Game-Based Learning (IJGBL)

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Devoted to the theoretical and empirical understanding of game-based learning. To achieve this aim, the journal publishes theoretical manuscripts, empirical studies, and literature reviews. The journal publishes this multidisciplinary research from fields that explore the cognitive and psychological aspects that underpin successful educational video games. The target audience of the journal is composed of professionals and researchers working in the fields of educational games development, e-learning, technology-enhanced education, multimedia, educational psychology, and information technology. IJGBL promotes an in-depth understanding of the multiple factors and challenges inherent to the design and integration of Game-Based Learning environments.

Topics Covered:
- Adaptive games design for Game-Based Learning
- Design of educational games for people with disabilities
- Educational video games and learning management systems
- Game design models and design patterns for Game-Based Learning
- Instructional design for Game-Based Learning
- Integration and deployment of video games in the classroom
- Intelligent Tutoring Systems and Game-Based Learning
- Learning by designing and developing video games
- Learning styles, behaviors and personalities in educational video games
- Mobile development and augmented reality for Game-Based Learning
- Motivation, audio and emotions in educational video games
- Role of Instructors
- Virtual Worlds and Game-Based Learning

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EDITOR-IN-CHIEF BIO
Patrick Felicia is a Lecturer, Researcher and Course Leader at Waterford Institute of Technology (WIT). He works within the Department of Computing, Mathematics and Physics. Dr. Felicia earned his PhD in computer science from University College Cork. In WIT, his research and teaching is focused on the use of innovative and engaging educational experiences by combining Gaming Technology, Instructional Design and Educational Psychology. His research interests include Game-Based Learning, Technology-Enhanced Education and Adaptive Educational Systems. Dr. Felicia has presented and published internationally and has conducted several studies on the use and benefits of Game-Based Learning.

SUBMISSION INFORMATION
Prospective authors should note that only original and previously unpublished articles will be considered. Interested authors must consult the journal’s guidelines for manuscript submissions at www.igi-global.com/publish/resources prior to submission. All article submissions will be forwarded to the Editorial Review Board for double-blind, peer review.

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