

Apêndice D. Lista Gerada a partir dos Resultados das Anteriores Listas

A seguir é apresentada uma tabela que reúne as listas dos anteriores resultados.

Para começar a filtragem de trabalhos, os aqui apresentados os resumos e as conclusões foram lidos em sua totalidade.

#	Nome Artigo
1	What video games have to teach us about learning and literacy
2	Digital game-based learning
3	The Cambridge handbook of multimedia learning
4	Effects of Violent Video Games on Aggressive Behavior, Aggressive Cognition, Aggressive Affect, Physiological Arousal, and Prosocial Behavior: A Meta-Analytic Review of the Scientific Literature
5	Synthetic worlds: The business and culture of online games
6	Scientific Discovery Learning with Computer Simulations of Conceptual Domains
7	Games, motivation, and learning: A research and practice model
8	The 'digital natives' debate: A critical review of the evidence
9	Constructionism in Practice: Designing, Thinking, and Learning in a Digital
10	Coming of age in Second Life: An anthropologist explores the virtually human
11	A Motivationally Oriented Approach to Understanding Game Appropriation
12	Motivations for play in online games
13	Mind and Media
14	Don't bother me, Mom, I'm learning! How computer and video games are preparing your kids for 21st century success and how you can help
15	An update on the effects of playing violent video games
16	Play online, work better? Examining the spillover of active learning and transformational leadership
17	The demographics, motivations, and derived experiences of users of massively multi-user online graphical environments
18	The effects of violent video game habits on adolescent hostility, aggressive behaviors, and school performance
19	The impact of e-learning in medical education
20	Digital game-based learning: It's not just the digital natives who are restless
21	Video games in education
22	Literature Review in Games and Learning
23	The Effectiveness of Games for Educational Purposes: A Review of Recent Research
24	Simulations and the future of learning: An innovative (and perhaps revolutionary) approach to e-learning
25	Minds in Play: Computer Game Design As a Context for Children's Learning
26	Heuristics for designing enjoyable user interfaces

27	A cognitive component analysis approach for developing game-based spatial learning tools
28	Learning by doing: A comprehensive guide to simulations, computer games, and pedagogy in e-learning and other educational experiences
29	Alone together?: exploring the social dynamics of massively multiplayer online games
30	From visual simulation to virtual reality to games
31	Digital game-based learning: Towards an experiential gaming model
32	From content to context: Videogames as designed experience
33	Designing games with a purpose
34	The use of computer and video games for learning, A review of the literature
35	Engagement Theory: A Framework for Technology-Based Teaching and Learning
36	Good video games+ good learning: Collected essays on video games, learning, and literacy
37	Where everybody knows your (screen) name: Online games as 'third places'
38	Learning in massively multiplayer online games
39	Virtual Learning Environments
40	Harnessing the power of games in education
41	The Role of Management Games and Simulations in Education and Research
42	Breaking the stereotype: The case of online gaming
43	Cultural framing of computer/video games
44	The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments
45	Beyond Nintendo: design and assessment of educational video games for first and second grade students
46	Simulation Games in Learning
47	The use of computer games as an educational tool: identification of appropriate game types and game elements
48	The motivational pull of video games: A self-determination theory approach
49	Beyond technology: Children's learning in the age of digital culture
50	Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement
51	Toward constructivism for adult learners in online learning environments
52	Savannah: mobile gaming and learning?
53	Energy expenditure in adolescents playing new generation computer games
54	The next generation of educational engagement
55	Using heuristics to evaluate the playability of games
56	What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games
57	Addiction to the internet and online gaming
58	Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents Abstract
59	Online computer gaming: a comparison of adolescent and adult gamers
60	Changing the game: What happens when video games enter the classroom
61	Effects of video game playing on measures of spatial performance: Gender effects in late adolescence
62	Heuristics and usability guidelines for the creation and evaluation of fun in video games
63	Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video Games

64	Beyond Edutainment Exploring the Educational Potential of Computer Games
65	Why Video Games Are Good for Your Soul: Pleasure and Learning
66	Affect of the Game Player
67	Learning in immersive worlds
68	How can exploratory learning with games and simulations within the curriculum be most effectively evaluated?
69	Chess For Girls?: Feminism and Computer Games
70	Digital Game-Based Learning in high school Computer Science education: Impact on educational effectiveness and student motivation
71	Explaining the enjoyment of playing video games: the role of competition
72	Simulations, Games, and Experience-Based Learning: The Quest for a New Paradigm for Teaching and Learning.
73	Reevaluating the Impact of Video Games
74	Action video games and informal education: Effects on strategies for dividing visual attention
75	Learning by design: Good video games as learning machines
76	Engaging learning: Designing e-learning simulation games
77	Latency and player actions in online games
78	The Guide to Simulations/Games For Education and Training. Second Edition
79	Who plays, how much, and why? Debunking the stereotypical gamer profile
80	Second Life in higher education: Assessing the potential for and the barriers to deploying virtual worlds in learning and teaching
81	Teaching and learning with the net generation
82	The Educational Effectiveness of Simulation Games
83	Playing for Real: Video Games and Stories for Health-Related Behavior Change
84	Successful implementation of user-centered game based learning in higher education: An example from civil engineering
85	Serious Games : An Overview
86	Educational game design for online education
87	Educating the net generation
88	Augmented learning: Research and design of mobile educational games
89	Game design and learning: A conjectural analysis of how massively multiple online role-playing games (MMORPGs) foster intrinsic motivation
90	Game object model version II: a theoretical framework for educational game development
91	From users to designers: Building a self-organizing game-based learning environment
92	Exploring the potential of computer and video games for health and physical education: A literature review
93	A case study of computer gaming for math: Engaged learning from gameplay?
94	Investigating the impact of video games on high school students' engagement and learning about genetics
95	Learning in Immersive worlds, A review of game-based learning.
96	Learning with digital games: A practical guide to engage students in higher education
97	Video games between real rules and fictional worlds
98	Towards a framework for understanding electronic educational gaming
99	Explorations in Player Motivations: Game Mechanics
100	Collaborative online activities for acoustics education and psychoacoustic data collection

101	Building virtual cities, inspiring intelligent citizens: Digital games for developing students' problem solving and learning motivation
102	Literature review on the use of games in mathematical learning, Part I: Design. Report of the Learning Patterns for the Design and Deployment of Mathematical
103	A Game-Based Learning Framework: Linking Game Design and Learning
104	Playing in school or at home? An exploration of the effects of context on educational game experience
105	The kids got game: Computer/video games, gender and learning outcomes in science classrooms
106	Building personal wellness communities: Meaningful play in the everyday life of a network society
107	Cracking the Code of Electronic Games: Some Lessons for Educators
108	Exploring the Difference between Game-Based Learning Instructional Design and Traditional Instructional Design from Teachers' Perspective
109	Massively multiplayer online role-playing games as constructivist learning environments in K--12 education A Delphi study
110	Motivations, experiences and outcomes of playing videogames.
111	Relationship between Motivation and Student's Activity on Educational Game
112	The conceptualisation, status and measurement of technology-based gaming behaviour and its correlates.