

Learning by playing - game-based education system design and development : 4th International Conference on E-Learning and Games, Edutainment 2009, August 9-11, 2009, Banff, Canada, proceedings

Springer - Learning By Playing Game Based Education System Design And Development

Description: -



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Tags: #From #fingers #to #embodiment: #A #study #on #the #relations #of #the #usability, #dependability #of #the #embodied #interactive #video #games #and #the #elders' #flow #experience #— #National #Taiwan #Normal #University

Items where Subject is

. Jones, Susan and Cockton, Gilbert 2003 In: Proceedings of the 7th World Multiconference on Systemics Cybernetics and Informatics. A new category was recently started by Bot Colony 2013.

Per Backlund

Providing strategies, advice and examples on adopting games into teaching, this collection of case studies is essential for teachers and instructors at various school levels in addition to researchers in game-based learning and pedagogic innovation.

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Learning with games may not be accepted by skeptical parents who personally learned with more conventional techniques. The main advantage with video games is that there is nothing to lose from failing, unlike in real life, where failing usually results in negative consequences.

Susan Jane Jones

The field of serious games focuses on such areas as education, business, welfare, military, traffic, safety, travelling and tourism. It serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies in the field.

Educational Video Game

Teachers are using games more regularly that focus on a wide variety of objectives, while exposing students to more game genres and devices. Educational video games play a significant role in the school curriculum for teachers who seek to deliver core lessons, reading and new skills.

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ISBN 978 90 272 5210 4 Hall, Lynne, Paiva, Ana and Aylett, Ruth 2009 In: 9th International Conference on Intelligent Virtual Agents; IVA '09, 14-16 Sep 2009, Amsterdam, The Netherlands.

Education.mit.edu/papers/MovingLearningGamesForward_EdArcade.pdf

It allows for continuous feedback and challenges at the right level of difficulty, while avoiding frustration.

Gamers against All Odds

ISBN 978-3-642-04513-4 Gaxiola, C, Rodríguez-Díaz, A, Jones, Susan, Castañón-Puga, M and Flores, Dora-Luz 2009 In: Evolutionary Design of Intelligent Systems in Modeling, Simulation and Control.

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