1. Record Nr. UNISA996466439503316

Titolo	Games and Learning Alliance [[electronic resource]] : 8th International Conference, GALA 2019, Athens, Greece, November 27–29, 2019, Proceedings / / edited by Antonios Liapis, Georgios N. Yannakakis, Manuel Gentile, Manuel Ninaus
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
ISBN	3-030-34350-2
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XVI, 607 p. 187 illus., 157 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 11899
Disciplina	371.337
Soggetti	Personal computers User interfaces (Computer systems) Optical data processing Education—Data processing Application software Computer communication systems Personal Computing User Interfaces and Human Computer Interaction Image Processing and Computer Vision Computers and Education Computer Appl. in Social and Behavioral Sciences Computer Communication Networks
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Serious Game design and pedagogical foundations -- Using ludonarrative dissonance in Grand Theft Auto IV as pedagogical tool for ethical analysis -- A Participatory Approach to Redesigning Games for Educational Purposes -- Requirements Analysis of a Serious Game for Deaf Players -- Debriefing and Knowledge Processing: An Empirical Study about Game-Based learning for Computer Education -- Designing a 2D Platform Game with Mathematics Curriculum -- Planet Dewey: Designing a hybrid game to boost students' information literacy

-- Designing Serious Games for People with Special Needs: Implications from a Survey -- From Skeptics to Advanced Adopters: Investigating Digital Game Adoption Practices, Challenges and Needs of Teachers in Swedish Schools -- Reinforcing the Attitude-Behavior Relationship in Persuasive Game Design - Four Design Recommendations for Persuasive Games for Societal Interventions -- Incorporating Theories of Metacognitive Learning in the Design of a Serious Game on Emotion Regulation -- Teaching educational game design: Expanding the game design mindset with instructional aspects -- AI and Technology for SG -- A Pilot Study on the Feasibility of Dynamic Difficulty Adjustment in Game-Based Learning Using Heart-Rate -- Modelling the Quality of Visual Creations in Iconoscope -- Andromeda: a Personalised Crisis Management Training Toolkit -- Towards an Operational Definition of Procedural Rhetoric -- A Study on enhancing learnability of a serious game by implementing a pedagogical agent -- Scaffolding open text input in a scripted communication skills learning environment -- Loud and Clear: The VR game without visuals -- Infusing Multimodal Tools and Digital Storytelling in Developing Vocabulary and Intercultural Communicative Awareness of Young EFL Learners -- Lessons Learned from the Development of a Mobile Learning Game Authoring Tool -- Bolstering Stealth Assessment in Serious Games -- Cyber Chronix, participatory research approach to develop and evaluate a storytelling game on personal data protection rights and privacy risks -- Some notes on the possibile role of cognitive architectures in serious games -- Gamification -- Towards a Reality-Enhanced Serious Game to Promote Eco-Driving in the Wild -- Gamifire - A scalable, platform-independent Infrastructure for Meaningful Gamification of MOOC -- A data-driven approach to analyze user behavior on a personalized gamification platform -- Tower of Questions (TOQ): A Serious Game for Peer Learning -- Albiziapp: a Web, Collaborative and Gamified Tool Dedicated to Tree mapping and learning -- Applications and case studies -- Lifelong learning with a digital math game: performance and basic experience differences across age -- Learning geothermal energy basics with the serious game HotPipe -- Evaluation of interventions in blended learning using a communication skills serious game -- Effects of Game Based Learning on Academic Performance and Student Interest -- ‘Museum Escape’: a game to increase museum visibility -- HealthyLunch: A serious Game for Educating and Promoting the Intake of the Recommended Number of Daily Servings Among Children -- Serious Business Game on Digitalization -- Understanding Attitude Towards Emergency Training Modes: Regular Drills And Serious Games -- Quantum physics vs. classical physics: introducing the basics with a virtual reality game -- A Serious Game to Inform Young Citizens on Canal Water Maintenance -- Posters -- A Framework for the Development of Serious Games for Assessment -- How to design and measure a serious game aiming at emotional engagement of social anxiety -- On the design of gamification elements in Moodle courses -- A serious game design and evaluation approach to enhance Cultural Heritage Understanding -- A Focused Conversational Model for Game Design and Play-Tests -- Alternative teaching of History Subject in Primary School: The case of the 3D HIT playful activity -- A serious logistical game of paediatric emergency medicine: proposed scoring mechanism and pilot test -- Economic Evaluation of Business Models in Video Gaming Industry from Publisher Perspective -- Cultural Heritage, Serious Games and User Personas based on Gardner's Theory of Multiple Intelligences: “The Stolen Painting” Game -- Effect of whole-body movement on performance and efficiency: A comparison of three controlling methods for a math game -- Reinforcing Stealth

Assessment in Serious Games -- Exploring a mixed method approach: Simulation Games and Q methodology -- Creating Serious Games with the Game Design Matrix (GDM) -- Digital Games in Non-formal and Informal Learning Practices for Science Learning: a Case Study -- Oppidum - A Serious-AR-Game about Celtic Life and History -- A Quantitative Approach for Developing Serious Games for Aptitude and Trait Assessment -- Designing a Serious Game to Motivate Energy Savings in a Museum: Opportunities & Challenges -- Interactive Spatial Storytelling for Location-Based Games: A Case Study -- Investigating the Effect of Personality Traits on Performance under Frustration.

Sommario/riassunto

This book constitutes the refereed proceedings of the 8th International Conference on Games and Learning Alliance, GALA 2019, held in Athens, Greece, in November 2019. The 38 regular papers presented together with 19 poster papers were carefully reviewed and selected from 76 submissions. The papers cover the following topics: serious game design and pedagogical foundations; AI and technology for SG; gamification; applications and case studies; and posters. The chapter "Cyber Chronix, Participatory Research Approach to Develop and Evaluate a Storytelling Game on Personal Data Protection Rights and Privacy Risks" is available open access under a CC BY 4.0 license at link.springer.com.