Gamification for Human Factors Integration: Social, Education, and Psychological Issues

Jonathan Bishop (Centre for Research into Online Communities and E-Learning Systems, Belgium)

With the popularity and ease-of-access to internet technologies, especially social networking, a number of human-centered issues has developed including internet addiction and cyber bullying. In an effort to encourage positive behavior, it is believed that applying gaming principles to non-gaming environments through gamification can assist in improving human interaction online.

Gamification for Human Factors Integration: Social, Educational, and Psychological Issues presents information and best practices for promoting positive behavior online through gamification applications in social, educational, and psychological contexts. Through up-to-date research and practical applications, educators, academicians, information technology professionals, and psychologists will gain valuable insight into human-internet interaction and a possible solution for improving the relationship between society and technology.

Topics Covered:
- Cyber Bullying
- E-Learning
- Social Networking
- Internet Addiction
- Gaming
- Behavior Modification
- Health Applications
- Online Communication
- Relationships

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners. Ideal for classroom use.

Jonathan Bishop is an information technology executive, researcher and writer. Having gained an MSc in E-Learning in 2004 he went on to found the Centre for Research into Online Communities and E-Learning Systems, which now outputs a significant amount of research in these areas. During his MSc he devised the Classroom 2.0 concept, and his Digital Classroom of Tomorrow Project has been replicated across Europe, as discussed in this book. Jonathan has at the time of going to press over 35 publications, and is the most published academic in the area of Internet trolling. He is also a school governor in the Welsh village of Treforest, a private tutor, and a director of an educational social enterprise based in Swansea.
Section 1: Behaviour and Activism

Chapter 1
My Click is My Bond:
Jonathan Bishop (Centre for Research into Online Communities and E-Learning Systems, European Parliament, Belgium)

Chapter 2
Cognitive Load and Empathy in Serious Games:
Wen-Hao David Huang (University of Illinois – Urbana-Champaign, USA)
Sharon Tettegah (University of Illinois – Urbana-Champaign, USA)

Chapter 3
What’s in a Game?
Shefali Virkar (University of Oxford, UK)

Chapter 4
Should We Publish That?
Loren Falkenberg (University of Calgary, Canada)
Oleksiy Osiyevskyy (University of Calgary, Canada)

Chapter 5
Towards a Subjectively Devised Parametric User Model for Analysing and Influencing Behaviour Online Using Neuroeconomics:
Jonathan Bishop (Centre for Research into Online Communities and E-Learning Systems, European Parliament, Belgium)
Mark M. H. Goode (Cardiff Metropolitan University, UK)

Section 2: Health and Cognition

Chapter 6
Designing Serious Games for People with Disabilities:
Lindsay Evert (Nottingham Trent University, UK)
Allan Ridley (Nottingham Trent University, UK)
Liz Keating (Nottingham Trent University, UK)
Patrick Merritt (Nottingham Trent University, UK)
Nick Shopland (Nottingham Trent University, UK)
David Brown (Nottingham Trent University, UK)

Chapter 7
ExerLearning®:
Judy Shasek (ExerLearning)

Chapter 8
Rehabilitation Gaming:
Henk Herman Nap (Stichting Smart Homes, The Netherlands)
Unai Diaz-Orueta (INGEMA, Spain)

Chapter 9
The Use of Motion Tracking Technologies in Serious Games to Enhance Rehabilitation in Stroke Patients:
Andrew M. Burton (Nottingham Trent University, UK)
Hao Liu (Nottingham Trent University, UK)
Steven Batterby (Nottingham Trent University, UK)
David Brown (Nottingham Trent University, UK)
Nasser Sherkar (Nottingham Trent University, UK)
Petey Stander (University of Nottingham, UK)
Marion Walker (University of Nottingham, UK)

Chapter 10
The Psychology of Trolling and Lurking:
Jonathan Bishop (Centre for Research into Online Communities and E-Learning Systems, European Parliament, Belgium)

Section 3: Pedagogical Issues

Chapter 11
Designing Educational Games:
Stephen Tang (Liverpool John Moores University, UK)
Martin Hanneghan (Liverpool John Moores University, UK)

Chapter 12
Games and the Development of Students’ Civic Engagement and Ecological Stewardship:
Janice L. Anderson (University of North Carolina – Chapel Hill, USA)

Chapter 13
Learning Sociology in a Massively Multi-Student Online Learning Environment:
Joel Foreman (George Mason University, USA)
Thomasina Borkman (George Mason University, USA)

Chapter 14
The Applicability of Gaming Elements to Early Childhood Education:
Holly Tootell (University of Wollongong, Australia)
Alison Freeman (University of Wollongong, Australia)

Chapter 15
From Chaos Towards Sense:
Torsten Reiners (Curtin University, Australia)
Lincoln C. Wood (Auckland University of Technology, New Zealand & Curtin University, Australia)
Jon Dron (Athabasca University, Canada)

Chapter 16
Background Music in Educational Games:
Stephanie B. Linek (Leibniz Centre of Economics, Germany)
Birgit Marx (University of Graz, Austria)
Dietrich Albert (University of Graz, Austria)

Chapter 17
Games and Simulations:
Göknur Kaplan Akilli (Middle East Technical University (METU), Turkey)

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