Newman, J., (2004) Videogames. Routledge, 2004

Esposito, N. (2005). A Short and Simple Definition of What a Videogame Is. Proceedings of DiGRA 2005 Conference: Changing Views – Worlds in Play, 6. Retrieved from: <http://scholar.google.com/scholar?hl=en&btnG=Search&q=intitle:A+Short+and+Simple+Definition+of+What+a+Videogame+Is#0>

Caillois, R., (1967) Les jeux et les hommes. Gallimard.

Zimmerman, E., (2004). Narrative, Interactivity, Play, and Games. In Wardrip-Fruin, N. & Harrigan, P. (eds), First Person, MIT Press, 2004. Retrieved from: <http://www.electronicbookreview.com/v3/servlet/ebr?essay_id=zimmerman&command=view_essay>

Le Diberder, A. & Le Diberder (1998). F. L’univers des jeux vidéo. La découverte.

Wardrip-Fruin, N., & Harrigan, P. (2004). First Person: New Media as Story, Performance, and Game. Booksgooglecom. <https://doi.org/computerspiel>

F. Rötzer, Die Begegnung von Computerspiel und Wirklichkeit, in Kunstforum International, vol. 176 (Cologne, 2005), pp. 102–115

Jacob, R., Girouard, A., Hirshfield, L., Horn, M., Shaer, O., Solovey, E. and Zigelbaum, J., Reality-based interaction: a framework for post-WIMP interfaces. in, (2008), ACM, 201-210.

Jacob, R., Girouard, A., Hirshfield, L., Horn, M., Shaer, O., Solovey, E. and Zigelbaum, J. Reality-based interaction: unifying the new generation of interaction styles CHI '07 extended abstracts on Human factors in computing systems, ACM Press, San Jose, CA, USA, 2007, 2465-2470.

B.H. Suits, F. Newfeld, The Grasshopper: Games, Life and Utopia. Nonpareil book (D.R. Godine, Boston, MA, 1978). ISBN: 9780879238407

Cavazza, M., & Young, R. M. (2016). Handbook of Digital Games and Entertainment Technologies, 1–16. https://doi.org/10.1007/978-981-4560-52-8

Mueller, F. F., Edge, D., Vetere, F., Gibbs, M. R., Agamanolis, S., Bongers, B., & Sheridan, J. G. (2011). Designing Sports : A Framework for Exertion Games, 2651–2660.

J. Juul, What computer games can and can’t do, in Digital Arts and Culture (Bergen, 2000) Retrieved from: <https://www.jesperjuul.net/text/wcgcacd.html>

Zimmerman, E., (2004). Narrative, Interactivity, Play, and Games. In Wardrip-Fruin, N. & Harrigan, P. (eds), First Person, MIT Press, 2004. Retrieved from: <http://www.electronicbookreview.com/v3/servlet/ebr?essay_id=zimmerman&command=view_essay>

K. Salen, E. Zimmerman, Rules of Play: Game Design Fundamentals (MIT Press, Cambridge, MA, 2004). ISBN 9780262240451

S. Bjork, J. Juul, Zero-Player Games. Or: What We Talk about When We Talk about Players, Madrid (2012), URL: <http://www.jesperjuul.net/text/zeroplayergames/>

L. Ermi, F. Mayrü, Fundamental components of the game-play experience: analysing immersion, in DIGRA (DIGRA, 2005)

C. Crawford, The Art of Computer Game Design (Osborne/McGraw-Hill, Berkeley, 1984). ISBN 0881341177

F. Mueller, S. Agamanolis, and R. Picard. Exertion interfaces: Sports over a distance for social bonding and fun. In SIGCHI Conference on Human Factors in Computing Systems, pages 561–568, Ft. Lauderdale, Florida, USA, 2003

Mueller, F. F., & Mandryk, R. (2016). Exertion Games, *10*(1), 1–86. <https://doi.org/10.1561/1100000041>

Apple. Apple–Nike + iPod. Retrieved from: https://en.wikipedia.org/wiki/Nike%2B, 4 November 2016.

Sinclair, J., Hingston, P., & Masek, M. (2007). Considerations for the design of exergames. *Proceedings of the 5th International Conference on Computer Graphics and Interactive Techniques in Australia and Southeast Asia*, *ACM*(December), 289–295. <https://doi.org/10.1145/1321261.1321313>

Y. Oh and S. Yang. Defining exergames & exergaming. In Meaningful Play 2010 Conference Proceedings, 2010. http://meaningfulplay.msu.edu/ proceedings2010/

D. Mears and L. Hansen. Technology in physical education article #5 in a 6-part series: Active gaming: Definitions, options and implementation. Strategies, 23(2):26–29, 2009.

J. M. Silva and A. El Saddik. An adaptive game-based exercising framework. In Proceedings of the IEEE International Conference on Virtual Environ- ments Human-Computer Interfaces and Measurement Systems (VECIMS), pages 1–6, IEEE, 2011.

Bogost, I., & St, C. (2005). The Rhetoric of Exergaming. *The Georgia Institute of Technology*, 10. https://doi.org/10.1093/llc/fqn029

Yasumoto, M. (2015). Shadow Shooter, 1–2. https://doi.org/10.1145/2806173.2806193

Witkowski, E. (2013). Running from zombies. *Proceedings of The 9th Australasian Conference on Interactive Entertainment Matters of Life and Death - IE ’13*, 1–8. <https://doi.org/10.1145/2513002.2513573>

Mildner, P., Mueller, F. (2016). Design of Serious Games. In *Serious Games* (Vol. 1, pp. 57–82). Dörner, R. et al. (eds.). <https://doi.org/10.1007/978-3-319-19126-3>

Squire KD, Barab SA (2004) Replaying history: learning world history through playing civilization III. Indiana University, Bloomington, IN, USA

Habgood, M. P. J., & Ainsworth, S. E. (2011). Motivating Children to Learn Effectively: Exploring the Value of Intrinsic Integration in Educational Games. *Journal of the Learning Sciences*, *20*(2), 169–206. <https://doi.org/10.1080/10508406.2010.508029>

Lindebaum, D. (2009). Rhetoric or remedy? A critique on developing emotional intelligence. *Academy of Management Learning and Education*, *8*(2), 225–237. https://doi.org/10.1006/ceps.1999.1020

Preist, C., & Jones, R. (2015). The Use of Games as Extrinisic Motivation in Education. *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems - CHI ’15*, 3735–3738. <https://doi.org/10.1145/2702123.2702282>

Prensky M (2007) Digital game-based learning. Paragon House, St Paul, MN, USA Retrieved from: <http://marcprensky.com/digital-game-based-learning/>

Tillmann, N., de Halleux, J., Xie, T., & Bishop, J. (2014). Code hunt: Gamifying teaching and learning of computer science at scale. *Proceedings of the First ACM Conference on Learning @ Scale Conference - L@S ’14*, 221–222. https://doi.org/10.1145/2556325.2567870

Demmel, R. (2010). Pinocchio: A Virtual Symphony Orchestra Game. *Proceedings of the ACM International Conference Companion on Object Oriented Programming Systems Languages and Applications Companion*, 75–76. <https://doi.org/10.1145/1869542.1869555>

M. Addis, New technologies and cultural consumption – edutainment is born! Eur. J. Mark. 39(7/8), 729–736 (2005)

O.V. Anikina, E.V. Yakimenko, Edutainment as a modern technology of education. Proc. Soc. Behav. Sci. 166, 475–479 (2015)

WHO, Constitution of the World Health Organization [Online] (WHO, Geneva, 2006)

S. Göbel, J.Wiemeyer (eds.), Games for Training, Education, Health, and Sports. Springer LNCS 8395 (Springer, Cham, Heidelberg, New York, Dordrecht, London, 2014)

S. Göbel,W.Müller, B. Urban, J.Wiemeyer (eds.), E-Learning and Games for Training, Education, Health and Sports (Springer, Berlin, Heidelberg, 2012)

S. Göbel, M. Ma, J. Baalsrud Hauge, M. Fradinho Oliveira, J.Wiemeyer, V.Wendel (eds.), Serious Games (Springer, Cham, Heidelberg, New York, Dordrecht, London, 2015)

M.J. Dondlinger, Educational video game design: a review of the literature. J. Appl. Educ. Technol. 4,21–31 (2007)

D. Bavelier, D.M. Levi, R.W. Li, Y. Dan, D.K. Hensch, Removing brakes on adult brain plasticity: from molecular to behavioral interventions. J. Neurosci. 30, 14964–14971 (2010)

P. Howard-Jones, M. Ott, T. van Leeuwen, B. de Smedt. Neuroscience and technology enhanced learning [Online] (2010)

M. Spitzer, Information technology in education: risks and side effects. Trend. Neurosci. Educ. 3, 81–85 (2014)

A. Marchand, T. Hennig-Thurau, Value creation in the video game industry: industry economics, consumer benefits, and research opportunities. J. Int. Mark. 27, 141–157 (2013)

A. Marchand, T. Hennig-Thurau, Value creation in the video game industry: industry economics, consumer benefits, and research opportunities. J. Int. Mark. 27, 141–157 (2013)

Entertainment Software Association [ESA]. Essential facts about the computer and video game industry [Online] (2015)

J. Wiemeyer, S. Hardy, Serious games and motor learning – concepts, evidence, technology, in Serious Games and Virtual Worlds in Education, Professional Development, and Healthcare, ed. by K. Bredl,W. Bösche (IGI Global, Heshey, 2013), pp. 197–220

Y.A. Fery, S. Ponserre, Enhancing the control of force in putting by video game training. Ergo- nomics 44, 1025–1037 (2001)

J.Wiemeyer, P. Schneider, Applying serious games to motor learning in sport. Int. J. Game-Based Learn. 2,61–73 (2012)

Marshall, J., Loesche, F., Linehan, C., Johnson, D., & Martelli, B. (2015). Grand Push Auto: A Car Based Exertion Game Joe. *Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play - CHI PLAY ’15*, 631–636. https://doi.org/10.1145/2793107.2810314

The Henry J. Kaiser Family Foundation, How Healthy Is Prime Time? An Analysis of Health Content in Popular Prime Time Television Programs (Menlo Park, Henry J. Kaiser Family Foundation, 2008)

T. Baranowski, R. Buday, D.I. Thompson, J. Baranowski, Playing for real video games and stories for health-related behavior change. Am. J. Prev. Med. 34,74–82 (2008)

T. Baranowski, D. Thompson, R. Buday, A.S. Lu, J. Baranowski, Design of video games for children’s diet and physical activity behaviour change. Int. J. Comput. Sci. Sport 9,3–17 (2010)

J.R. Best, Exergaming in youth. Zeitschrift für Psychologie 221,72–78 (2013)

M. Papastergiou, Exploring the potential of computer and video games for health and physical education: A literature review. Comput. Educ. 53, 603–622 (2009)

E. Biddiss, J. Irwin, Active video games to promote physical activity in children and youth: a systematic review. Arch. Pediatr. Adolesc. Med. 164, 664–672 (2010)

W. Peng, J.-H. Lin, J.C. Crouse, Is playing exergames really exercising? a meta-analysis of energy expenditure in active video games. Cyberpsychol. Behav. Soc. Network. 14, 681–688 (2011)

W. Peng, J.C. Crouse, J.-H. Lin, Using active video games for physical activity promotion: a systematic review of the current state of research. Health Educ. Behav. 40, 171–192 (2012)

J.E. Deutsch, P. Guarrera-Bowlby, M.J. Myslinski, M. Kafri, Is there evidence that active videogames increase energy expenditure and exercise intensity for people poststroke and with cerebral palsy? Games Health J. 4,31–36 (2015)

P.M. Kato, S.W. Cole, A.S. Bradlyn, B.H. Pollock, Avideo game improves behavioral outcomes in adolescents and young adults with cancer: a randomized trial. Pediatrics 122, e305–e317 (2008). doi:10.1542/peds.2007-3134

A.E. Staiano, R. Flynn, Therapeutic uses of active videogames: a systematic review. Games Health J. 3, 351–365 (2014)

Lieberman, D. A. (2001). Management of chronic pediatric diseases with interactive health games: theory and research findings. *Care Manage*, 26–38.

L.L. Tremper, Narrative Exergames (MSc thesis), (Technische Universit€ at, Darmstadt, 2015)

Jennett, C. (2009). Investigating Computer Game Immersion and the Component Real World Dissociation, (February 2007), 3407–3412.

Jennett, C., Cox, A. L., Cairns, P., Dhoparee, S., Epps, A., Tijs, T., & Walton, A. (2008). Measuring and defining the experience of immersion in games. International journal of human-Computer studies, 66(9), 641-661. DOI: [10.1016/j.ijhcs.2008.04.004](http://dx.doi.org/10.1016/j.ijhcs.2008.04.004)

Araullo, J., & Potter, L. E. (2014). Experiences using emerging technology. In *Proceedings of the 26th Australian Computer-Human Interaction Conference on Designing Futures the Future of Design - OzCHI ’14* (pp. 523–526). New York, New York, USA: ACM Press. <https://doi.org/10.1145/2686612.2686695>

Bellotti, V., Back, M., Edwards, W. K., Grinter, R. E., Henderson, A., & Lopes, C. (2002). Making sense of sensing systems. In *Proceedings of the SIGCHI conference on Human factors in computing systems Changing our world, changing ourselves - CHI ’02* (p. 415). New York, New York, USA: ACM Press. https://doi.org/10.1145/503376.503450

Benford, S., & Fahlén, L. (1993). A Spatial Model of Interaction in Large Virtual Environments. In *Proceedings of the Third European Conference on Computer-Supported Cooperative Work 13–17 September 1993, Milan, Italy ECSCW ’93* (pp. 109–124). Dordrecht: Springer Netherlands. https://doi.org/10.1007/978-94-011-2094-4\_8

Bolton, J., Lambert, M., Lirette, D., & Unsworth, B. (2014). PaperDude. In *Proceedings of the extended abstracts of the 32nd annual ACM conference on Human factors in computing systems - CHI EA ’14* (pp. 475–478). New York, New York, USA: ACM Press. <https://doi.org/10.1145/2559206.2574827>

Borg, G. (1998). *Borg’s Perceived exertion and pain scales*. Human Kinetics. Retrieved from <https://www.researchgate.net/publication/306039034_Borg%27s_Perceived_Exertion_And_Pain_Scales>

Bowman, D. A., & Hodges, L. F. (1999). Formalizing the Design, Evaluation, and Application of Interaction Techniques for Immersive Virtual Environments. *Journal of Visual Languages and Computing*, *10*. Retrieved from http://www.idealibrary.com

Bowman, D., Kruijff, E., LaViola, J. J., & Poupyrev, I. P. (2004). *3D User Interfaces: Theory and Practice* (1st ed.). Amsterdam: Addison-Wesley. Retrieved from https://books.google.de/books?hl=de&lr=&id=JYzmCkf7yNcC&oi=fnd&pg=PT15&dq=bowman+2004+3d+user+interfaces&ots=aM5Sk79Oh-&sig=B42dF2kNFwKEH\_xzkH7s1wKQazU#v=onepage&q=bowman 2004 3d user interfaces&f=false

Brill, M. (2009). Virtuelle Realiät. (P. D. O. Günther, P. D. W. Karl, P. D. R. Lienhart, & P. D. K. Zeppenfeld, Hrsg.). Berlin Heidelberg: Springer-Verlag.

Buxton, W. (2007). *Sketching user experiences : getting the design right and the right design*. Elsevier/Morgan Kaufmann. Retrieved from https://books.google.de/books?hl=de&lr=&id=2vfPxocmLh0C&oi=fnd&pg=PP1&dq=buxton+2007+sketching+user+experience&ots=06Kxlfn3VN&sig=PWfvplH781ygh2fTQ520Hmp-v1U#v=onepage&q=buxton 2007 sketching user experience&f=false

Cairns, P., Li, J., Wang, W., & Nordin, A. I. (2014). The influence of controllers on immersion in mobile games. *Proceedings of the 32nd Annual ACM Conference on Human Factors in Computing Systems - CHI ’14*, 371–380. https://doi.org/10.1145/2556288.2557345

Card, S. K., Mackinlay, J. D., & Robertson, G. G. (1990). The design space of input devices. In *Proceedings of the SIGCHI conference on Human factors in computing systems Empowering people - CHI ’90* (pp. 117–124). New York, New York, USA: ACM Press. https://doi.org/10.1145/97243.97263

Carlin, A. S., Hoffman, H. G., & Weghorst, S. (1997). Pergamon S0005-7967(96)00085-X SHORTER COMMUNICATIONS Virtual reality and tactile augmentation in the treatment of spider phobia: a case report. *Behav. Res. Ther*, *35*(2), 153–158. Retrieved from https://ac.els-cdn.com/S000579679600085X/1-s2.0-S000579679600085X-main.pdf?\_tid=04c67608-af23-11e7-b6d6-00000aacb35e&acdnat=1507795240\_52223bb834a7ed97887c52cad5cb2ce2

Carr, D. (2006). Play and pleasure. In D. Carr, D. Buckingham, A. Burn, & G. Schott (Eds.), Computer games: Text, narrative and play, pp.45-58. Polity Press: Cambridge

Cheng, K., & Cairns, P. (2005). Behaviour, Realism and Immersion in Games. *Proceedings of CHI 2005*, 1272–1275. <https://doi.org/10.1145/1056808.1056894>

Cho, J., Won, Y., Kothari, A., Fawaz, S., Ding, Z., & Cheng, X. (2016). INJUSTICE Interactive Live Action Virtual Reality Experience. *CHI PLAY’16 Extended Abstracts*. <https://doi.org/10.1145/2968120.2968121>

Christensson, P. (2009, March 31). *User Interface Definition*. Retrieved 2017, Nov 16, from <https://techterms.com>

Christensson, P. (2012, July 26). *NUI Definition*. Retrieved 2017, Nov 16, from https://techterms.com

Coleridge, S. T. (1817). Biographia Literaria. Retrieved November 9, 2017, from http://www.english.upenn.edu/~mgamer/Etexts/biographia.html

Coz, D.;Plagemann, C.;Smus,B., https://www.google.com/events/io/io14videos, Stand: 17.06.2015.

Csikszentmihalyi, M. (1975). *Beyond boredom and anxiety*. San Francisco : Jossey-Bass Publishers. Retrieved from <http://www.worldcat.org/title/beyond-boredom-and-anxiety/oclc/565395946>

Csikszentmihalyi, M. (1990). *Flow : the psychology of optimal experience*. Harper & Row.

Brown, E., & Cairns, P. (2004). A grounded investigation of game immersion. *CHI ’04 Extended Abstracts on Human Factors in Computing Systems*, *Vienna*, *Au*, 1297–1300. <https://doi.org/10.1145/985921.986048>

Deterding, S., Khaled, R., Nacke, L. E., & Dixon, D. (2011). Gamification: Toward a Definition. Retrieved from <http://gamification-research.org/wp-content/uploads/2011/04/02-Deterding-Khaled-Nacke-Dixon.pdf>

Dörner, R., Jung, B., Grimm, P., Broll, W., & Göbel, M. (2013). Einleitung. In R. Dörner, W. Broll, P. Grimm, & B. Jung (Eds.), *Virtual und Augmented Reality (VR/AR)* (pp. 1–31). Springer-Verlag Berlin Heidelberg. <https://doi.org/10.1007/978-3-642-28903-3_1>

Dörner, R., Geiger, C., Oppermann, L. & Paelke, V. (2013). Interaktionen in Virtuellen Welten. In R. Dörner, W. Broll, P. Grimm, & B. Jung (Eds.), *Virtual und Augmented Reality (VR/AR)* (pp. 157–193). Springer-Verlag Berlin Heidelberg. https://doi.org/10.1007/978-3-642-28903-3\_1

Eckardt, L., Huttner, J.-P., & Robra-Bissantz, S. (2015). GamEducation in einer virtuellen 3D-Umgebung mit Googles Virtual-Reality-Brille Cardboard. In Douglas Cunningham, Petra Hofstedt, Klaus Meer, Ingo Schmitt (Hrsg.), *Informatik 2015* (GI-Edition). Bonner Köllen Verlag (2015).

Fitts, P. M. (1992). The Information Capacity of the Human Motor System in Controlling the Amplitude of Movement. *Journal of Experimental Psychology: General* , *Vol. 121*(No. 3), 262–269. Retrieved from http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.114.6753&rep=rep1&type=pdf

Gershon, J., Zimand, E., Lemos, R., Rothbaum, B. O., & Hodges, L. (2003). Use of Virtual Reality as a Distractor for Painful Procedures in a Patient with Pediatric Cancer: A Case Study. *CYBERPSYCHOLOGY & BEHAVIOR*, *6*(6). Retrieved from <http://online.liebertpub.com/doi/pdf/10.1089/109493103322725450>

Hart, S. G. (2006). NASA-TASK LOAD INDEX (NASA-TLX); 20 YEARS LATER. In *Proceedings of the Human Factors and Ergonomics Society Annual Meeting* (pp. 904–908). https://doi.org/10.1177/154193120605000909

R. M. Held and N. I. Durlach, Telepresence, Presence, Teleoperators, and Virtual Environments 1 (1992) 109-112.

Hock, P., Benedikter, S., Gugenheimer, J., & Rukzio, E. (2017). CarVR: Enabling In-Car Virtual Reality Entertainment. *CHI 2017*. https://doi.org/10.1145/3025453.3025665

Hoffman, H., & Vu, D. (1997). Virtual reality: teaching tool of the twenty-first century? *Academic Medicine : Journal of the Association of American Medical Colleges*, *72*(12), 1076–81. Retrieved from <http://www.ncbi.nlm.nih.gov/pubmed/9435714>

Human Performance Research Group. (1986). NASA Task Load Index (TLX). Moffett Field, California: NASA Ames Research Center. Retrieved from https://humansystems.arc.nasa.gov/groups/TLX/downloads/TLX.pdf

Jacob, R. J. K., (1990). What you look at is what you get: eye movement-based interaction techniques. In *Proceedings of the SIGCHI conference on Human factors in computing systems Empowering people - CHI ’90* (pp. 11–18). New York, New York, USA: ACM Press. https://doi.org/10.1145/97243.97246

Jacob, R. J. K. The Future of Input Devices. ACM Computing Surveys, 28, 4 (1996), 4.

Jacob, R. J. K., Girouard, A., Hirshfield, L. M., Horn, M. S., Shaer, O., Solovey, E. T., & Zigelbaum, J. (2008). Reality-based interaction. In *Proceeding of the twenty-sixth annual CHI conference on Human factors in computing systems  - CHI ’08* (p. 201). New York, New York, USA: ACM Press. https://doi.org/10.1145/1357054.1357089

Lanier, J. (1988) A Vintage Virtual Reality Interview. Whole Earth Review.

Laugwitz, B., Schrepp, M., & Held, T. (2006). Konstruktion eines Fragebogens zur Messung der User Experience von Softwareprodukten. *Mensch & Computer Mensch Und Computer Im StrukturWandel. München*, 125–134. Retrieved from http://www.ueq-online.org/wp-content/uploads/Konstruktion\_Eines\_Fragebogens\_Zur\_Messung1.pdf

Leo, C.-J., Tsai, E., Yoon, A., & Liu, J. (2015). An Ant’s Life: Storytelling in Virtual Reality. *CHI PLAY 2015*. https://doi.org/10.1145/2793107.2810264

Lombard, M., Ditton, T. B., Crane, D., Davis, B., Gil-Egui, G., Horvath, K., & Rossman, J. (2000). Measuring presence: A literature-based approach to the development of a standardized paper-and-pencil instrument. *Presence 2000: The Third International Workshop on Presence*, (January), 13.

Luciani, A. (2014). Microsoft Word - Lexicon\_Luciani\_virtual.doc. Retrieved from <https://hal.archives-ouvertes.fr/hal-00980481/document>

Rama, (2014) “Rama's Extra Blueprint Nodes for You as a Plugin, No C++ Required!”. Retrieved 01.10.2017 from https://forums.unrealengine.com/development-discussion/blueprint-visual-scripting/4014-39-rama-s-extra-blueprint-nodes-for-you-as-a-plugin-no-c-required

McMahan, A. (2003). Immersion, Engagement, and Presence. *The Video Game Theory Reader*, *Immersion,* 67–86.

Metz, R. (2013). Look Before You Leap Motion - MIT Technology Review. Retrieved October 17, 2017, from <https://www.technologyreview.com/s/517331/look-before-you-leap-motion/>

Milgram, P., & Kishino, F. (1994). A TAXONOMY OF MIXED REALITY VISUAL DISPLAYS. *IEICE Transactions on Information Systems*, (12). Retrieved from http://vered.rose.utoronto.ca/people/paul\_dir/IEICE94/ieice.html

Murray, J. (1997). Hamlet on the Holodeck: The Future of Nar

n.a. (2017). Sega VR. Retrieved November 3, 2017, from <http://segaretro.org/Sega_VR#History>

Nintendo. (2017). What is Wii U? - Wii U from Nintendo - Info, Details. Retrieved November 3, 2017, from https://www.nintendo.com/wiiu/what-is-wiiu

Patrick, E., Cosgrove, D., Slavkovic, A., Rode, J. A., Verratti, T., & Chiselko, G. (2000). Using a large projection screen as an alternative to head-mounted displays for virtual environments. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems - CHI ’00*, *2*(1), 478–485. <https://doi.org/10.1145/332040.332479>

Radford, A. (2000). Games and learning about form in architecture. *Automation in Construction*, *9*(4), 379–385. <https://doi.org/10.1016/S0926-5805(99)00021-7>

rative in Cyberspace (Cambridge, MA: The MIT Press, 1997), 98-99

Alexander Shaw, L., Claus Wunsche, B., Lutteroth, C., Marks, S., Buckley, J., & Corballis, P. (2015). Development and Evaluation of an Exercycle Game Using Immersive Technologies. Retrieved from http://crpit.com/confpapers/CRPITV164Shaw.pdf

Sheridan, T. B., & B., T. (1992). Musings on Telepresence and Virtual Presence. *Presence: Teleoperators and Virtual Environments*, *1*(1), 120–126. <https://doi.org/10.1162/pres.1992.1.1.120>

Shneiderman B., Plaisant, C. (2009) Designing the user interface: strategies for effective human-computer-interaction (5th revised version). Addison-Wesley Longman, Amsterdam – Standardwerk der Mensch-Computer-Interaktion

Sierra, J. C., Haynes, S. N., Eysenck, M. W., Buela-Casal, G., Castro, W. P., Roca Sánchez, M. J., … Marco, R. G. (2014). International Journal of Clinical and Health Psychology Directores Asociados / Associate Editors: Cognitive-behavioral treatment and antidepressants combined with virtual reality exposure for patients with chronic agoraphobia. *INTERNATIONAL JOURNAL OF CLINICAL AND HEALTH PSYCHOLOGY*, *14*(1), 9–17. <https://doi.org/10.1016/S1697-2600(14)70032-8>

Skalski, P., Tamborini, R., Shelton, A., Buncher, M., & Lindmark, P. (2011). Mapping the road to fun: Natural video game controllers, presence, and game enjoyment. *New Media & Society*, *13*(2), 224–242. https://doi.org/10.1177/1461444810370949

Slater, M. (2009). Place illusion and plausibility can lead to realistic behaviour in immersive virtual environments. https://doi.org/10.1098/rstb.2009.0138

Steuer, J. (1993). Defining Virtual Reality: Dimensions Determining Telepresence. *Journal of Communication, 42 (4) (Autumn, 1992), 73-93.*, 1–25.

Stoakley, R., Conway, M. J., & Pausch, R. (1995). Virtual reality on a WIM. In *Proceedings of the SIGCHI conference on Human factors in computing systems - CHI ’95* (pp. 265–272). New York, New York, USA: ACM Press. <https://doi.org/10.1145/223904.223938>

Sutherland, I. E. (1965). The Ultimate Display. Retrieved from [http://worrydream.com/refs/Sutherland - The Ultimate Display.pdf](http://worrydream.com/refs/Sutherland%20-%20The%20Ultimate%20Display.pdf)

Tang, J. K. T., Leung, G. Y. Y., Ng, B. K. L., Hui, J. H.-K., Kong, A., & Pang, W.-M. (2016). VR-MMA: A Virtual Reality Motion and Muscle Sensing Action Game for Personal Sport. In *ACE2016*. Osaka, Japan. <https://doi.org/10.1145/3001773.3001814>

U.S. Department of Health and Human Services. (2013). System Usability Scale (SUS). Retrieved from https://www.usability.gov/how-to-and-tools/methods/system-usability-scale.html

Ullmer, B., & Ishii, H. (2001). Emerging Frameworks for Tangible User Interfaces. *Human-Computer Interaction in the New Millenium*, 579–601. Retrieved from https://wiki.inf.ed.ac.uk/pub/ECHOES/TangibleInterfaces/tui-millenium-chapter-1.pdf

van Dam, A., & Andries. (1997). Post-WIMP user interfaces. *Communications of the ACM*, *40*(2), 63–67. <https://doi.org/10.1145/253671.253708>

Wiemeyer, J., Deutsch, J., Malone, L. A., Rowland, J. L., Swartz, M. C., Xiong, J., & Zhang, F. F. (2015). Recommendations for the Optimal Design of Exergame Interventions for Persons with Disabilities: Challenges, Best Practices, and Future Research. *Games for Health Journal*, *4*(1), 58–62. https://doi.org/10.1089/g4h.2014.0078

Wigdor, D., & Wixon, D. (2011). The Natural User Interface. In D. Wigdor & D. Wixon (Eds.), *Brave NUI World: Designing Natural User Interfaces for Touch and Gesture* (p. 9-14). Elsevier. Retrieved from https://books.google.de/books?hl=de&lr=&id=ID0L0EI79-YC&oi=fnd&pg=PP1&dq=natural+user+interaction&ots=08\_BGebS6Y&sig=5XN-UW6TugjsCDaksulva6Yqabs#v=onepage&q=natural user interaction&f=false

Witmer, B. G., & Singer, M. J. (1998). Measuring Presence in Virtual Environments: A Presence Questionnaire. *Presence: Teleoperators and Virtual Environments*, *7*(3), 225–240. <https://doi.org/10.1162/105474698565686>

Yoo, S., Ackad, C., Heywood, T., & Kay, J. (2017). Evaluating the Actual and Perceived Exertion Provided by Virtual Reality Games. In *CHI EA ’17 Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (pp. 3050–3057). Denver, CO, USA.

Yoo, S., Parker, C., & Kay, J. (2017). Designing a Personalized VR Exergame. In *WPPG: Fifty Shades of Personalization - Workshop on Personalization in Serious and Persuasive Games and Gameful Interaction*. https://doi.org/10.1145/3099023.3099115

Marie-Laure Ryan, Narrative asVirtual Reality: Immersion and Interactivity in Literature and ElectronicMedia (Baltimore, MD: The JohnsHopkins University Press, 2001), 67–68.

<https://www.vive.com/de/product/> (06.10.2017)