**Old Lit**

Adams, D.M., Pilegard, C. and Mayer, R.E. (2016) Evaluating the cognitive consequences of playing "portal" for a short duration. Journal of Educational Computing Research, 54(2) 173-195.

Catanese, S.A., Ferrara, E., Fiumara, G. and Pagano, F. (2011) Rendering of 3D Dynamic Virtual Environments. In: 4th International ICST Conference on Simulation Tools and Techniques, Barcelona, Spain, 21-25 March. New York, USA: ACM, 351-358. Available from https://dl.acm.org/citation.cfm?id=2151116 [accessed 15 October 2017]

Chanclou, B., Luciani, A. and Habibi, A. (2002) Physical Models of Loose Soils Dynamically Marked by a Moving Object. In: Proceedings Computer Animation ‘96, Geneva, Switzerland, 3-4 June 1996. New Jersey, USA: IEEE, 27-35. Available from http://ieeexplore.ieee.org/abstract/document/540485/ [accessed 14 October 2017]

Hunicke, R., LeBlanc, M. and Zubek, R. (2004). MDA: A formal approach to game design and game research. In: Proceedings of the AAAI Workshop on Challenges in Game AI, 4, 1-5.

Madsen, J., Negrut, D., Seidl, A., Reid, A., Ayers, P., Bozdech, G., Freeman, J. and O'Kins, J. (2012) A physics-based Vehicle/Terrain interaction model for soft soil off-road vehicle simulations. SAE International Journal of Commercial Vehicles, 5(1) 280-290. Available from http://www.dtic.mil/docs/citations/ADA574119 [accessed 16 October 2017]

Ni,T., Zhao, D. and Zhang, H. (2009) Realistic Vehicle Driving Simulator with Dynamic Terrain Deformation. In: IMCA 2009. International Conference on Mechatronics and Automation, Changchun, China, 9-12 August. New Jersey, USA: IEEE, 4795-4800. Available from http://ieeexplore.ieee.org/abstract/document/5246436/ [accessed 14 October 2017]

Prautzsch, H., Schmitt, A., Bender, J. and Teschner, M. (2009) Soil Deformation Models For Real-Time Simulation: A Hybrid Approach. In: *Proceedings of the 6th Workshop on Virtual Reality Interaction and Physical Simulation*, Karlsruhe, Germany, 2009. Graz, Austria: Eurographics, 21-30. Available from https://www.researchgate.net/profile/Torsten\_Kuhlen/publication/221622677\_Soil\_Deformation\_Models\_for\_Real-Time\_Simulation\_A\_Hybrid\_Approach/links/0912f50c196bf67fbc000000.pdf [accessed 14 October 2017]

Wang, N and Hu, B.G. (2010) Aeolian Sand Movement and Interacting with Vegetation: A GPU Based Simulation and Visualization Method. In: *2009 Third International Symposium on Plant Growth Modeling, Simulation, Visualization and Applications (PMA)*, Beijing, China, 9-13 November. New Jersey, USA: IEEE, 401-408. Available from http://ieeexplore.ieee.org/abstract/document/5474660/?reload=true [accessed 15 October 2017]

Wang, D., Zhang, Y., Tian, P. and Yan, N. (2009) Real-Time GPU-Based Visualization of Tile Tracks in Dynamic Terrain. In: *CiSE 2009. International Conference on Computational Intelligence and Software Engineering*, Wuhan, China, 11-13 December. New Jersey, USA: IEEE, 1-4. Available from http://ieeexplore.ieee.org/abstract/document/5365552/ [accessed 14 October 2017]

Zhang, Y., Wang, D., Yan, N. and Shang, Y. (2010) Real-Time Visualization of Tire Tracks in Large Scale Dynamic Terrain. In: *3rd IEEE International Conference on Computer Science and Information Technology*, Chengdu, China, 9-11 July. New Jersey, USA: IEEE, 263-266. Available from http://ieeexplore.ieee.org/abstract/document/5565005/ [accessed 15 October 2017]

**New Lit**

McKeown C. (2016) Alternative Trajectories: Structuring play through videogame physics engines. Performance Research, 21(4) 95-99.

Vahdat, M. Carvalho, M. Funk, M. Rauterberg, M. Hu, J. and Anguita, D. (2016) Learning Analytics for a Puzzle Game to Discover the Puzzle-Solving Tactics of Players. In: Adaptive and Adaptable Learning. EC-TEL 2016, Lyon, France, 13-16 September. Cham, Switzerland: Springer, Cham, 673-677. Available from ? [accessed 27 March 2018]

Ullman, T. Spelke, E. Battaglia, P. and Tenenbaum, J. (2017) Mind Games: Game Engines as an Architecture for Intuitive Physics. Trends in Cognitive Sciences, 21(9) 649-665

Law, B. (2016) Puzzle Games: A Metaphor for Computational Thinking. In: 10th European Conference on Games Based Learning: ECGBL 2016, Paisley, Scotland, 6-7 October. Reading, UK: Academic Conferences and Publishing International Limted, 344-353. Available from ? [accessed 27 March 2018]

Carvalho, J. Duarte, L. and Carriço, L. (2012) Puzzle Games: Player Strategies across Different Interaction Modalities. In: 4th International Conference on Fun and Games, Toulouse, France, 4-6 September. New York, USA: ACM, 64-72. Available from ? [accessed 28 March 2018]

Stege, L. Lankveld, G. and Spronck, P. (2012) Teaching High School Physics with a Serious Game. International Journal of Computer Science in Sport, 11(1) 123-134

Reed, S. (2015) The Structure of Ill-Structured (and Well-Structured) Problems Revisited. Educational Psychology Review, 28(4) 691-716.

Zhou, Z. and Wu, L. (2012) The Study of Principles of Puzzle Game Design. In: 2012 International Symposium on Information Technology in Medicine and Education, Hokkaido, Japan, 3-5 August. ???

Price, C. (2007) The usability of a commercial game physics engine to develop physics educational materials: An investigation. Simulation & Gaming, 39(3) 319-337.

**Games & Software**

Valve Corporation (2007) *Portal* [game]. Bellevue: Valve Corporation. Available from http://store.steampowered.com/app/400/Portal/ [accessed 14 October 2017]

Valve Corporation (2004) *Half Life 2* [game]. Bellevue: Valve Corporation. Available from http://store.steampowered.com/app/220/HalfLife\_2/ [accessed 14 October 2017]

Pavel Zagrebelnyj (2014) *Spintires* [game]. Gorleston-On-Sea: Oovee Game Studios. Available from http://www.spintires.com/ [accessed 11 October 2017]

Havok (2011) *Havok* [software]. Dublin: Havok. Available from https://www.havok.com/ [accessed 12 October 2017]

Epic Games (2017) *Unreal Engine* [software]. Cary, North Carolina: Epic Games. Available from <https://www.unrealengine.com/en-US/what-is-unreal-engine-4> [accessed 8 November 2017]

Thekla, Inc. (2016) *The Witness* [game]. Thekla, Inc. Available from <http://store.steampowered.com/app/210970/The_Witness/> [accessed 20 October 2017]

Naughty Dog (2007) *Uncharted: Drake’s* [game]. Sony Computer Entertainment. Available from <https://www.playstation.com/en-gb/games/uncharted-drakes-fortune-remastered-ps4/> [accessed 18 November 2017]

Atari (1972) *Pong* [game]. Atari. Available from ??? [accessed ???]

Ian Snyder (2014) *The Floor is Jelly* [game]. Ian Snyder. Available from <http://store.steampowered.com/app/295750/The_Floor_is_Jelly/> [accessed 11 November 2017]

Mike Bithell (2012) *Thomas Was Alone* [game]. Mike Bithell. Available from <http://store.steampowered.com/app/220780/Thomas_Was_Alone/> [accessed 11 November 2017]

Richard Fine (2017) *UnityScript’s long ride off into the sunset* [blog]. 11 August. Available from <https://blogs.unity3d.com/2017/08/11/unityscripts-long-ride-off-into-the-sunset/> [accessed 14 January 2017].