Dissertation reading sources

Pervasive learning games: DONE

<http://sag.sagepub.com/content/37/1/41.full.pdf+html?hwshib2=authn%3A1477730654%3A20161028%253A7b06d2a6-99be-4615-a122-32c0a0fa9c73%3A0%3A0%3A0%3ATn0ZywNa6OjvyIBr1CWkrg%3D%3D>

Exploring preservice teacher perspectives on video game as learning tools: DONE

<http://go.galegroup.com/ps/retrieve.do?tabID=T002&resultListType=RESULT_LIST&searchResultsType=SingleTab&searchType=AdvancedSearchForm&currentPosition=1&docId=GALE%7CA406901144&docType=Report&sort=RELEVANCE&contentSegment=&prodId=AONE&contentSet=GALE%7CA406901144&searchId=R1&userGroupName=anglia_itw&inPS=true>

Deal or No Deal : using games to improve students learning, retention and decision making: DONE

<https://www.researchgate.net/publication/232920335_Deal_or_No_Deal_using_games_to_improve_student_learning_retention_and_decision-making>

Towards Player adaptivity in a Serious Game for Conflict Resolution. DONE

http://ieeexplore.ieee.org/document/5962090/

Rules on Wheels: A Serious Game for Teaching Traffic Signs DONE

<http://ieeexplore.ieee.org/xpls/icp.jsp?arnumber=7590360>

## Assessment in and of Serious Games: An Overview DONE

<https://www.hindawi.com/journals/ahci/2013/136864/>

U. Ritterfeld, M. Cody, and P. Vorderer, Eds., Serious Games: Mechanisms and Effects, Routledge, New York, NY, USA, 2009.

*As Kevin Corti of PIXELearning stated, “[Serious games] will not grow as an industry unless the learning experience is definable, quantifiable and measurable. Assessment is the future of serious games”*

# A Video Game Improves Behavioral Outcomes in Adolescents and Young Adults With Cancer: A Randomized Trial

<http://pediatrics.aappublications.org/content/122/2/e305.short>

Games­based Learning; a serious business application DONE

<https://www.cs.auckland.ac.nz/courses/compsci777s2c/lectures/Ian/serious%20games%20business%20applications.pdf>

Adaptivity in Educational Games: Including Player and Gameplay Characteristics: (FURTHER WORK SECTION)

<https://eric.ed.gov/?q=educational+games&pr=on&ft=on&id=EJ1067348>

the digital game based learning revolution DONE

<http://www.marcprensky.com/writing/Prensky%20-%20Ch1-Digital%20Game-Based%20Learning.pdf>

LIT REVIEW

http://www.sciencedirect.com/science/article/pii/S0360131512000619

Procedural Generation:

# Procedural generation of mediterranean environments

<http://ieeexplore.ieee.org/xpls/icp.jsp?arnumber=7522149>

Texturing and modelling, a procedural approach – 3rd edition

<http://elibrary.lt/resursai/Leidiniai/Litfund/Lithfund_leidiniai/IT/Texturing.and.Modeling.-.A.Procedural.Approach.3rd.edition.eBook-LRN.pdf>

“Visual models of plants interacting with their environment”

<http://algorithmicbotany.org/papers/enviro.sig96.pdf>

Procedural Modeling of Cities

<https://graphics.ethz.ch/Downloads/Publications/Papers/2001/p_Par01.pdf>

A parametrically controlled terrain generation method

<http://ieeexplore.ieee.org/document/6295187/>

Rendering Massive Terrains using chunked Level of Detail Control

<http://tulrich.com/geekstuff/sig-notes.pdf>

# Procedural generation of complex stable structures for angry birds levels

http://ieeexplore.ieee.org/document/7860410/authors