

## Appendix C

List of the selected primary studies.

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- [Tsalikidis2016] Konstantinos Tsalikidis, George Pavlidis. "jLegends: Online game to train programming skills", IEEE International Conference on Information, Intelligence, Systems & Applications (IISA).
- [Chen2009] Yan Chen, Ching-Song Wei, Jiann-Gwo Doong. "A 3D Virtual World Teaching and Learning Platform for Computer Science Courses in Second Life", IEEE International Conference on Computational Intelligence and Software Engineering.
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- [Laguna2014] Ángel Serrano-Laguna, Javier Torrente, Borja Manero, Baltasar Fernandez-Manjon. "A game engine to learn computer science languages", IEEE Frontiers in Education.
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