

WEEK-5 ASSIGNMENT

From: ACM

Simon Egenfeldt-Nielsen. 2011. What Makes a Good Learning Game? Going beyond edutainment. eLearn 2011, 2, Article 2 (February 2011). <https://doi-org.nec.gmilcs.org/10.1145/1943208.1943210>

What Makes a Good Learning Game?: Going beyond edutainment

Abstract:

Creating learning games is very important to kids learning, and it is vital to establish a platform for both education and entertainment. There are learning games back from the 1980s, but they also face the challenges of creating and maintaining them. The parameters that need focus while creating these games are integration, focus, and motivation. The creators must be driven by these three parameters to create a learning game. I think this is the best way to overcome the challenges faced while creating learning games. The contribution of the authors might help these game creators in understanding and developing such edutainment games for children.

From: ProQuest

Zahn, C., Leisner, D., Niederhauser, M., Roos, A., Iseli, T., & Soldati, M. (2022). Effects of game mode in multiplayer video games on intergenerational social interaction: Randomized field study. *JMIR Formative Research*, 6(2) doi:<https://doi.org/10.2196/29179>

Effects of Game Mode in Multiplayer Video Games on Intergenerational Social Interaction: Randomized Field Study

Abstract:

It is very important to maintain social relations among people. These days online multi-player games are socially interactive and build a relationship among the players irrespective of their age. These games should maintain a healthy and positive interaction between players. Ultimately there are three different game modes: competitive, cooperative, and creative. So the purpose of this study is to assess the impact of these three different gaming types on social interactions between seniors and their younger co-players. This study proves that creative gaming styles, when compared to conventional modes, can improve verbal communication. Competitive modes, on the other hand, may promote more humor. This contribution by the authors is very helpful in understanding the analysis and creating a more creative game to make people interact with each other.

From: EBSCOhost

Liu, H., & Zhang, Q. (2021). Cooperative games with additive multiple attributes. *Journal of Intelligent & Fuzzy Systems*, 41(1), 1135-1150.

Cooperative games with additive multiple attributes.

This study investigates cooperative games with many attributes. Such games are relevant in cooperative games when each player has a finite number of independent additive qualities, and coalition payoffs are endogenous functions of these attributes. In the framework of a general cooperative game, the additive attributes cooperative game, a subset of the multi-attribute cooperative game, is explored in terms of the core, the criteria for existence and stability, and transformation procedures. To explore coalition structure, a coalitional polynomial form was also proposed. In this contribution, the authors studied the game “additive attribute game” to discover its answer and contrast it with the Shapley value.