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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 9221
Disciplina	004
Soggetti	Personal computers Education—Data processing Artificial intelligence Application software User interfaces (Computer systems) Computers and civilization Personal Computing Computers and Education Artificial Intelligence Information Systems Applications (incl. Internet) User Interfaces and Human Computer Interaction Computers and Society
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Beyond serious games -- Investigating the deployment of serious games in formal education -- Understanding the role of the teacher in using a serious game -- Identifying pedagogical uses of serious games -- Multiplayer serious games and user experience -- A brief practical game development approach -- Gamification in a smart city context -- A conceptual model towards in the scaffolding of learning experience.
Sommario/riassunto	This book constitutes the refereed proceedings of the Third International Conference on Games and Learning Alliance, GALA 2014,

held in Bucharest, Romania, in July 2014. The 15 revised papers presented were carefully reviewed and selected from 26 submissions. The papers presented cover a variety of aspects and knowledge fields. They are grouped into four sessions: pedagogy, technology, design, and applications.
