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Nota di contenuto	Papers from Edutainment 2008 -- Designing an Educational Game: Case Study of 'Europe 2045' -- Timed Automata-Based Rehabilitation Training Game Design for the Affected Lower Extremity of Hemiparetic Patient -- A Haptic Virtual Environment for Molecular Chemistry Education -- ARGarden: Augmented Edutainment System with a Learning Companion -- Developing a Digital Game-Based Situated Learning System for Ocean Ecology -- A Pen-Based 3D Role Modeling Tool for Children -- A Reusable Eduventure Game Framework -- Construction and Evaluation of a Robot Dance System -- TMAR: Extension of a Tabletop Interface Using Mobile Augmented Reality --

Interacting with Augmented Assets in Cultural Tourism -- Interactive Storytelling: Approaches and Techniques to Achieve Dynamic Stories -- Behavioural Reactive Agents to Define Personality Traits in the Videogame Überpong -- Regular Papers -- 'Killer Phrases': Design Steps for a Game with Digital Role-Playing Agents -- From Pencil to Magic Wand: Tangibles as Gateways to Virtual Stories -- Game-Based Learning with Computers -- Learning, Simulations, and Games -- Core Attributes of Interactive Computer Games and Adaptive Use for Edutainment -- Interactive Media Authoring Systems -- A Review of Using Virtual Reality for Learning -- The Mental Vision Framework - A Platform for Teaching, Practicing and Researching with Computer Graphics and Virtual Reality -- Making the Real World as a Game World to Learners by Applying Game-Based Learning Scenes into Ubiquitous Learning Environment -- VR Bio X Games -- Online Learning and Clinical Procedures: Rapid Development and Effective Deployment of Game-Like Interactive Simulations.

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 will cover aspects from Educational and Game Theories, Human-Computer Interaction, Computer Graphics, Artificial Intelligence, and Systems Design. The first volume of this series contains a selection of outstanding contributions from Edutainment 2008, the 3rd International Conference on E-Learning and Games which took place in Nanjing, China, in June 2008. These papers are complemented by individual contributions from international experts in this field.
