Analysis: Building on Open Game Data -- Identifying When and Why Students Choose to Quit Jobs in a Science Exploration Game -- Integrating Data from Multiple Sources in Evaluation Studies of Educational Games: An Application of Cross-Classified Item Response Theory Modeling -- Identifying Player Strategies through Segmentation: An Interactive Process Visualization Approach -- Serious Game Design.-Examining Student Responses to Game Layers in Cultural Geography: A Study about Game Spatiality in a

Role-Playing Game Design -- Game-Based Learning Analytics -
 Insights from an Integrated Design Process -- Crossing Valley:
 Development of a Serious Game to Measure Cognitive Flexibility in a
 Problem-Solving Context -- Serious Practices for Interactive Waste
 Sorting Mini-Game -- Kongruent - A Shader Language and Compiler
 for Efficient and Approachable GPU-Programming -- "Masters Against
 Food Waste" Providing Children with Strategies to Avoid Food Waste --
 Impact Studies -- Understanding Player Experience in Museum-Based
 Learning Games: A Mixed-Methods Analysis -- Tracing Emerging
 Complexity of Scientific Reasoning Actions during Game-based
 Learning -- Sky Dash: Evaluating the Effects of a Serious Low-
 Threshold Mobile Game on Learning Efficacy and User Experience in a
 Repetitive Learning Task -- Collaborative Knowledge Development: An
 Exploration of Knowledge Space Theory in Multiplayer Learning Games
 -- Extended Realities -- Playful Locative Interaction in Museums and
 Exhibitions with Immersive Augmented Reality -- Assessing the Impact
 of Haptic Feedback on Stress and Performance in Virtual Reality-based
 Police Training -- Against Isolation in the Museum: Playful Co-Presence
 with Immersive Augmented Reality -- Exploring Emotional Design
 Features For Virtual Reality Games -- Healthcare and Wellbeing --
 Game On: Towards Long-Term Motivation in Exergames for Cardio
 Training -- Including Non-Autistic Peers in Games Designed for
 Autistic Socialization -- Developing Gamified Learning for Healthcare
 Professionals through University Partnerships -- Applications --
 Transforming Museum Experiences with Virtual Reality -- Bridging
 Generations: The Impact of Digital Fluency on User Performance in a VR
 Learning Application -- Kafka or Not? Concept for an AI-Supported
 Multi-Touch Tabletop Game for Literature Classes -- Playful Locative
 Interaction in Museums and Exhibitions with Immersive Augmented
 Reality -- Exploring the Potential of Serious Games for Learning
 Mathematical Equations -- Game Design Prototype with GIMs: Fostering
 Neurodiverse Connections through Storytelling -- Eye tracking in VR: A
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 Online Role Playing Games (MMOs) -- Gaming on the Brain:
 Considerations for Designing Brain-Computer Interface Driven
 Gameplay -- Generative AI-Enhanced Chatbot Design for
 Constructionist Gaming -- The INTENT Game: An Interactive Tool for
 Empathy in Neurotypicals -- Puzzlegram: a Serious Game Designed for
 the Elderly in Group Settings -- From Game-Based Simulation to
 Practice: The Challenges of Capturing, Modeling, and Transferring
 Multimodal Data for Chemistry Skill Mastery -- The BlockQuest Game:
 Digital Behavioral Phenotyping of ADHD During Embodied Problem
 Solving in Virtual Reality.-GalactiVote: Government in Action! An
 American Government Video Game -- Venom CoLab: Exploring the
 Science of Venom for Middle School Learners -- Embodied Game
 Interactions: Somatosensation, Self-Identification, and the Potential of
 Alternative Game Controllers.

Sommario/riassunto

This book constitutes the refereed proceedings of the 10th Joint
 International Conference on Serious Games, JCSG 2024, held in New
 York City, NY, USA, during November 7–8, 2024. The 19 full papers, 5
 short papers, 12 posters and 5 demos included in this book were
 carefully reviewed and selected from 63 submissions. They were
 organized in topical sections as follows: Artificial intelligence in serious
 games; Serious games analytics; Serious game design; Impact studies;
 Extended realities; Healthcare and wellbeing; Applications.