Msc Thesis Educational Games For Teaching Computer

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ECGBL2013-Proceedings of the 6th European Conference on Games Based Learning - Patrick Felicia 2012

Organizing and Learning Through Gaming and Simulation - 2007
45 edited articles, originally presented at the 38th edition of the International Simulation and Gaming Association conference 2007.
Emerging Research and Trends in Interactivity and the Human-Computer Interface - Blashki, Katherine 2013-10-31
With a variety of emerging and innovative technologies combined with the active participation of the human element as the major connection between the end user and the digital realm, the pervasiveness of human-computer interfaces is at an all time high. Emerging Research and Trends in Interactivity and the Human-Computer Interface addresses the main issues of interest within the culture and design of interaction between humans and computers. By exploring the emerging aspects of design, development, and implementation of interfaces, this book will be beneficial for academics, HCI developers, HCI enterprise managers, and researchers interested in the progressive relationship of humans and technology.
Teaching Computational Thinking in Primary Education - Ozcinar, Huseyin 2017-10-31
Computational technologies have been impacting human life for years. Teaching methods must adapt accordingly to provide the next generation with the necessary knowledge to further advance these human-assistive technologies. Teaching Computational Thinking in Primary Education is a crucial resource that examines the impact that instructing with a computational focus can have on future learners. Highlighting relevant topics that include multifaceted skillsets, coding, programming methods, and digital games, this scholarly publication is ideal for educators, academicians, students, and researchers who are interested in discovering how the future of education is being shaped.
Gaming and Simulations: Concepts, Methodologies, Tools and Applications - Management Association, Information Resources 2010-11-30
"This book set unites fundamental research on the history, current directions, and implications of gaming at individual and organizational levels, exploring all facets of game design and application and describing how this emerging discipline informs and is informed by society and culture"--Provided by publisher.
ECGBL 2020 14th European Conference on Game-Based Learning - Panagiotis Fotaris 2020-09-24
These proceedings represent the work of contributors to the 14th European Conference on Games Based Learning (ECGBL 2020), hosted by The University of Brighton on 24-25 September 2020. The Conference Chair is Panagiotis Fotaris and the Programme Chairs are Dr Katie Piatt and Dr Cate Grundy, all from University of Brighton, UK.
ECGBL2014-8th European Conference on Games Based Learning - Carsten Busch 2014-11-11

ECGBL2009- 4th European Conference on Games-Based Learning - Bente Meyer 2010-12-01

ECGBL 2021 15th European Conference on Game-Based Learning - Panagiotis Fotaris 2021-09-23

Playful Teaching, Learning Games:New Tool for Digital Classrooms - Myint Swe Khine 2011-11-13
Educators around the world acknowledge the fact that we live in the knowledge society and ability to think systematically is one of the necessary skills in order to function effectively in the 21st century. In the past two decades, popular culture introduced digital games as part of leisure activities for children and adults. Today playing computer games is routine activity for children of all ages. Many have agreed that interactive computer games enhance concentration, promote thinking, increase motivation and encourage socialisation. Educators found their way in introducing game-based learning in science education to entice the students in teaching difficult concepts. Simulation games provide authentic learning experience and virtual world excites the students to learn new phenomena and enliven their inquisitive mind. This book presents recent studies in game-based learning and reports continuing attempts to use games as new tool in the classrooms.
Handbook of Research on Effective Electronic Gaming in Education - Ferdig, Richard E. 2008-07-31
"This book presents a framework for understanding games for educational purposes while providing a broader sense of current related research. This creative and advanced title is a must-have for those interested in expanding their knowledge of this exciting field of electronic gaming"--Provided by publisher.
Radical Solutions in Palestinian Higher Education - Daniel Burgos

Digital Simulations for Improving Education: Learning Through Artificial Teaching Environments - Gibson, David 2009-04-30
Contains research and current trends used in digital simulations of teaching, surveying the uses of games and simulations in teacher education.
Simulations in Medicine - Irena Roterman-Konieczna 2015-10-16
Simulations are an integral part of medical education today. Many universities have simulation centers, so-called skills labs, where students and medical personal can practice diagnostics and procedures on life-like mannequins. Others offer simulation courses in the different sub-disciplines. In the pre-clinical phase, simulations are used to illustrate basic principles in physiology, anatomy, genetics, and biochemistry. For example, simulations can show how the metabolism of enzymes changes in the presence of inhibitors, illustrating drug actions. This book covers all areas of simulations in medicine, starting from the molecular level via tissues and organs to the whole body. At the beginning of each chapter, a biological phenomenon is described, such as cell communication, gene translation, or the action of anti-carcinogenic drugs on tumors. In the following, simulations that illustrate these phenomena are discussed in detail, with the focus on how to use and interpret these simulations. The book is complemented by topics such as serious games and distance medicine. The book is based on a course for medical students organized in the editor's department. Every year, around 300 international undergraduate medical students take the course.
Handbook of Research on E-Assessment in Higher Education - Azevedo, Ana 2018-09-14
E-assessments of students profoundly influence their motivation and play a key role in the educational process. Adapting assessment techniques to current technological advancements allows for effective pedagogical practices, learning processes, and student engagement. The Handbook of Research on E-Assessment in Higher Education provides emerging perspectives on the theoretical and practical aspects of digital assessment techniques and applications within educational settings. Featuring coverage on a broad range of topics such as competency assessment, adaptive courseware, and learning performance, this publication is ideally designed for educational administrators, educational professionals, teachers and professors, researchers, and graduate-level students seeking current research on comparative studies and the pedagogical issues of online assessment in academic institutions.
Preparing Pre-Service Teachers to Teach Computer Science - Aman Yadav 2021-05-01
Computer science has emerged as a key driver of innovation in the 21st century. Yet preparing teachers to teach computer science or integrate computer science content into K-12 curricula remains an enormous

challenge. Recent policy reports have suggested the need to prepare future teachers to teach computer science through pre-service teacher education programs. In order to prepare a generation of teachers who are capable of delivering computer science to students, however, the field must identify research-based examples, pedagogical strategies, and policies that can facilitate changes in teacher knowledge and practices. The purpose of this book is to provide examples that could help guide the design and delivery of effective teacher preparation on the teaching of computer science. This book identifies promising pathways, pedagogical strategies, and policies that will help teacher education faculty and pre-service teachers infuse computer science content into their curricula as well as teach stand-alone computing courses. Specifically, the book focuses on pedagogical practices for developing and assessing pre-service teacher knowledge of computer science, course design models for pre-service teachers, and discussion of policies that can support the teaching of computer science. The primary audience of the book is students and faculty in educational technology, educational or cognitive psychology, learning theory, teacher education, curriculum and instruction, computer science, instructional systems, and learning sciences.

Serious Games - Stefan Göbel 2018-10-30

This book constitutes the proceedings of the 4th International Conference on Serious Games, JCSG 2018, held in Darmstadt, Germany, in November 2018. The 15 full and 12 short papers presented in this volume were carefully reviewed and selected from 40 submissions. They were organized in topical sections named: serious games studies; game-based learning and teaching; game development - serious games design, models, tools and emerging technologies; and serious games for health.

Games and Education: Designs in and for Learning - 2018-11-26

We live in a time of educational transformations towards more 21st century pedagogies and learning. Games and Education explores new designs in and for learning and offer inspiration to teachers, technologist and researchers interested in changing educational practices.

Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches - Felicia, Patrick 2011-04-30

"This book provides relevant theoretical frameworks and the latest empirical research findings on game-based learning to help readers who want to improve their understanding of the important roles and applications of educational games in terms of teaching strategies, instructional design, educational psychology and game design"--Provided by publisher.

ECGBL 2019 13th European Conference on Game-Based Learning - Lars Elbæk 2019-10-03

Gamification: Concepts, Methodologies, Tools, and Applications - Management Association, Information Resources 2015-03-31

Serious games provide a unique opportunity to engage students more fully than traditional teaching approaches. Understanding the best way to utilize games and play in an educational setting is imperative for effectual learning in the twenty-first century. Gamification: Concepts, Methodologies, Tools, and Applications investigates the use of games in education, both inside and outside of the classroom, and how this field once thought to be detrimental to student learning can be used to augment more formal models. This four-volume reference work is a premier source for educators, administrators, software designers, and all stakeholders in all levels of education.

Developments in Current Game-Based Learning Design and Deployment - Felicia, Patrick 2012-07-31

Educational gaming is becoming more popular at universities, in the military, and in private business. Multidisciplinary research which explores the cognitive and psychological aspects that underpin successful educational video games is therefore necessary to ensure proper curriculum design and positive learning outcomes. Developments in Current Game-Based Learning Design and Deployment highlights the latest research from professionals and researchers working in the fields of educational games development, e-learning, multimedia, educational psychology, and information technology. It promotes an in-depth understanding of the multiple factors and challenges inherent to the design and integration of game-based Learning environments.

Computational Processing of the Portuguese Language - Helena Caseli 2012-04-11

This book constitutes the thoroughly refereed proceedings of the 8th International Workshop on Computational Processing of the Portuguese Language, PROPOR 2012, held in Coimbra, Portugal in April 2012. The 24 revised full papers and 23 revised short papers presented were carefully reviewed and selected from 86 submissions. These papers cover the areas related to phonology, morphology and POS-Tagging, acquisition, language resources, linguistic description, syntax and parsing, semantics, opinion analysis, natural language processing applications, speech production and phonetics, speech resources, speech processing and applications.

ECGBL 2017 11th European Conference on Game-Based Learning - 2017-10-05

Interactivity and the Future of the Human-Computer Interface - Isaias, Pedro 2020-03-27

The usability and design in technological systems is imperative due to their abundance in numerous professional industries. Computer interfaces have seen significant advancement in their design and development as they have become an integral part of today's society. As humans continue to interact with technology on a regular basis, it is essential for professionals, professors, and students to keep pace with innovative research on interface design and the various applications interfaces have in professional fields. Interactivity and the Future of the Human-Computer Interface is a collection of innovative research on the development and application of interfaces in today's modern society and the generational implications for design of human and technology interaction. While highlighting topics including digital gaming, augmented reality, and e-learning, this book is ideally designed for educators, developers, web designers, researchers, technology specialists, scientists, and students seeking current research on modern advancements and applications in human-computer interaction.

ECGBL2015-9th European Conference on Games Based Learning - Robin Munkvold and Line Kolås 2015-09-18

Edutainment Technologies. Educational Games and Virtual Reality/Augmented Reality Applications - Maiga Chang 2011-09-02

This book constitutes the refereed proceedings of the 6th International Conference on E-learning and Games, Edutainment 2011, held in Taipeh, Taiwan, in September 2011. The 42 full papers were carefully reviewed and selected from 130 submissions. The papers are organized in topical sections on: augemented and mixed reality in education; effectiveness of virtual reality for education; ubiquituous games and ubiquitous technology & learning; future classroom; e-reader and multi-touch; learning performance and achievement; learning by playing; game design and development; game-based learning/training; interactions in games; digital museum and technology, and behavior in games; educational robots and toys; e-learning platforms and tools; game engine/rendering/animations; game-assisted language learning; learning with robots and robotics education; e-portfolio and ICT-enhanced learning; game-based testing and assessment; trend, development and learning process of educational mini games; VR and edutainment.

ECGBL2011-Proceedings of the 5th European Conference on Games Based Learning - Dimitris Gouscos

Resources in Education - 1998

Handbook of Research on the Influence and Effectiveness of Gamification in Education - Bernardes, Oscar 2022-05-20

Gamification is an increasingly popular technology that has been utilized across a number of fields such as business, medicine, and education. As education continues to turn toward online teaching and learning, gamification is one of many new technologies that have been proven to assist educators in providing holistic and effective instruction. Additional research is required to ensure this technology is utilized appropriately within the classroom. The Handbook of Research on the Influence and Effectiveness of Gamification in Education considers the importance of gamification in the current learning environment and discusses the best practices, opportunities, and challenges of this innovative technology within an educational setting. Covering a wide range of critical topics such as engagement, serious games, and escape rooms, this major reference work is essential for policymakers, academicians, administrators, scholars, researchers, practitioners, instructors, and students.

Educational Gameplay and Simulation Environments: Case Studies and Lessons Learned - Kaufman, David 2010-01-31

"This book covers theoretical, social, and practical issues related to educational games and simulations, contributing to a more effective design and implementation of these activities in learning environments"--

Provided by publisher.

Mobile Devices in Education: Breakthroughs in Research and Practice - Management Association, Information Resources 2020-01-03
As technology advances, mobile devices have become more affordable and useful to countries around the world. The use of technology can significantly enhance educational environments for students. It is imperative to study new software, hardware, and gadgets for the improvement of teaching and learning practices. Mobile Devices in Education: Breakthroughs in Research and Practice is a collection of innovative research on the methods and applications of mobile technologies in learning and explores best practices of mobile learning in educational settings. Highlighting a range of topics such as educational technologies, curriculum development, and game-based learning, this publication is an ideal reference source for teachers, principals, curriculum developers, educational software developers, instructional designers, administrators, researchers, professionals, upper-level students, academicians, and practitioners actively involved in the education field.

Research Anthology on Developments in Gamification and Game-Based Learning - Management Association, Information Resources 2021-11-26
Technology has increasingly become utilized in classroom settings in order to allow students to enhance their experiences and understanding. Among such technologies that are being implemented into course work are game-based learning programs. Introducing game-based learning into the classroom can help to improve students' communication and teamwork skills and build more meaningful connections to the subject matter. While this growing field has numerous benefits for education at all levels, it is important to understand and acknowledge the current best practices of gamification and game-based learning and better learn how they are correctly implemented in all areas of education. The Research Anthology on Developments in Gamification and Game-Based Learning is a comprehensive reference source that considers all aspects of gamification and game-based learning in an educational context including the benefits, difficulties, opportunities, and future directions. Covering a wide range of topics including game concepts, mobile learning, educational games, and learning processes, it is an ideal resource for academicians, researchers, curricula developers, instructional designers, technologists, IT specialists, education professionals, administrators, software designers, students, and stakeholders in all levels of education.

10th European Conference on Games Based Learning -

Technological and Social Environments for Interactive Learning - Jelena Jovanović 2014-11-03
Technology Enhanced Learning (TEL) is a very broad and increasingly mature research field. It encompasses a wide variety of research topics, ranging from the study of different pedagogical approaches and teaching/learning strategies and techniques, to the application of advanced technologies in educational settings such as the use of different kinds of mobile devices, sensors and sensor networks to provide the technical foundation for context-aware, ubiquitous learning. The TEL community has also been exploring the use of artificial intelligence tools and techniques for the development of intelligent learning environments capable of adapting to learners' needs and preferences and providing learners with personalized learning experience. Recognizing the potential of online social networks, social media, and web-based social software tools as learning platforms for online education, the TEL community has devoted significant time and effort into researching how these popular technologies could be combined with appropriate pedagogical approaches to make learning experience more engaging, satisfying, and successful. Among the most important results of these research endeavors are personal learning environments that allow learners to create mash-ups of diverse social software tools based on their own needs and preferences as well as to create and maintain their online learning networks. Undeniably, technological advancement is making education more accessible to an increasing number of people worldwide. To fully exploit the huge benefit the technology is offering, the TEL community is exploring effective approaches for adapting learning resources to address language, generation, and cultural specificities. Aiming to make learning accessible to all, the community has also focused on the development of solutions for learners with special needs. Finally, it should be noted that all the above mentioned research efforts of the TEL community are finding their applications in different learning contexts and domains, including formal education and informal learning, as well as workplace learning in small, medium, and large organizations. Since the scope of TEL research is constantly evolving, the above given overview of the current research efforts does not aim to be exhaustive by any means. Instead, its purpose is to give some insights into the breadth of research topics and challenges that this edited book aims to cover. The book comprises 14 chapters, which are topically organized into several sections. However, this division of chapters into sections is not strictly definitive as each of the chapters itself presents a comprehensive research work that often spans across diverse TEL areas and thus could be categorized into more than one section of the book.

Gamification-Based E-Learning Strategies for Computer Programming Education - Alexandre Peixoto de Queirós, Ricardo 2016-08-23
Computer technologies are forever evolving and it is vital that computer science educators find new methods of teaching programming in order to maintain the rapid changes occurring in the field. One of the ways to increase student engagement and retention is by integrating games into the curriculum. Gamification-Based E-Learning Strategies for Computer Programming Education evaluates the different approaches and issues faced in integrating games into computer education settings. Featuring emergent trends on the application of gaming to pedagogical strategies and technological tactics, as well as new methodologies and approaches being utilized in computer programming courses, this book is an essential reference source for practitioners, researchers, computer science teachers, and students pursuing computer science.

Design for Teaching and Learning in a Networked World - Gráinne Conole 2015-09-07
This book constitutes the refereed proceedings of the 10th European Conference on Technology Enhanced Learning, EC-TEL 2015, held in Toledo, Spain, in September 2015. The 27 full papers, 19 short papers, 9 demo papers and 23 posters were carefully reviewed and selected from 176 submissions. They address topics such as blended learning; self-regulated and self directed learning; reflective learning; intelligent learning systems; learning communities; learning design; learning analytics; learning assessment; personalization and adaptation; serious games; social media; massive open online courses (MOOCs); schools of the future.

Learning and Education Games: Volume Two: Bringing Games into Educational Contexts - Karen Schrier Shaenfeld 2016
The Learning, Education & Games book series is perfect for any educator or developer seeking an introduction to research-driven best practices for using and designing games for learning. This volume, Bringing Games into Educational Contexts, delves into the challenges of creating games and implementing them in educational settings. This book covers relevant issues such as gamification, curriculum development, using games to support ASD (autism spectrum disorder) students, choosing games for the classroom and library, homeschooling and gameschooling, working with parents and policymakers, and choosing tools for educational game development. Learning, Education & Games: Bringing Games into Educational Contexts is the second in a series written and edited by members of the Learning, Education, and Games (LEG) special interest group of the IGDA (International Game Developers Association).

Experimental Studies in Learning Technology and Child–Computer Interaction - Michail Giannakos 2022-11-01
This book is about the ways in which experiments can be employed in the context of research on learning technologies and child–computer interaction (CCI). It is directed at researchers, supporting them to employ experimental studies while increasing their quality and rigor. The book provides a complete and comprehensive description on how to design, implement, and report experiments, with a focus on and examples from CCI and learning technology research. The topics covered include an introduction to CCI and learning technologies as interdisciplinary fields of research, how to design educational interfaces and visualizations that support experimental studies, the advantages and disadvantages of a variety of experiments, methodological decisions in designing and conducting experiments (e.g. devising hypotheses and selecting measures), and the reporting of results. As well, a brief introduction on how contemporary advances in data science, artificial intelligence, and sensor data have impacted learning technology and CCI research is presented. The book details three important issues that a learning technology and CCI researcher needs to be aware of: the importance of the context, ethical considerations, and working with children. The motivation behind and emphasis of this book is helping prospective CCI and learning technology researchers (a) to evaluate the

circumstances that favor (or do not favor) the use of experiments, (b) to make the necessary methodological decisions about the type and features of the experiment, (c) to design the necessary “artifacts” (e.g., prototype systems, interfaces, materials, and procedures), (d) to operationalize and conduct experimental procedures to minimize potential bias, and (e) to report the results of their studies for successful dissemination in top-tier venues (such as journals and conferences). This book is an open access publication.

Online Tutor 2.0: Methodologies and Case Studies for Successful Learning - García-Peñalvo, Francisco José 2014-03-31

After centuries of rethinking education and learning, the current theory is based on technology’s approach to and affect on the planned interaction between knowledge trainers and trainees. Online Tutor 2.0: Methodologies and Case Studies for Successful Learning demonstrates, through the exposure of successful cases in online education and training, the necessity of the human factor, particularly in teaching/tutoring roles, for ensuring the development of quality and excellent learning activities. The didactic patterns derived from these experiences and methodologies will provide a basis for a more powerful and efficient new generation of technology-based learning solutions for high school teachers, university professors, researchers, and students at all levels of education.