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Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 7528
Disciplina	004.16
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
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	International conference proceedings.
Nota di contenuto	Don't Panic: Enhancing Soft Skills for Civil Protection Workers -- Health Games: Taxonomy Analysis and Multiplayer Design Suggestions -- A Serious Game for Training Balance Control over Different Types of Soil -- Constructionist Learning in Anatomy Education: What Anatomy Students Can Learn through Serious Games -- Interdisciplinary and International Adaption and Personalization of the MetaVals Serious Games -- Serious Games Adoption in Corporate Training -- Towards

Participative and Knowledge-Intensive Serious Games -- Towards Designing for Competence and Engagement in Serious Games -- Blended In-Game and Off-Game Learning: Assimilating Serious Games in the Classroom and Curriculum -- A Computer Game Based Motivation System for Human Physiology Studies -- Lessons Learnt from Contextualized Interactive Story Driven Development Methodology -- Value Propositions for Serious Games in Health and Well-Being -- Dealing with Threshold Concepts in Serious Games for Competence Development -- Betaville--A Massively Participatory Mirror World Game -- Logical Thinking by Play Using the Example of the Game "Space Goats" -- Squaring and Scripting the ESP Game: Trimming a GWAP to Deep Semantics -- The Application of the CISD2 Methodology for the Definition of a Serious Game Competence-Based Learning Scenario in the Domain of Sustainable Manufacturing -- Evaluating the Validity of a Non-invasive Assessment Procedure -- Challenges and Opportunities in Evaluating Learning in Serious Games: A Look at Behavioural Aspects -- AmbiLearn: Enhancing the Learning Environment for Primary School Education -- Developing Serious Games Specifically Adapted to People Suffering from Alzheimer -- Experience in Serious Games: Between Positive and Serious Experience.

Sommario/riassunto

This book constitutes the refereed proceedings of the 3rd International Conference on Serious Games Development and Applications, SGDA 2012, held in Bremen, Germany in September 2012. The 22 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers cover various topics on serious games including engineering, education, health care, military applications, game design, game study, game theories, virtual reality, 3D visualisation and medical applications of games technology.
