Appendix C

List of the selected primary studies.

[Kazimoglu2012] "A serious game for developing computational thinking and learning introductory computer programming",

Cyprus International Conference on Educational Research.

[Wong2007] "An Interactive Bomberman Game-Based Teaching/Learning Tool for Introductory C Programming", Transactions on Edutainment.

[Hakulinen2011] "Card Games for Teaching Data Structures and Algorithms", Koli Calling International Conference on Computing Education Research.

[Bowles2007] "Cell Phone Games for a CS2 Data Structures Course", Proceedings of the 45th annual southeast regional conference ACMSE.

[Bishop2015] "Code Hunt: Experience with Coding Contests at Scale", Proceedings of the 37th International Conference on Software Engineering (ICSE – JSEET Track).

[Melero2012] "Considerations for the design of mini-games integrating hints for puzzle solving ICT-related concepts", International Conference on Advanced Learning Technologies

[Shabanah2010] "Designing Computer Games to Teach Algorithms", International Conference on Information Technology.

[Rossiou2007] "Educational Games in Higher Education: a case study in teaching

recursive algorithms", Education in a Change Environment Conference.

[Chaffin2009] "Experimental Evaluation of Teaching Recursion in a Video Game", ACM SIGGRAPH Symposium on Video Games.

[Sindre2009] "Experimental Validation of the Learning Effect for a Pedagogical Game on Computer fundamentals", IEEE TRANSACTIONS ON EDUCATION.

[Eagle2009] "Experimental Evaluation of an Educational Game for Improved Learning in Introductory Computing", ACM Technical Symposium on Computer Science Education .

[Barnes2007] "Game2Learn: A study of games as tools for learning introductory programming concepts", SIGCSE Technical Symposium on Computer Science Education.

[Jimenez-Diaz2007] "Pass the Ball:

Game-based Learning of Software Design", Entertainmet computing - ICEC.

[Hicks2010] "Towards Social Gaming Methods for Improving Gamebased Computer Science Education", International Conference on the Foundations of Digital Games.

[Hicks2010] "Web-based Multiplayer Online Role Playing Game (MORPG) for Assessing Students Java Programming Knowledge and Skills", IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning.

[Mitamura2012] "Serious Games for Learning Programming Languages", IEEE International Conference on Systems, Man, and Cybernetics.

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[Chen2009] "A 3D Virtual World Teaching and Learning Platform for Computer Science Courses in Second Life", IEEE International Conference on Computacional Inteligence and Software Engineering.

[Moreno2013] "A game concept using conflictive animations for learning programming", IEEE Games Inovation Conference.

[Laguna2014] "A game engine to learn computer science languages", IEEE Frontiers in Education.

[Karapinar2012a] "A game to test pointers: path finding", Information technology Based Higher Education and Training.

[Khenissi2013] "A learning version of pacman game", Information and Communication technology and Accessibility.

[Karapinar2012b] "Binary Apple Tree: A game approach to tree transversal algorithms", Information technology Based Higher Education and Training.

[Ventura2015] "Development of a Video Game that Teaches the Fundamentals of Computer Programming", IEEE SoutheastCon.

[Chang2010] "Web-based Multiplayer Online Role Playing Game (MORPG) for Assessing Students' Java Programming Knowledge and Skills", IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning.

[Rais2011] "Game-based Approach and its Feasibility to Support the Learning of Object-Oriented Concepts and Programming", Malaysian Conference in Software Engineering.

[Ansari2014] "GamEd - Learning Data Structure Algorithm using Computer Game", Internation Conference on Advances in Engineering & Technology.

[Sanchez2016] "Classcraft: from gamification to ludicization of classroom management", Education and Information Technologies.

[South2013] "DOROTHY: Integrating Graphical Programming with Robotics to Stimulate Interest in Computing Careers", Proceedings of Alice Symposium on Alice Symposium.

[Kaur2015] "Play and learn DS: Interactive and gameful learning of data structure", International Journal of Technology Enhanced Learning.

[Costa2014] "DSLEP (Data Structure Learning Platform to Aid in

Higher Education IT Courses)", International Journal of Social, Behavioral, Educational, Economic, Business and Industrial Engineering.

[Coelho2013] "Serious Game for Introductory Programming", International Conference on Serious Games Development and Applications.

[Esteves2010] "Improving teaching and learning of computer programming

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[Dicheva2016] "On the Design of an Educational Game for a Data Structures Course", International Conference on Teaching, Assesment, and learning for Engineering.

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[Vahldick2015] "Analysing the Enjoyment of a Serious Game for Programming Learning with two Unrelated Higher Education Audiences", European Conference on Games Based Learning.