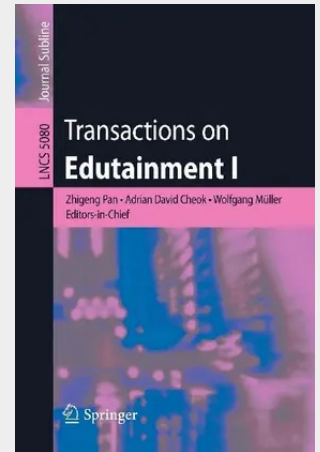


Transactions on Edutainment I

With great pleasure we would like to present the first volume of a new journal, Transactions on Edutainment. This journal, part of the Springer series Lecture Notes in Computer Science, is devoted to research and development in the field of edutainment. Edutainment, also known as educational entertainment or entertainment-education, denotes all forms of entertainment designed to educate as well as to provide fun. This approach is motivated by the increasing demands on individuals for life-long learning and the need to integrate effective learning opportunities throughout life. As such, edutainment has attracted increasing interest in the last few years. The first 12 articles of this first issue represent a selection of outstanding contributions from Edutainment 2008, the Third International Conference on E-Learning and Games held in Nanjing, China, in June 2008. These papers are complemented by individual contributions from international experts in this field. The first six articles provide an introduction into the field of edutainment by presenting different application examples. In their article "Designing an Educational Game: Case Study of Europe 2045," Sisler and Brom discuss their experiences in the design of an on-line multi-player strategy game on political, economic, and social issues in contemporary Europe. The following examples point out the crucial role of interaction design and technologies in the development of a successful edutainment application.

With great pleasure we would like to present the first volume of a new journal, Transactions on Edutainment. This journal, part of the Springer series Lecture Notes in Computer Science, is devoted to research and development in the field of edutainment. Edutainment, also known as educational entertainment or entertainment-education, denotes all forms of entertainment designed to educate as well as to provide fun. This approach is motivated by the increasing demands on individuals for life-long learning and the need to integrate effective learning opportunities throughout life. As such, edutainment has attracted increasing interest in the last few years. The first 12 articles of this first issue represent a selection of outstanding contributions from Edutainment 2008, the Third International Conference on E-Learning and Games held in Nanjing, China, in June 2008. These papers are complemented by individual contributions from international experts in this field. The first six articles provide an introduction into the field of edutainment by presenting different application examples. In their article "Designing an Educational Game: Case Study of Europe 2045," Sisler and Brom discuss their experiences in the design of an on-line multi-player strategy game on political, economic, and social issues in contemporary Europe. The following examples point out the crucial role of interaction design and technologies in the development of a successful edutainment application.



53,49 €
49,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783540697374
Medium: Buch
ISBN: 978-3-540-69737-4
Verlag: Springer
Erscheinungstermin: 12.06.2008
Sprache(n): Englisch
Auflage: Erscheinungsjahr 2008
Serie: Lecture Notes in Computer Science
Produktform: Kartoniert
Gewicht: 493 g
Seiten: 305
Format (B x H): 155 x 235 mm

