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
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