Agenda

What I have down:

(ads game related)

Challenging games help students learn: An empirical study on engagement, flow and immersion in game-based learning.

The concept of flow in collaborative game-based learning

A collaborative game-based learning approach to improving student’s learning performance in science courses

Assessing the effectiveness of digital game-based learning: Best practices

(sample from previous years)

iOS Podcast Application for the Blind

Matching Algorithm Interface

Cryptic Crossword Solutions with MCMC

…….. (about 20 examples)