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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 7516
Disciplina	004.16
Soggetti	Personal computers Education—Data processing User interfaces (Computer systems) Application software Multimedia information systems Computer graphics Personal Computing Computers and Education User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Multimedia Information Systems Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	International conference proceedings.
Nota di bibliografia	Includes bibliographical references and author index.
Nota di contenuto	Collaborative Virtual Environments for Training: A Unified Interaction Model for Real Humans and Virtual Humans -- Developing a Situated Virtual Reality Simulation for Telerobotic Control and Training -- Game Mastering in Collaborative Multiplayer Serious Games -- Implementing High-Resolution Adaptivity in Game-Based Learning -- Game-Based Teaching and Learning Turning High-Schools into Laboratories? Lessons Learnt from Studies of Instructional Effectiveness of Digital

Games in the Curricular Schooling System -- Application of NXT Based Robots for Teaching Java-Based Concurrency -- The Effect of Learning Mechanics Design on Learning Outcomes in a Computer-Based Geometry Game -- A Serious Game for Architectural Knowledge in the Classroom -- Evaluation of Competence Development in WoW -- “This Game Is Girly!” Perceived Enjoyment and Student Acceptance of Edutainment -- Emerging Learning and Gaming Technologies Towards a Social Game Interaction Taxonomy: A Social Gaming Approach towards Peer Knowledge Sharing and Participation in Serious Games -- Mobile Worlds: Mobile Gaming and Learning? -- Science and Technology Communication Activities by Using 3D Image Projection System -- Potentials of a Low-Cost Motion Analysis System for Exergames in Rehabilitation and Sports Medicine -- Authoring Tools and Mechanisms Puzzle-it: An HTML5 Serious Games Platform for Education: Puzzle Based Serious Games for Education -- Authoring of Serious Adventure Games in StoryTec -- Designing an Interactive Storytelling Game -- Towards Puzzle Templates for Multiplayer Adventures -- Context-Sensitive User-Centered Scalability: An Introduction Focusing on Exergames and Assistive Systems in Work Contexts -- The Impact of Different Gaming Interfaces on Spatial Experience and Spatial Presence – A Pilot Study -- Perceptual and Computational Time Models in Game Design for Time Orientation in Learning Disabilities -- StoryTec: Authoring Adaptive Cross-Platform Games -- Veni, Vidi, VICERO – But Where to Start?

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Sommario/riassunto

This book constitutes the refereed proceedings of the 7th International Conference on E-Learning and Games, Edutainment 2012, held in conjunction with the 3rd International Conference on Serious Games for Training, Education, Health and Sports, GameDays 2012, held in Darmstadt, Germany, in September 2012. The 21 full papers presented were carefully reviewed and selected for inclusion in this book. They are organized in topical sections named: game-based training; game-based teaching and learning; emerging learning and gaming technologies; authoring tools and mechanisms; and serious games for health.

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