

Apêndice C. Resultado Parcial da Lista de trabalhos com Maior Número de Ocorrências nas das Listas Geradas no Apêndice B

A seguir é apresentada uma tabela com os resultados parciais dos trabalhos com **maior número de ocorrências**, resultado de juntar as listas que citam os trabalhos do Apêndice A e que geram listas do tipo Apêndice B.

A lista aqui mostrada apresenta os dados resultados ordenados por maior número de citações.

Article Titles
Coming of age in Second Life: An anthropologist explores the virtually human
A Motivationally Oriented Approach to Understanding Game Appropriation
Play online, work better? Examining the spillover of active learning and transformational leadership
A cognitive component analysis approach for developing game-based spatial learning tools
From content to context: Videogames as designed experience
Good video games+ good learning: Collected essays on video games, learning, and literacy
Beyond technology: Children's learning in the age of digital culture
Learning in immersive worlds
How can exploratory learning with games and simulations within the curriculum be most effectively evaluated?
Who plays, how much, and why? Debunking the stereotypical gamer profile
Review of Research Literature
Serious games: An overview
Educational game design for online education
Augmented learning: Research and design of mobile educational games
Game object model version II: a theoretical framework for educational game development
From users to designers: Building a self-organizing game-based learning environment
Exploring the potential of computer and video games for health and physical education: A literature review
A case study of computer gaming for math: Engaged learning from gameplay?
Investigating the impact of video games on high school students' engagement and learning about genetics
Using games and simulations for supporting learning
Looking for gender: Gender roles and behaviors among online gamers

Learning Patterns for the design and deployment of Mathematical Games: Literature review
Second language use, socialization, and learning in Internet interest communities and online gaming
Unpacking the potential of educational gaming: A new tool for gaming research
Problematic Internet use and psychosocial well-being among MMO players
The academic library and the net gen student: making the connections
Multiplayer online games as educational tools: Facing new challenges in learning
Learning to play or playing to learn-A critical account of the models of communication informing educational research on computer gameplay
Open-ended video games: A model for developing learning for the interactive age
Serious games for higher education: a framework for reducing design complexity
The effects of modern mathematics computer games on mathematics achievement and class motivation
Playing (with) videogames
Incorporating video games into physical education
Learning with digital games: A practical guide to engage students in higher education
Who plays, how much, and why? A behavioral player census of a virtual world
Immersive digital games: the interfaces for next-generation e-learning?
Entertainment Computing
The effective integration of digital games and learning content
Designing centers of expertise for academic learning through video games
A MUVE towards PBL writing: Effects of a digital learning environment designed to improve elementary student writing
Digital Games in eLearning Environments Current Uses and Emerging Trends
The mapping principle, and a research framework for virtual worlds
Investigating the Impact on Student Learning and Outdoor Science Interest through Modular Serious Educational Games: A Design-Based Research Study.
Integration and deployment of educational games in e-learning environments: the learning object model meets educational gaming
From edutainment to serious games: A change in the use of game characteristics
A case study of the in-class use of a video game for teaching high school history
Effect of digital game based learning on ninth grade students' mathematics achievement
From e-learning to games-based e-learning: using interactive technologies in teaching an IS course
Motivational engagement and video gaming: a mixed methods study
A dynamic approach to social interaction: Synthetic immersive environments & Spanish pragmatics