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Fundamental Concepts and Theories  

This section serves as a foundation for this exhaustive reference tool by addressing underlying principles essential to the understanding of Gamification. Chapters found within these pages provide an excellent framework in which to position Gamification within the field of information science and technology. Insight regarding the critical incorporation of global measures into Gamification is addressed, while crucial stumbling blocks of this field are explored. With 18 chapters comprising this foundational section, the reader can learn and choose from a compendium of expert research on the elemental theories underscoring the Gamification discipline.

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Section 7
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This section contains 4 chapters, giving a wide variety of perspectives on Gamification and its implications. Within the chapters, the reader is presented with an in-depth analysis of the most current and relevant issues within this growing field of study. Crucial questions are addressed and alternatives offered.

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This section highlights research potential within the field of Gamification while exploring uncharted areas of study for the advancement of the discipline. Introducing this section are chapters that set the stage for future research directions and topical suggestions for continued debate, centering on the new venues and forums for discussion. A pair of chapters on space-time makes up the middle of the section of the final 7 chapters, and the book concludes with a look ahead into the future of the Gamification field, with “‘I Want Them to Feel the Fear...’: Critical Computational Literacy as the New Multimodal Composition.” In all, this text will serve as a vital resource to practitioners and academics interested in the best practices and applications of the burgeoning field of Gamification.

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