## 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 resumes 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
	Effects of Violent Video Games on Aggressive Behavior, Aggressive Cognition, Aggressive Affect, Physiological Arousal, and Prosocial Behavior: A Meta-
4	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
	Don't bother me, Mom, I'm learning! How computer and video games are
14	preparing your kids for 21st century success and how you can help
15	An update on the effects of playing violent video games
	Play online, work better? Examining the spillover of active learning and
16	transformational leadership
17	The demographics, motivations, and derived experiences of users of massively multi-user online graphical environments
	The effects of violent video game habits on adolescent hostility, aggressive
18	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
	The Effectiveness of Games for Educational Purposes: A Review of Recent
23	Research
	Simulations and the future of learning: An innovative (and perhaps
24	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

Learning by doing: A comprehensive guide to simulations, computer games, and pedagogy in e-learning and other educational experiences Alone together?: exploring the social dynamics of massively multiplayer online games Digital game-based learning: Towards an experiential gaming model From visual simulation to virtual reality to games Digital game-based learning: Towards an experiential gaming model From content to context: Videogames as designed experience Besigning games with a purpose The use of computer and video games for learning, A review of the literature Engagement Theory: A Framework for Technology-Based Teaching and Learning, Good video games good learning: Collected essays on video games, learning, and literacy Where everybody knows your (screen) name: Online games as 'third places' Learning in massively multiplayer online games Virtual Learning Environments Harnessing the power of games in education The Role of Management Games and Simulations in Education and Research Breaking the stereotype: The case of online gaming Cultural framing of computer/video games The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments Beyond Nintendo: design and assessment of educational video games for first and second grade students Simulation Games in Learning The use of computer games as an educational tool: identification of appropriate game types and game elements The motivational pull of video games: A self-determination theory approach Beyond technology: Children's learning in the age of digital culture Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement Toward constructivism for adult learners in online learning environments Savannah: mobile gaming and learning? Energy expenditure in adolescents playing new generation computer games The mext generation of educational engagement Using heuristics to evaluate the playability of games What Makes Things Fun to Learn? A Study of	27	A cognitive component analysis approach for developing game-based spatial
Alone together?: exploring the social dynamics of massively multiplayer online games  730 From visual simulation to virtual reality to games  731 Digital game-based learning: Towards an experiential gaming model  732 From content to context: Videogames as designed experience  733 Designing games with a purpose  734 The use of computer and video games for learning, A review of the literature  735 Engagement Theory: A Framework for Technology-Based Teaching and Learning  736 Good video games+ good learning: Collected essays on video games, learning,  737 and literacy  738 Learning in massively multiplayer online games  739 Virtual Learning Environments  730 Harnessing the power of games in education  731 The Role of Management Games and Simulations in Education and Research  732 Breaking the stereotype: The case of online gaming  733 Cultural framing of computer/Video games  744 In unbearable likeness of being digital: The persistence of nonverbal social  745 norms in online virtual environments  746 Beyond Nintendo: design and assessment of educational video games for first  747 and second grade students  748 The motivational pull of video games: A self-determination theory approach  749 Beyond technology: Children's learning in the age of digital culture  740 Toward constructivism for adult learners in online learning environments  750 Induced Significant Social Interaction and Civic Engagement  751 Toward constructivism for adult learners in online learning environments  752 Savannah: mobile gaming and learning?  753 Energy expenditure in adolescents playing new generation computer games  754 The next generation of educational engagement  755 Using heuristics to evaluate the playability of games  756 What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer  757 Games  758 Loncrease Customer Loyalty to Online Games: In Search of Critical Design Factors  758 to Increase Customer Loyalty to Online Games: In Search of Critical Design Factors  758 to Increase Customer Loyalty to Online Gomes: In	27	learning tools
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 God 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 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  40 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement  50 Toward constructivism for adult learners in online learning environments  51 Energy expenditure in adolescents playing new generation computer games  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  57 Games  58 Learning and Learning and Learning in Search o	28	
29 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, 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 45 norms in online virtual environments 46 Beyond Nintendo: design and assessment of educational video games for first 47 and second grade students 48 The motivational pull of video games: A self-determination theory approach 49 Beyond technology: Children's learning in the age of digital culture 40 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and 41 Include Significant Social Interaction and Civic Engagement 42 Toward constructivism for adult learners in online learning environments 49 Beyond technology: Children's learning in the age of digital culture 40 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and 41 Include Significant Social Interaction and Civic Engagement 42 Toward constructivism for adult learners in online learning environments 43 The motivational pull of video games: A self-determination computer games 44 The next generation of educational engagement 45 Using heuristics to evaluate the playability of games 46 What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer 47 Games 48 The next generation of educational engagement 4		
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, 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 45 norms in online virtual environments 46 Beyond Nintendo: design and assessment of educational video games for first 47 and second grade students 48 Simulation Games in Learning 49 The use of computer games as an educational tool: identification of appropriate 40 game types and game elements 41 The motivational pull of video games: A self-determination theory approach 42 Beyond technology: Children's learning in the age of digital culture 47 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and 48 Include Significant Social Interaction and Civic Engagement 49 Savannah: mobile gaming and learning? 50 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 57 Addiction to the internet and online gaming 58 Why People Continue to Play Online Games: In Search of Critical Design	29	
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, 37 and literacy 38 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 45 norms in online virtual environments 46 Beyond Nintendo: design and assessment of educational video games for first 47 and second grade students 48 The motivational pull of video games: A self-determination theory approach 49 Beyond technology: Children's learning in the age of digital culture 49 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and 50 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 Games 57 Addiction to the internet and online gaming 58 What Makes Things Fun to Learn? A Study of intrinsically Motivating Computer 59 Games 50 Online computer gaming: a comparison of adolescent and adult gamers 50 Changing the game: What happens when video games enter the classroom 57 Effects of video game playing on measures of spatial performance: Gender 58 effects in late adolescence 59 Heuristics and usability guidelines for the creation and evaluation of fun in video 59 games 50 Immersion,	30	From visual simulation to virtual reality to games
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, 37 Where everybody knows your (screen) name: Online games as 'third places' 38 Learning in massively multiplayer online games 39 Virtual Learning Envirronments 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 norms in online virtual envirronments 45 Beyond Nintendo: design and assessment of educational video games for first 46 Simulation Games in Learning 47 The use of computer games as an educational voil: identification of appropriate 48 game types and game elements 49 Beyond technology: Children's learning in the age of digital culture 49 Beyond technology: Children's learning in the age of digital culture 49 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and 50 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 Games 57 Addiction to the internet and online gaming 58 What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer 59 Games 50 Online computer gaming: a comparison of adolescent and adult gamers 50 Changing the game: What happens when video games enter the classroom 57 Effects of video game playing on measures of spatial performance: Gender 58 effects in late adolescence 59 Heuristics and usability guidelines for the creation and evaluation of fun in video 50 games 51 Immersion, Engagement, and Presence, A Method for Analy	31	Digital game-based learning: Towards an experiential gaming model
The use of computer and video games for learning, A review of the literature  Engagement Theory: A Framework for Technology-Based Teaching and Learning Good video games+ good learning: Collected essays on video games, learning, and literacy  Where everybody knows your (screen) name: Online games as 'third places'  Learning in massively multiplayer online games  Virtual Learning Environments  Harnessing the power of games in education  The Role of Management Games and Simulations in Education and Research  Breaking the stereotype: The case of online gaming  Cultural framing of computer/video games  The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments  Beyond Nintendo: design and assessment of educational video games for first and second grade students  Simulation Games in Learning  The use of computer games as an educational tool: identification of appropriate game types and game elements  The motivational pull of video games: A self-determination theory approach  Beyond technology: Children's learning in the age of digital culture  Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement  Toward constructivism for adult learners in online learning environments  Savannah: mobile gaming and learning?  Toward constructivism for adult learners in online learning environments  Learny expenditure in adolescents playing new generation computer games  Hanex generation of educational engagement  What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games  The next generation of educational engagement  My People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Games: In Search of Critical Design Factors  Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	32	From content to context: Videogames as designed experience
Segregate the theory: A Framework for Technology-Based Teaching and Learning Good video games+ good learning: Collected essays on video games, learning, and literacy Where everybody knows your (screen) name: Online games as 'third places' Learning in massively multiplayer online games Virtual Learning Environments Learning in massively multiplayer online games Learning in massively multiplayer online games  Virtual Learning Environments Learning the power of games in education Harnessing the power of games and Simulations in Education and Research Breaking the stereotype: The case of online gaming Cultural framing of computer/video games The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments Beyond Nintendo: design and assessment of educational video games for first and second grade students Simulation Games in Learning The use of computer games as an educational tool: identification of appropriate game types and game elements Beyond technology: Children's learning in the age of digital culture Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement Toward constructivism for adult learners in online learning environments Savannah: mobile gaming and learning? Savannah: mobile gaming and learning? Sincery expenditure in adolescents playing new generation computer games The next generation of educational engagement Susing heuristics to evaluate the playability of games What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract Online computer gaming: a comparison of adolescen	33	Designing games with a purpose
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 In 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 49 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement 50 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 57 Games 58 to Increase Customer Loyalty to Online Games: In Search of Critical Design Factors 58 to Increase Customer Loyalty to Online Games: In Search of Critical Design Factors 58 to Increase Customer Loyalty to Online Games: In Search of Critical Design Factors 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	34	The use of computer and video games for learning, A review of the literature
36 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 49 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement 50 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 57 Addiction to the internet and online gaming 58 Why People Continue to Play Online Games: In Search of Critical Design Factors 59 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 62 effects in late adolescence 63 Heuristics and usability guidelines for the creation and evaluation of fun in video 64 games 65 Immersion, Engagem	35	Engagement Theory: A Framework for Technology-Based Teaching and Learning
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 In 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 49 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement 50 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 57 Addiction to the internet and online gaming 58 Why People Continue to Play Online Games: In Search of Critical Design Factors 58 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 62 effects in late adolescence 63 Heuristics and usability guidelines for the creation and evaluation of fun in video 64 games 65 Indicators of the creation and eval		
January   Janu	36	and literacy
<ul> <li>Virtual Learning Environments</li> <li>Harnessing the power of games in education</li> <li>The Role of Management Games and Simulations in Education and Research</li> <li>Breaking the stereotype: The case of online gaming</li> <li>Cultural framing of computer/video games</li> <li>The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments</li> <li>Beyond Nintendo: design and assessment of educational video games for first and second grade students</li> <li>Simulation Games in Learning</li> <li>The use of computer games as an educational tool: identification of appropriate game types and game elements</li> <li>The motivational pull of video games: A self-determination theory approach</li> <li>Beyond technology: Children's learning in the age of digital culture</li> <li>Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement</li> <li>Toward constructivism for adult learners in online learning environments</li> <li>Savannah: mobile gaming and learning?</li> <li>Energy expenditure in adolescents playing new generation computer games</li> <li>The next generation of educational engagement</li> <li>Using heuristics to evaluate the playability of games</li> <li>What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games</li> <li>Addiction to the internet and online gaming</li> <li>Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract</li> <li>Online computer gaming: a comparison of adolescent and adult gamers</li> <li>Changing the game: What happens when video games enter the classroom Effects of video game playing on measures of spatial performance: Gender effects in late adolescence</li> <li>Heuristics and usability guidelines for the creation and evaluation of fun in video games<td>37</td><td>Where everybody knows your (screen) name: Online games as 'third places'</td></li></ul>	37	Where everybody knows your (screen) name: Online games as 'third places'
Harnessing the power of games in education The Role of Management Games and Simulations in Education and Research Breaking the stereotype: The case of online gaming Cultural framing of computer/video games The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments Beyond Nintendo: design and assessment of educational video games for first and second grade students Simulation Games in Learning The use of computer games as an educational tool: identification of appropriate game types and game elements The motivational pull of video games: A self-determination theory approach Beyond technology: Children's learning in the age of digital culture Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement Toward constructivism for adult learners in online learning environments Savannah: mobile gaming and learning? Savannah: mobile gaming and learning? The next generation of educational engagement Using heuristics to evaluate the playability of games What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games Changing the game: What happens when video games enter the classroom Effects of video game playing on measures of spatial performance: Gender effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	38	Learning in massively multiplayer online games
The Role of Management Games and Simulations in Education and Research Breaking the stereotype: The case of online gaming Cultural framing of computer/video games The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments Beyond Nintendo: design and assessment of educational video games for first and second grade students Simulation Games in Learning The use of computer games as an educational tool: identification of appropriate game types and game elements The motivational pull of video games: A self-determination theory approach Beyond technology: Children's learning in the age of digital culture Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement Toward constructivism for adult learners in online learning environments Savannah: mobile gaming and learning? Savannah: mobile gaming and learning? The next generation of educational engagement Using heuristics to evaluate the playability of games What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games Addiction to the internet and online gaming Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract Online computer gaming: a comparison of adolescent and adult gamers Changing the game: What happens when video games enter the classroom Effects of video game playing on measures of spatial performance: Gender effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games	39	Virtual Learning Environments
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 49 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement 50 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 59 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	40	Harnessing the power of games in education
Cultural framing of computer/video games The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments Beyond Nintendo: design and assessment of educational video games for first and second grade students Simulation Games in Learning The use of computer games as an educational tool: identification of appropriate game types and game elements The motivational pull of video games: A self-determination theory approach Beyond technology: Children's learning in the age of digital culture Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement Toward constructivism for adult learners in online learning environments Savannah: mobile gaming and learning? Savannah: mobile gaming and learning? The next generation of educational engagement Using heuristics to evaluate the playability of games What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games My People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Games: In Search of Critical Design Factors Online computer gaming: a comparison of adolescent and adult gamers Changing the game: What happens when video games enter the classroom Effects of video game playing on measures of spatial performance: Gender effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games	41	The Role of Management Games and Simulations in Education and Research
The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments  Beyond Nintendo: design and assessment of educational video games for first and second grade students  Simulation Games in Learning  The use of computer games as an educational tool: identification of appropriate game types and game elements  The motivational pull of video games: A self-determination theory approach  Beyond technology: Children's learning in the age of digital culture  Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement  Toward constructivism for adult learners in online learning environments  Savannah: mobile gaming and learning?  The next generation of educational engagement  Using heuristics to evaluate the playability of games  What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games  Addiction to the internet and online gaming  Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract  Online computer gaming: a comparison of adolescent and adult gamers  Changing the game: What happens when video games enter the classroom  Effects of video game playing on measures of spatial performance: Gender effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video games	42	Breaking the stereotype: The case of online gaming
As and second grade students  Beyond Nintendo: design and assessment of educational video games for first and second grade students  As imulation Games in Learning  The use of computer games as an educational tool: identification of appropriate game types and game elements  The motivational pull of video games: A self-determination theory approach  Beyond technology: Children's learning in the age of digital culture  Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement  Toward constructivism for adult learners in online learning environments  Savannah: mobile gaming and learning?  Energy expenditure in adolescents playing new generation computer games  The next generation of educational engagement  Using heuristics to evaluate the playability of games  What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games  Addiction to the internet and online gaming  Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract  Online computer gaming: a comparison of adolescent and adult gamers  Changing the game: What happens when video games enter the classroom Effects of video game playing on measures of spatial performance: Gender effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	43	Cultural framing of computer/video games
Beyond Nintendo: design and assessment of educational video games for first and second grade students  46 Simulation Games in Learning  The use of computer games as an educational tool: identification of appropriate game types and game elements  47 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  Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement  50 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  What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games  56 Games  57 Addiction to the internet and online gaming  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  Effects of video game playing on measures of spatial performance: Gender effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		The unbearable likeness of being digital: The persistence of nonverbal social
45 and second grade students 46 Simulation Games in Learning The use of computer games as an educational tool: identification of appropriate 47 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 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and 50 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 What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer 56 Games 57 Addiction to the internet and online gaming Why People Continue to Play Online Games: In Search of Critical Design Factors 58 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 Effects of video game playing on measures of spatial performance: Gender 61 effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video 62 games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	44	norms in online virtual environments
The use of computer games as an educational tool: identification of appropriate game types and game elements  The motivational pull of video games: A self-determination theory approach  Beyond technology: Children's learning in the age of digital culture  Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement  Toward constructivism for adult learners in online learning environments  Savannah: mobile gaming and learning?  Savannah: mobile gaming and learning?  Lenergy expenditure in adolescents playing new generation computer games  The next generation of educational engagement  Using heuristics to evaluate the playability of games  What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games  Addiction to the internet and online gaming  Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract  Online computer gaming: a comparison of adolescent and adult gamers  Changing the game: What happens when video games enter the classroom  Effects of video game playing on measures of spatial performance: Gender effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		Beyond Nintendo: design and assessment of educational video games for first
The use of computer games as an educational tool: identification of appropriate game types and game elements  The motivational pull of video games: A self-determination theory approach  Beyond technology: Children's learning in the age of digital culture  Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement  Toward constructivism for adult learners in online learning environments  Savannah: mobile gaming and learning?  Energy expenditure in adolescents playing new generation computer games  The next generation of educational engagement  Using heuristics to evaluate the playability of games  What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games  Addiction to the internet and online gaming  Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract  Online computer gaming: a comparison of adolescent and adult gamers  Changing the game: What happens when video games enter the classroom  Effects of video game playing on measures of spatial performance: Gender effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	45	
47 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 Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and 50 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 What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer 66 Games 57 Addiction to the internet and online gaming Why People Continue to Play Online Games: In Search of Critical Design Factors 58 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 Effects of video game playing on measures of spatial performance: Gender 61 effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video 62 games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	46	Simulation Games in Learning
The motivational pull of video games: A self-determination theory approach Beyond technology: Children's learning in the age of digital culture Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement Toward constructivism for adult learners in online learning environments Savannah: mobile gaming and learning? Energy expenditure in adolescents playing new generation computer games The next generation of educational engagement Using heuristics to evaluate the playability of games What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games Addiction to the internet and online gaming Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract Online computer gaming: a comparison of adolescent and adult gamers Changing the game: What happens when video games enter the classroom Effects of video game playing on measures of spatial performance: Gender effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
49 Beyond technology: Children's learning in the age of digital culture Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement 50 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 What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games 57 Addiction to the internet and online gaming Why People Continue to Play Online Games: In Search of Critical Design Factors 58 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 Effects of video game playing on measures of spatial performance: Gender 61 effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
Teens, Video Games, and Civics: Teens' Gaming Experiences Are Diverse and Include Significant Social Interaction and Civic Engagement  Toward constructivism for adult learners in online learning environments  Savannah: mobile gaming and learning?  Energy expenditure in adolescents playing new generation computer games  The next generation of educational engagement  Using heuristics to evaluate the playability of games  What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer  Games  Addiction to the internet and online gaming  Why People Continue to Play Online Games: In Search of Critical Design Factors  to Increase Customer Loyalty to Online Contents   Abstract  Online computer gaming: a comparison of adolescent and adult gamers  Changing the game: What happens when video games enter the classroom  Effects of video game playing on measures of spatial performance: Gender effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
<ul> <li>Include Significant Social Interaction and Civic Engagement</li> <li>Toward constructivism for adult learners in online learning environments</li> <li>Savannah: mobile gaming and learning?</li> <li>Energy expenditure in adolescents playing new generation computer games</li> <li>The next generation of educational engagement</li> <li>Using heuristics to evaluate the playability of games</li> <li>What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer</li> <li>Games</li> <li>Addiction to the internet and online gaming</li> <li>Why People Continue to Play Online Games: In Search of Critical Design Factors</li> <li>to Increase Customer Loyalty to Online Contents   Abstract</li> <li>Online computer gaming: a comparison of adolescent and adult gamers</li> <li>Changing the game: What happens when video games enter the classroom</li> <li>Effects of video game playing on measures of spatial performance: Gender</li> <li>effects in late adolescence</li> <li>Heuristics and usability guidelines for the creation and evaluation of fun in video</li> <li>games</li> <li>Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video</li> </ul>	49	
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 What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer 66 Games 67 Addiction to the internet and online gaming 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 Effects of video game playing on measures of spatial performance: Gender 61 effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	EΩ	
<ul> <li>Savannah: mobile gaming and learning?</li> <li>Energy expenditure in adolescents playing new generation computer games</li> <li>The next generation of educational engagement</li> <li>Using heuristics to evaluate the playability of games</li> <li>What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer</li> <li>Games</li> <li>Addiction to the internet and online gaming</li> <li>Why People Continue to Play Online Games: In Search of Critical Design Factors</li> <li>to Increase Customer Loyalty to Online Contents   Abstract</li> <li>Online computer gaming: a comparison of adolescent and adult gamers</li> <li>Changing the game: What happens when video games enter the classroom</li> <li>Effects of video game playing on measures of spatial performance: Gender effects in late adolescence</li> <li>Heuristics and usability guidelines for the creation and evaluation of fun in video games</li> <li>Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video</li> </ul>		
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 What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer 56 Games 57 Addiction to the internet and online gaming Why People Continue to Play Online Games: In Search of Critical Design Factors 58 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 Effects of video game playing on measures of spatial performance: Gender 61 effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video 62 games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
54 The next generation of educational engagement 55 Using heuristics to evaluate the playability of games What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games 57 Addiction to the internet and online gaming 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 Effects of video game playing on measures of spatial performance: Gender effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
Using heuristics to evaluate the playability of games What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games  Addiction to the internet and online gaming Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract  Online computer gaming: a comparison of adolescent and adult gamers  Changing the game: What happens when video games enter the classroom Effects of video game playing on measures of spatial performance: Gender effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
What Makes Things Fun to Learn? A Study of Intrinsically Motivating Computer Games  Addiction to the internet and online gaming Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract  Online computer gaming: a comparison of adolescent and adult gamers  Changing the game: What happens when video games enter the classroom  Effects of video game playing on measures of spatial performance: Gender effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
56 Games 57 Addiction to the internet and online gaming Why People Continue to Play Online Games: In Search of Critical Design Factors 58 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 Effects of video game playing on measures of spatial performance: Gender effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	_ 55	
57 Addiction to the internet and online gaming Why People Continue to Play Online Games: In Search of Critical Design Factors 58 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 Effects of video game playing on measures of spatial performance: Gender effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	56	
Why People Continue to Play Online Games: In Search of Critical Design Factors to Increase Customer Loyalty to Online Contents   Abstract  Online computer gaming: a comparison of adolescent and adult gamers  Changing the game: What happens when video games enter the classroom  Effects of video game playing on measures of spatial performance: Gender effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
58 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 Effects of video game playing on measures of spatial performance: Gender 61 effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video 62 games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
59 Online computer gaming: a comparison of adolescent and adult gamers  60 Changing the game: What happens when video games enter the classroom  Effects of video game playing on measures of spatial performance: Gender  effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video  games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	58	
60 Changing the game: What happens when video games enter the classroom  Effects of video game playing on measures of spatial performance: Gender effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
Effects of video game playing on measures of spatial performance: Gender effects in late adolescence  Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
61 effects in late adolescence Heuristics and usability guidelines for the creation and evaluation of fun in video games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
Heuristics and usability guidelines for the creation and evaluation of fun in video games  Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	61	
62 games Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video		
Immersion, Engagement, and Presence, A Method for Analyzing 3-D Video	62	
	63	

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
	How can exploratory learning with games and simulations within the curriculum
68	be most effectively evaluated?
69	Chess For Girls?: Feminism and Computer Games
	Digital Game-Based Learning in high school Computer Science education: Impact
70	on educational effectiveness and student motivation
71	Explaining the enjoyment of playing video games: the role of competition
	Simulations, Games, and Experience-Based Learning: The Quest for a New
72	Paradigm for Teaching and Learning.
73	Reevaluating the Impact of Video Games
	Action video games and informal education: Effects on strategies for dividing
74	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
	Second Life in higher education: Assessing the potential for and the barriers to
80	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
	Successful implementation of user-centered game based learning in higher
84	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
	Game design and learning: A conjectural analysis of how massively multiple
89	online role-playing games (MMORPGs) foster intrinsic motivation
	Game object model version II: a theoretical framework for educational game
90	development
04	From users to designers: Building a self-organizing game-based learning
91	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?
93	Investigating the impact of video games on high school students' engagement
94	and learning about genetics
95	Learning in Immersive worlds, A review of game-based learning.
	Learning with digital games: A practical guide to engage students in higher
96	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
	Collaborative online activities for acoustics education and psychoacoustic data
100	collection

	Building virtual cities, inspiring intelligent citizens: Digital games for developing
101	students' problem solving and learning motivation
	Literature review on the use of games in mathematical learning, Part I: Design.
102	Report of the Learning Patterns for the Design and Deployment of Mathematical
103	A Game-Based Learning Framework: Linking Game Design and Learning
	Playing in school or at home? An exploration of the effects of context on
104	educational game experience
	The kids got game: Computer/video games, gender and learning outcomes in
105	science classrooms
	Building personal wellness communities: Meaningful play in the everyday life of
106	a network society
107	Cracking the Code of Electronic Games: Some Lessons for Educators
	Exploring the Difference between Game-Based Learning Instructional Design
108	and Traditional Instructional Design from Teachers' Perspective
	Massively multiplayer online role-playing games as constructivist learning
109	environments in K12 education   A Delphi study
110	Motivations, experiences and outcomes of playing videogames.
111	Relationship between Motivation and Student's Activity on Educational Game
	The conceptualisation, status and measurement of technology-based gaming
112	behaviour and its correlates.