[1] Mlumun, Yugh Sandra, et al. "Intellectual Impact of Mobile Educational Games on Secondary School Education in Nigeria: Case Study of Government Girls' College Makurdi." *American Journal of Information Science and Technology* 5.3 (2021): 48-59.

[2] Narzikulovich, N. N. . (2022). Development of Physical Qualities of Preschool Children by Means of Mobile Games. International Journal of Discoveries and Innovations in Applied Sciences, 2(2), 45–48.

[3] Yu, Z., Gao, M., & Wang, L. (2021). The effect of educational games on learning outcomes, student motivation, engagement and satisfaction. *Journal of Educational Computing Research*, *59*(3), 522-546.‏

[4] Papadakis, S., Alexandraki, F. & Zaranis, N. Mobile device use among preschool-aged children in Greece. *Educ Inf Technol* **27**, 2717–2750 (2022).

[5] Shufang Tan, Wendan Huang, Junjie Shang, Research Status and Trends of the Gamification Design for Visually Impaired People in Virtual Reality, HCI in Games, 10.1007/978-3-031-05637-6\_41, (637-651), (2022).

[6] Gillett-Swan, J., Thelander, N. (2021). Child Rights Knowledge and Children’s Education Rights. In: Gillett-Swan, J., Thelander, N. (eds) Children’s Rights from International Educational Perspectives. Transdisciplinary Perspectives in Educational Research, vol 2. Springer, Cham.

[7] Zheng, Y. (2021). New Ideas for College Physical Education Development Under the Background of “Internet+ Education”. In: Xu, Z., Parizi, R.M., Loyola-González, O., Zhang, X. (eds) Cyber Security Intelligence and Analytics. CSIA 2021. Advances in Intelligent Systems and Computing, vol 1343. Springer, Cham.

[8] Al Abdullatif, Ahlam & Gameil, Azza. (2020). Exploring Students' Knowledge and Practice of Digital Citizenship in Higher Education. International Journal of Emerging Technologies in Learning (iJET). 15. 122-142. 10.3991/ijet.v15i19.15611.

[9] Mkpojiogu, Emmanuel & Hussain, Azham & Onah, Monday. (2021). Security Issues in the Use of Mobile Educational Apps: A Review. International Journal of Interactive Mobile Technologies (iJIM). 15. 124-137. 10.3991/ijim.v15i06.20631.

[10] Du, Y. (2021). Interactive Design Principles of Educational APP Interface. In: Sugumaran, V., Xu, Z., Zhou, H. (eds) Application of Intelligent Systems in Multi-modal Information Analytics. MMIA 2021. Advances in Intelligent Systems and Computing, vol 1385. Springer, Cham.

[11] Parrilli, D.M., Hernández-Ramírez, R. (2022). Building a Privacy Oriented UI and UX Design: An Introduction to Its Foundations and Potential Developments. In: Martins, N., Brandão, D. (eds) Advances in Design and Digital Communication II. DIGICOM 2021. Springer Series in Design and Innovation , vol 19. Springer, Cham.

[12] Cao, H., Guo, J. (2020). Research on the User Experience of Educational App in the Context of “Intangible Cultural Heritage”. In: Ahram, T., Falcão, C. (eds) Advances in Usability, User Experience, Wearable and Assistive Technology. AHFE 2020. Advances in Intelligent Systems and Computing, vol 1217. Springer, Cham.

[13] Chang, WL., Lu, WH. (2021). Building Common Ground: Applying Mutual Learning in the UI/UX Education. In: Kurosu, M. (eds) Human-Computer Interaction. Theory, Methods and Tools. HCII 2021. Lecture Notes in Computer Science(), vol 12762. Springer, Cham.

[14] Nielsen, J.: A 100-year view of user experience (by Jakob Nielsen). Accessed 11 Feb 2021

[15] Ketut Sintia Kesuma Dewi, Padmadewi, N. N., & Dewi, K. S. (2022). An Analysis Analysis of Reward System Used in Blended Learning Strategy to Develop Students’ Learning Motivation at North Bali Bilingual School. *Innovative Education Journal*, *1*(1), 58–63.

[16] Journal of Educational Research and EvaluationVolume 4, Number 3,Tahun 2020, pp. 307-314P-ISSN: 2597-422x E-ISSN: 2549-2675

[17] Haryanto, Hanny, Ardiawan Bagus Harisa, and Indra Gamayanto. "Appreciative Learning for Immersive Reward System in Education Game Development." *Journal of Games, Game Art, and Gamification* 6.2 (2021): 32-38.

[18] M. Morsidi, S. Tajuddin, R. K. Patchmuthu and S. H. S. Newaz, "Blockchain-based Reward System: a Means for Providing Incentive to Students for Teaching Feedback," 2021 International Conference on Electronics, Communications and Information Technology (ICECIT), 2021, pp. 1-5, doi:

[19] Zou, F., Cao, Y. (2020). Integrating Educational Content into Game: An Encapsulation Method. In: Shen, J., Chang, YC., Su, YS., Ogata, H. (eds) Cognitive Cities. IC3 2019. Communications in Computer and Information Science, vol 1227. Springer, Singapore.

[20] Tan Kim Hua A Comparison of Online Learning Challenges Between Young Learners and Adult Learners in ESL Classes During the COVID-19 Pandemic, Vol. 12, No. 1, pp. 28-35, January 2022.

[21] The Author(s) 2021 17 J. Ryoo, K. Winkelmann (eds.), Innovative Learning Environments in STEM Higher Education, SpringerBriefs in Statistics.

[22] Bulut, D., Samur, Y. & Cömert, Z. The effect of educational game design process on students’ creativity. *Smart Learn. Environ.* **9**, 8 (2022).

[23] Kearney, M., Burden, K., Schuck, S. (2020). Differentiating Mobile Learning Frameworks. In: Theorising and Implementing Mobile Learning. Springer, Singapore.

[24] Mejía, J., Maciel, P., Muñoz, M., Quiñonez, Y. (2020). Frameworks to Develop Secure Mobile Applications: A Systematic Literature Review. In: Rocha, Á., Adeli, H., Reis, L., Costanzo, S., Orovic, I., Moreira, F. (eds) Trends and Innovations in Information Systems and Technologies. WorldCIST 2020. Advances in Intelligent Systems and Computing, vol 1160.

[25] Santana Quintero, M., Duong, M., Smith, L. (2022). Developing an Ethical Framework for the Digital Documentation of Heritage Sites. In: Ch'ng, E., Chapman, H., Gaffney, V., Wilson, A.S. (eds) Visual Heritage: Digital Approaches in Heritage Science. Springer Series on Cultural Computing. Springer, Cham.

[26] Murphy, B. M., Russell, K. L., Stillwell, C. C., Hawley, R., Scoggins, M., Hopkins, K. G., ... & Smith, R. F. (2022). Closing the gap on wicked urban stream restoration problems: A framework to integrate science and community values. *Freshwater Science*, *41*(3), 000-000.

[27] Rao, P. Srinivasa, et al. "DISTINCTION OF MOBILE FRAMEWORKS: FLUTTER VS NATIVE APPS.", Volume:04/Issue:06/June-2022.

[28] Jayasinghe, M.J.W., Hennayaka, W.H.M.A.D.H., Fernando, M.P.M., Thilakarathne, K.N.U., Samarakoon, U., Kumari, S. (2022). **LEXISGURU: Mobile Application for Learning Basic Lexis in English** for Kids. In: Auer, M.E., Tsiatsos, T. (eds) New Realities, Mobile Systems and Applications. IMCL 2021. Lecture Notes in Networks and Systems, vol 411. Springer, Cham.

[29] Rocha, T., Barroso, J. (2021). PLAY for LEARNING: Serious Games to Assist Learning of Basic Didactic Concepts: A Pilot Study. In: Fang, X. (eds) HCI in Games: Serious and Immersive Games. HCII 2021. Lecture Notes in Computer Science(), vol 12790. Springer, Cham.

[30] Wang, J. *et al.* (2021). A Study on Serious Game Practice to Improve Children’s Global Competence. In: Fang, X. (eds) HCI in Games: Serious and Immersive Games. HCII 2021. Lecture Notes in Computer Science(), vol 12790. Springer, Cham.

[31] Ergasheva, Madina Toyir Qizi. "THE BENEFITS OF TEACHING ENGLISH THROUGH GAMES." *Scientific progress* 2.7 (2021): 369-371.

[32] Vuković, Predrag, and Anamarija Juras. "APPLICATION OF DIDACTIC GAMES IN MATHEMATICS TEACHING." *childhood* 17 (2022): 18.

[33] Barr, Matthew, and Alicia Copeland-Stewart. "Playing video games during the COVID-19 pandemic and effects on players’ well-being." *Games and Culture* 17.1 (2022): 122-139.

[34] Abd-Alrazaq, Alaa, et al. "The effectiveness of serious games in improving memory among older adults with cognitive impairment: systematic review and meta-analysis." *JMIR serious games* 10.3 (2022): e35202.

[35] Moving from Unity to Godot, 2020, ISBN : 978-1-4842-5907-8

[36] Kishan Takoordyal, Beginning Unity Android Game Development, 2020, 978-1-4842-6002-9.

[37] Beginning Unreal Engine 4 Blueprints Visual Scripting, 2021 ISBN : 978-1-4842-6395-2

[38] Zagalo, N., Oliveira, A.P., Cardoso, P. (2021). Beats and Units Framework: A Story-Game Integration Framework for the Ideation Stage of Narrative Design of Serious Games. In: Mitchell, A., Vosmeer, M. (eds) Interactive Storytelling. ICIDS 2021. Lecture Notes in Computer Science(), vol 13138. Springer, Cham.