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Soggetti	Computer graphics Optical data processing Artificial intelligence Education—Data processing Application software Computer Graphics Image Processing and Computer Vision Artificial Intelligence Computers and Education Information Systems Applications (incl. Internet)
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Title -- Preface -- Organization -- Table of Contents -- Gaze-Dependent Depth-of-Field Effect Rendering in Virtual Environments -- Introduction -- Eye Tracking Technologies for Virtual Reality Applications -- Depth-of-Field Rendering in Virtual Environments -- Gaze-Dependent Depth-of-Field Rendering -- Experimental Evaluation -- Participants -- Stimuli -- Experimental Procedure -- Results -- Discussion -- Conclusions and Future Work -- References -- Personalized Storytelling for Educational Computer Games -- Introduction -- Interactive Storytelling in Educational Settings -- An Adaptive, Educational Story Model -- Conclusions -- References --

Impact of the Feeling of Knowledge Explicitness in the Learners' Participation and Performance in a Collaborative Game Based Learning Activity -- Introduction -- Collaborative Learning -- Collaborative GBL -- Challenges of Collaborative GBL -- Knowledge Group Awareness Support in Collaborative GBL -- Description of the Collaborative KGA Tools -- Research Questions and Hypotheses -- Method -- General Research Design -- Game Design -- Game Play -- Methodology -- Participants -- Results -- Discussion -- References -- Virtual Location-Based Indoor Guide -- Introduction -- Previous Work -- Methodology -- 3D Environment Application -- Calibration -- Localization -- Alternative Data Sources -- Results -- Conclusions and Future Work -- References -- What Can Bits Teach about Leadership: A Study of the Application of Variation Theory in Serious Games -- Introduction -- Method -- Procedure -- Learning Assessment -- Post-Study Interviews -- Materials -- vLeader -- Activity Sheets -- Written Assessment Test -- Results -- Student Involvement -- Written Assessment -- In-Depth Interviews -- Discussion and Conclusion -- References -- Serious Game for Introductory Programming -- Introduction -- Related Works.

The Mechanics -- Project Specification -- Proposed Core Mechanics -- The Implementation -- Server Package -- Client Package -- DOMjudge Package -- Tools Used -- Conclusions and Future Work -- References -- Game Design Evaluation Study for Student Integration -- Introduction -- Related Work -- Game Concept - Ideas and Requirements -- Game Concept - Design -- Proposed Game Levels -- Evaluation -- Conclusions and Future Work -- References -- Towards a Serious Game for Portuguese Learning -- Introduction -- REAP.PT -- Serious Gaming for Language Learning -- Our Approach -- Game Plan -- TARGET Platform -- Architecture -- Exercise Description -- Conclusions and Future Work -- References -- Serious Games: Are They Part of the Solution in the Domain of Cognitive Rehabilitation? -- Introduction -- Serious Games: Is What Is Beautiful, Good? -- Our Contribution: Attempting to Take Part of the Solution -- CARP-VR Architecture -- CARP-VR Player -- CARP-VR Editor -- Database -- Rehabilitation Environments -- Usability Testing -- Study 1 -- Study 2 -- Study 3 -- Conclusion -- References -- A Cloud Observational Learning System of Art Education via E-Learning in Taiwan -- Introduction -- Observational Learning -- Cloud Computing -- Painting Expression Ability -- Methodology -- Results and Discussion -- System Design -- Learning Performance -- References -- The Use of Integrative Framework to Support the Development of Competences -- Introduction -- Integrative Framework -- Knowledge Ecology -- Experience Management -- Cognitive Management -- Threshold Concepts -- Social Learning Communities -- TARGET Platform Overview -- The Duality of Individual and Social Learning -- The TARGET Learning Process -- Conclusions -- References -- A SUNNY DAY: Ann and Ron's World an iPad Application for Children with Autism -- Introduction -- Initial Research.

Stage 1 of Investigation -- Stage 2 of Investigation -- Stage 3 of Investigation -- Game Concept -- Comparison of Applications for Autism -- Design Test -- Summary of Project -- References -- Ordsall Hall in Manchester: A Creative Game for Heritage Studies -- Motivation -- Serious, Educational or Creative? -- Knowledge Space -- References -- Author Index.

