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# HCI in Games

7th International Conference, HCI-Games 2025, Held as Part of the 27th HCI International Conference, HCII 2025, Gothenburg, Sweden, June 22-27, 2025, Proceedings

This book constitutes the refereed proceedings of the 7th International Conference on HCI in Games, held as part of the 27th International Conference, HCI International 2025, which took place in Gothenburg, Sweden, during June 22–27, 2025.

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Part 1: Gamification, UX, and Player Behavior
Part 2: Identity, Emotion, and AI in Game Experiences
Part 3: Gamified Learning and Design
Part 4: Games in Healthcare and Wellbeing

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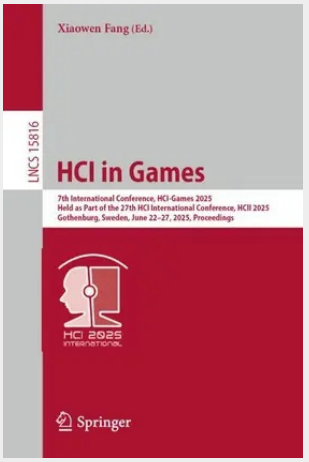


**96,29 €**
89,99 € (zzgl. MwSt.)

*Lieferfrist: bis zu 10 Tage*

**Artikelnummer:** 9783031925771
**Medium:** Buch
**ISBN:** 978-3-031-92577-1
**Verlag:** Springer
**Erscheinungstermin:** 03.06.2025
**Sprache(n):** Englisch
**Auflage:** Erscheinungsjahr 2025
**Serie:** Lecture Notes in Computer Science
**Produktform:** Kartoniert
**Gewicht:** 721 g
**Seiten:** 456
**Format (B x H):** 155 x 235 mm



**Kundenservice Verlag Dr. Otto Schmidt KG**
Neumannstraße 10, 40235 Düsseldorf | kundenservice@otto-schmidt.de | 0221-93738-997 (Inland)