Apêndice A. Primeira Lista do Mapeamento de Literatura

Neste apêndice são apresentados os nomes dos trabalhos mais citados depois de executar a string de busca no Google Scholar e escolher das três listas geradas os mais citados. Estes trabalhos pertencem ao resultado de aplicar o primeiro passo.

- [1] J. P. Gee, "What video games have to teach us about learning and literacy," Computers in Entertainment (CIE), vol. 1, no. 1, pp. 20–20, 2003.
- [2] M. Prensky and M. Prensky, "Digital game-based learning," 2008.
- [3] R. Mayer, The Cambridge handbook of multimedia learning. Cambridge University Press, 2005.
- [4] D. Oblinger and J. L. Oblinger, Educating the net generation, vol. 264. Educause Washington, DC, 2005.
- [5] E. Castronova, Synthetic worlds: The business and culture of online games. University of Chicago Press, 2005.
- [6] R. Garris, R. Ahlers, and J. E. Driskell, "Games, motivation, and learning: A research and practice model," Simulation & gaming, vol. 33, no. 4, pp. 441–467, 2002.
- [7] J. Juul, Half-real: Video games between real rules and fictional worlds. 2005.
- [8] S. Bennett, K. Maton, and L. Kervin, "The 'digital natives' debate: A critical review of the evidence," British journal of educational technology, vol. 39, no. 5, pp. 775–786, 2008.
- [9] N. Yee, "Motivations for play in online games," CyberPsychology & Behavior, vol. 9, no. 6, pp. 772–775, 2006.
- [10] M. Prensky, 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! Paragon House New York, 2006.
- [11] C. A. C. A. Anderson and others, "An update on the effects of playing violent video games," Journal of adolescence (London, England), vol. 27, no. 1, pp. 113–122, 2004.
- [12] N. Yee, "The demographics, motivations, and derived experiences of users of massively multi-user online graphical environments," Presence: Teleoperators and virtual environments, vol. 15, no. 3, pp. 309–329, 2006.
- [13] D. A. Gentile, P. J. Lynch, J. R. Linder, and D. A. Walsh, "The effects of violent video game habits on adolescent hostility, aggressive behaviors, and school performance," Journal of adolescence, vol. 27, no. 1, pp. 5–22, 2004.
- [14] J. G. Ruiz, M. J. Mintzer, and R. M. Leipzig, "The impact of e-learning in medical education," Academic medicine, vol. 81, no. 3, p. 207, 2006.
- [15] K. D. Squire, "Video games in education," Int. J. Intell. Games & Simulation, vol. 2, no. 1, pp. 49–62, 2003.
- [16] J. Kirriemuir, A. McFarlane, and others, "Literature review in games and learning," 2004.
- [17] C. Aldrich, Simulations and the future of learning: An innovative (and perhaps revolutionary) approach to e-learning. Pfeiffer, 2003.
- [18] R. Van Eck, "Digital game-based learning: It's not just the digital natives who are restless," EDUCAUSE review, vol. 41, no. 2, p. 16, 2006.

- [19] C. Aldrich, Learning by doing: A comprehensive guide to simulations, computer games, and pedagogy in e-learning and other educational experiences. Pfeiffer, 2005.
- [20] K. Squire, "From content to context: Videogames as designed experience," Educational researcher, vol. 35, no. 8, pp. 19–29, 2006.
- [21] K. Kiili, "Digital game-based learning: Towards an experiential gaming model," The Internet and higher education, vol. 8, no. 1, pp. 13–24, 2005.
- [22] N. Ducheneaut, N. Yee, E. Nickell, and R. J. Moore, "Alone together?: exploring the social dynamics of massively multiplayer online games," in Proceedings of the SIGCHI conference on Human Factors in computing systems, 2006, pp. 407–416.
- [23] M. Zyda, "From visual simulation to virtual reality to games," Computer, vol. 38, no. 9, pp. 25–32, 2005.
- [24] L. Von Ahn and L. Dabbish, "Designing games with a purpose," Communications of the ACM, vol. 51, no. 8, pp. 58–67, 2008.
- [25] A. Mitchell and C. Savill-Smith, "The use of computer and video games for learning: A review of the literature," 2004.
- [26] J. P. Gee, Good video games+ good learning: Collected essays on video games, learning, and literacy, vol. 27. Peter Lang Pub Incorporated, 2007.
- [27] C. A. Steinkuehler and D. Williams, "Where everybody knows your (screen) name: Online games as 'third places'," Journal of Computer-Mediated Communication, vol. 11, no. 4, pp. 885–909, 2006.
- [28] C. A. Steinkuehler, "Learning in massively multiplayer online games," in Proceedings of the 6th international conference on Learning sciences, 2004, pp. 521–528.
- [29] P. Dillenbourg, D. Schneider, and P. Synteta, "Virtual learning environments," in Proceedings of the 3rd Hellenic Conference'Information & Communication Technologies in Education', 2002, pp. 3–18.
- [30] K. Squire and H. Jenkins, "Harnessing the power of games in education," Insight, vol. 3, no. 1, pp. 5–33, 2003.
- [31] M. D. Griffiths, M. N. O. Davies, and D. Chappell, "Breaking the stereotype: The case of online gaming," CyberPsychology & Behavior, vol. 6, no. 1, pp. 81–91, 2003.
- [32] A. Amory, K. Naicker, J. Vincent, and C. Adams, "The use of computer games as an educational tool: identification of appropriate game types and game elements," British Journal of Educational Technology, vol. 30, no. 4, pp. 311–321, 2002.
- [33] R. Rosas, M. Nussbaum, P. Cumsille, V. Marianov, M. Correa, P. Flores, V. Grau, F. Lagos, X. López, V. López, and others, "Beyond Nintendo: design and assessment of educational video games for first and second grade students," Computers & Education, vol. 40, no. 1, pp. 71–94, 2003.
- [34] K. Squire, "Cultural framing of computer/video games," Game studies, vol. 2, no. 1, p. 90, 2002.
- [35] N. Yee, J. N. Bailenson, M. Urbanek, F. Chang, and D. Merget, "The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments," CyberPsychology & Behavior, vol. 10, no. 1, pp. 115–121, 2007.
- [36] H. M. Huang, "Toward constructivism for adult learners in online learning environments," British Journal of Educational Technology, vol. 33, no. 1, pp. 27–37, 2002.
- [37] R. M. Ryan, C. S. Rigby, and A. Przybylski, "The motivational pull of video games: A self-determination theory approach," Motivation and Emotion, vol. 30, no. 4, pp. 344–360, 2006.
- [38] L. Graves, G. Stratton, N. D. Ridgers, and N. T. Cable, "Energy expenditure in adolescents playing new generation computer games," British journal of sports medicine, vol. 42, no. 7, pp. 592–594, 2008.
- [39] D. G. Oblinger, "The next generation of educational engagement," Journal of interactive media in education, vol. 2004, no. 1, 2004.

- [40] H. Desurvire, M. Caplan, and J. A. Toth, "Using heuristics to evaluate the playability of games," in CHI'04 extended abstracts on Human factors in computing systems, 2004, pp. 1509–1512.
- [41] B. D. Ng and P. Wiemer-Hastings, "Addiction to the internet and online gaming," CyberPsychology & Behavior, vol. 8, no. 2, pp. 110–113, 2005.
- [42] M. D. Griffiths, M. N. O. Davies, and D. Chappell, "Online computer gaming: a comparison of adolescent and adult gamers," Journal of adolescence, vol. 27, no. 1, pp. 87–96, 2004.
- [43] K. Squire, "Changing the game: What happens when video games enter the classroom," Innovate: Journal of online education, vol. 1, no. 6, 2005.
- [44] M. A. Federoff, "Heuristics and usability guidelines for the creation and evaluation of fun in video games," Citeseer, 2002.
- [45] A. McMahan, "Immersion, engagement and presence," The video game theory reader, pp. 67–86, 2003.
- [46] S. Egenfeldt-Nielsen, "Beyond edutainment exploring the educational potential of computer games," 2005.
- [47] S. de Freitas, "Learning in immersive worlds," London: Joint Information Systems Committee, 2006.
- [48] P. Vorderer, T. Hartmann, and C. Klimmt, "Explaining the enjoyment of playing video games: the role of competition," in Proceedings of the second international conference on Entertainment computing, 2003, pp. 1–9.
- [49] M. Papastergiou, "Digital Game-Based Learning in high school Computer Science education: Impact on educational effectiveness and student motivation," Computers & Education, vol. 52, no. 1, pp. 1–12, 2009.
- [50] J. P. Gee, "Learning by design: Good video games as learning machines," E-Learning and Digital Media, vol. 2, no. 1, pp. 5–16, 2005.
- [51] C. N. Quinn, Engaging learning: Designing e-learning simulation games. Pfeiffer, 2005.
- [52] K. Barnes, R. Marateo, and S. P. Ferris, "Teaching and learning with the net generation," Innovate Journal of Online Education, vol. 3, no. 4, pp. 771–772, 2007.
- [53] P. Moreno-Ger, D. Burgos, I. Martínez-Ortiz, J. L. Sierra, and B. Fernández-Manjón, "Educational game design for online education," Computers in Human Behavior, vol. 24, no. 6, pp. 2530–2540, 2008.
- [54] M. D. Dickey, "Game design and learning: A conjectural analysis of how massively multiple online role-playing games (MMORPGs) foster intrinsic motivation," Educational Technology Research and Development, vol. 55, no. 3, pp. 253–273, 2007.