

# CATALOG

1. Catalog.pdf-- Contents of the archive.
2. Final Project.pdf --The whole content of my project (**An Integrated Model of Supporting Gender-Inclusive in Educational Computer Games**).
3. Ref/Games for Learning-Does Gender Make a Differences.pdf--Previous research (Literature Review)
4. Ref/Gender and Player Characteristics in Video Game Play of Preadolescents.pdf-- Previous research (Literature Review)
5. Ref/Gender Differences in Game Design Preferences.pdf -- Previous research (Literature Review)
6. Ref/Roles of Female Video Game Characters and Their Impact on Gender Representation.pdf-- Previous research (Literature Review)
7. Ref/Gender Roles and Gender Differences.pdf-- Previous research (Literature Review)
8. Ref/Little Big Difference Gender Aspects and Gender-Based Adaptation in Educational Games.pdf-- Research design and analysis document
9. Ref/Gender-inclusive Game-Based Learning in Secondary Education.pdf -  
- Research design and analysis document
10. Ref/Game Factors and Game-Based Learning Design Model.pdf--  
Research design and analysis document
11. Ref/The Art of Computer Game Design.pdf--Previous Game Model
12. Ref/Six Feature Model.pdf -- Previous Game Model
13. Ref/Mechanics, Dynamics&Aesthetics.pdf-- Previous Game Model

14. Ref/Game Design Patterns.pdf-- Previous Game Model
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17. Ref/Game Design.pdf-- Previous Game Model
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20. Ref/A Model for Enjoyments in Games.pdf-- Previous Game Model
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23. Ref/Game Elements Model.pdf-- Previous Game Model
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