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	Soggetti	Personal computers Education—Data processing Artificial intelligence Application software User interfaces (Computer systems) Computers and civilization Personal Computing Computers and Education Artificial Intelligence Information Systems Applications (incl. Internet) User Interfaces and Human Computer Interaction Computers and Society
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	Nota di contenuto	Games for Health -- PhysioVinci – A First Approach on a Physical Rehabilitation Game -- A Pilot Evaluation of a Therapeutic Game Applied to Small Animal Phobia Treatment -- Effect of Ecological Gestures on the Immersion of the Player in a Serious Game -- Using Serious Games for Cognitive Disabilities -- Atmosphaeres – 360 Video Environments for Stress and Pain Management -- Games for Medical Training -- Sense: An Interactive Learning Application that Visualizes the Nerve Supply of Face -- Sepsis Fast Track: A Serious Game for

Medical Decision Making -- Serious Games for Children -- iBUAT: Paper Prototyping of Interactive Game Design Authoring Tool for Children -- A Review of Serious Games for Children with Autism Spectrum Disorders (ASD) -- Jumru 5s – A Game Engine for Serious Games -- Music and Sound Effects -- Serious Music Game Design and Testing -- Immersive Composition for Sensory Rehabilitation: 3D Visualisation, Surround Sound, and Synthesised Music to Provoke Catharsis and Healing -- Games for Other Purposes -- Gaming the Future of the Ocean: The Marine Spatial Planning Challenge 2050 -- Off the Beaten Track! The Infinite Scotland Serious Game Design Approach -- Measuring the Commercial Outcomes of Serious Games in Companies – A Review -- Designing and Testing a Racing Car Serious Game Module -- The Construction of Serious Games Supporting Creativity in Student Labs -- Game Design and Theories -- The Choice of Serious Games and Gamification - A Case Study to Illustrate Key Differences.

Sommario/riassunto	This book constitutes the refereed proceedings of the 5th International Conference on Serious Games Development and Applications, SGDA 2014, held in Berlin, Germany, in October 2014. The 14 revised full papers presented together with 4 short papers were carefully reviewed and selected from 31 submissions. The focus of the papers was on the following: games for health, games for medical training, serious games for children, music and sound effects, games for other purposes, and game design and theories.