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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
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Livello bibliografico	Monografia
Nota di contenuto	-- Target Audience. -- Exploring Competitive and Cooperative Orientations in Bartle's Taxonomy through a GWAP Gameplay. -- Designing a Multiplayer Computer Serious Game for Disaster Management Training. -- Iterative Design of a Serious Game for Medical Training. -- A Stealth Serious Game About Hiring Bias. -- Games in Careceral Settings. -- Engaging Low-Literate Adults through Game-Based Virtual Reality. -- Depth Perception in Virtual Reality: Effects of Vergence - Accommodation Conflict (VAC) on Learning Transfer. -- Shaking lose all the nonsense: Faculty experiences using educational games in higher education classrooms. A Qualitative Study. -- Accessibility. -- Towards Accessible and Inclusive Serious Games for Cybersecurity. -- Board game and Dyschromatopsia in children in

primary school. -- Collaboration. -- Fostering Collaborative Knowledge-Building and Resilience Through Player Discourse in Serious Games for Wildfire Preparedness.. -- Playing with Child Emotions: A Co-Designed Serious Game for Emotion Regulation. -- Game Design/Development. -- GeoQuest: Prototyping a Mobile Game for Geography Learning with Game-Based and Design Thinking Approaches. -- Tensions between Mechanics and Role-Play: Striving for CO2 Neutrality in a Consensus-Based Serious Game. -- Which game play mechanism can alleviate anxiety?. -- Development of Augmented Reality Tabletop Card Game: "The Throne is Mine". -- Tik-Tik: A Video Game for the Study of Search in Problem Solving. -- A Narrative Serious Game to Support Caregivers of Adolescents with Anorexia Nervosa. -- Structured Entry, Creative Voice: Scaffolding Narrative Design through Reusable Game Frameworks. -- Experiential metaphor: a theoretical framework to achieve convergent design for serious games. -- Modeling Player Types with LLMs: A Framework for Belief- and Motivation-Driven NPC Behavior. -- Towards a Practical Marketing Model for Serious Games. -- Gearshift Fellowship: A Next-Generation Neurocomputational Game Platform to Model and Train Human-AI Adaptability. -- Towards A Games Ladder for Climate Action. -- Gamified Eco-Feedback as Socially Embedded Design: Exploring Metaphorical Avatars for Dietary Chang. -- Using Item Response Theory to Model Game Performance in An EEG-Based Attention Training Game. -- Structural–Combinatorial Analysis of Gamification Log Data in Physics Education. -- Health -- A co-designed serious game to promote parental emotion regulation: Development and pilot usability study. -- Cardiorespiratory Effects of an Adaptive Ergometer-Based Exergame: Evaluation Study of SkyRide. -- From Rage to Responsibility: The Gnostic Self and the Mythic Journey of Conscious Leadership. -- Music Consciousness with Mixed Reality: Case Study on Learning Associative Imagery in Classical Music using Three Rachmaninoff Preludes, Op. 32. -- ACE of Hearts: Design and Development of a Serious Game for Young People with Adverse Childhood Experiences. -- VR. --Emotional Design for Virtual Reality Games: The Effect of Object Luminosity, Background Lighting, and Learner Action. --From the individual to the group: Towards a common VR Adaptive Framework for Therapy for People with Disabilities. -- Virtual Reality as a Tool for Raising Awareness of Visual Impairments.

Sommario/riassunto

This book constitutes the refereed proceedings of the 11th Joint International Conference on Serious Games, JCSG 2025, held in Lucerne, Switzerland, during December 4–5, 2025. The 14 full papers, 5 short papers, 16 other papers included in this book were carefully reviewed and selected from 47 submissions. The conference covers a wide range from artificial intelligence applications in games, educational technologies, healthcare and wellbeing applications, extended reality implementations, user experience design, accessibility and inclusion considerations, and impact studies measuring learning effectiveness. The conference theme for 2025 focused on Target Audience.
