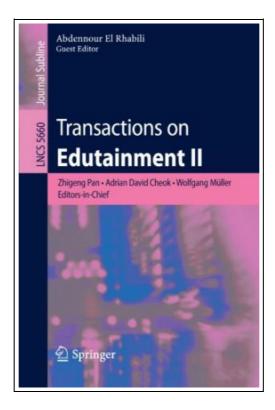
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Extremely helpful for all type of folks. It generally is not going to expense a lot of. I found out this book from my dad and i advised this book to find out.

(Melany Goyette)

TRANSACTIONS ON EDUTAINMENT II



Springer-Verlag Gmbh Jul 2009, 2009. Taschenbuch. Condition: Neu. Neuware - With great pleasure we present the second volume of the new part of Transtions on Edutainment. This journal, the Springer series journal Lecture ComputerScience,isdevotedtoresearchanddevelopmentinthe eldofeduta- ment. Edutainment, also known as educational entertainment or entertainme- education, denotes all forms of entertainment designed to educate as well as to provide fun. This approach is motivated by the increasing demands on indivi- alsforlife-longlearningandtheneedtointegratee ectivelearningopportunities throughout life. As such, edutainment has attracted increasing interest in the last few years. The rst ve articles of this issue represent a selection of outstanding contbutionsfromGDTW2008,the6thInternationalConferenceinGameDesignand Technology held in the UK, in November 2008. The main aims of the workshop are: (1) To provide a forum to discuss state-of-the-art games design and current and future games technology with the specialists. (2) To enable academics and researchersincomputergametechnologyandcomputerentertainmenttopresent their work during the research sessions, and to seek opportunities for collabo- tion with industry and for academic researchpartners. (3) To facilitate relati- ships and collaboration between academics promoting computer games techn- ogy courses, the UK games industry and supporting organizations. These ve papers cover mainly the topic of edutainment platforms or methodology: Co- dinating Heterogeneous Game-Based Learning Approaches in Online Learning Environments, Networking Middleware and Online-Deployment Mechanisms for Java-Based Games, A Testbed for P2P Gaming Using Time Warp, How to Steer Characters in Group Games, and Time-Based Personalized Mobile Game Downloading. The next six articles represent a selection of outstanding contributions from Cyberworlds 2008 held in Hangzhou, China, in September 2008. 313 pp. Englisch.



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