1. Record Nr. UNISA996465527203316

Titolo	Transactions on Edutainment VIII [[electronic resource] /] / edited by Maiga Chang, Mingmin Zhang
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2012
ISBN	3-642-31439-2
Edizione	[1st ed. 2012.]
Descrizione fisica	1 online resource (280 p. 144 illus.)
Collana	Transactions on Edutainment, , 1867-7207 ; ; 7220
Disciplina	374.26
Soggetti	Education—Data processing User interfaces (Computer systems) Optical data processing Multimedia information systems Computer graphics Artificial intelligence Computers and Education User Interfaces and Human Computer Interaction Computer Imaging, Vision, Pattern Recognition and Graphics Multimedia Information Systems Computer Graphics Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"... this issue represent[s] a selection of outstanding contributions from Edutainment 2011, the 6th International Conference on E-Learning and Games held in Taiwan, in September 2011".
Nota di bibliografia	Includes bibliographical references and index.
Sommario/riassunto	This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction,

computer graphics, artificial intelligence, and systems design. This issue contains 10 outstanding contributions from the International Conference on E-Learning and Games, Edutainment 2011, as well as 14 regular papers which were partly selected from national conferences. The topics covered are game engine, using games to teach, identifying player emotion states, assessing the effects of educational games to multi-touch interaction, natural user interface, and virtual reality. Generally, the papers present a large number of examples of edutainment applications, giving more evidence on the high potential and impact of edutainment approaches.