Table of Contents

Preface.................................................................................................................................................. xv

Section 1
User Research

Chapter 1
Quantifying “Magic”: Creating Good Player Experiences on Xbox Kinect........................................... 1
Kristie J. Fisher, Google, USA
Timothy Nichols, Microsoft, USA
Katherine Isbister, University of California – Santa Cruz, USA
Tom Fuller, Tableau Software, USA

Chapter 2
Gamification Transformed: Gamification Should Deliver the Best Parts of Game Experiences, Not Just Experiences of Game Parts............................................................................................................ 17
Brock Randall Dubbels, McMaster University, Canada

Chapter 3
The Relationship between Avatar-Based Customization, Player Identification, and Motivation .......... 48
Selen Turkay, Harvard University, USA
Charles K. Kinzer, Teachers College, Columbia University, USA

Chapter 4
An Experiment on Anonymity and Multi-User Virtual Environments: Manipulating Identity to Increase Learning.................................................................................................................................. 80
Richard N. Landers, Old Dominion University, USA
Rachel C. Callan, Old Dominion University, USA

Chapter 5
Geoff Kaufman, Carnegie Mellon University, USA
Mary Flanagan, Dartmouth College, USA
Section 2
Learning Applications

Chapter 6
Making Lifelike Medical Games in the Age of Virtual Reality: An Update on “Playing Games with Biology” from 2013 ................................................................. 103
Thomas B. Talbot, University of Southern California, USA

Chapter 7
Using Serious Gaming to Improve the Safety of Central Venous Catheter Placement: A Post-Mortem Analysis.................................................................................. 120
Daniel Katz, Icahn School of Medicine at Mount Sinai, USA
Andrew Goldberg, Icahn School of Medicine at Mount Sinai, USA
Prabal Khanal, 3D Systems Inc., USA
Kanav Kahol, Arizona State University, USA
Samuel DeMaria, Icahn School of Medicine at Mount Sinai, USA

Chapter 8
Making Learning Fun: An Investigation of Using a Ludic Simulation for Middle School Space Science .............................................................................................................. 130
Min Liu, The University of Texas at Austin, USA
Lucas Horton, The University of Texas at Austin, USA
Jina Kang, The University of Texas at Austin, USA
Royce M. Kimmons, Brigham Young University, USA
Jaejin Lee, The University of Seoul, South Korea

Section 3
Health Enhancement and Clinical Intervention

Chapter 9
Teaching Childbirth Support Techniques Using the Prepared Partner and Digital Birth: The Design and Development of Games for Dads-To-Be................................................................. 154
Alexandra Holloway, University of California – Santa Cruz, USA

Chapter 10
Beyond Gaming: The Utility of Video Games for Sports Performance .......................... 183
Roma P. Patel, UC Davis Eye Center, USA
Jerry Lin, USC, USA
S. Khizer R. Khaderi, University of Utah Moran Eye Center, USA

Chapter 11
Games and Other Training Interventions to Improve Cognition in Healthy Older Adults ........ 192
Elizabeth M. Zelinski, University of Southern California, USA
Chapter 12
Computer-Presented and Physical Brain-Training Exercises for School Children: Improving Executive Functions and Learning ................................................................. 206
  Bruce E. Wexler, Yale University, USA

Chapter 13
Promoting Physical Activity and Fitness with Exergames: Updated Systematic Review of Systematic Reviews .................................................................................. 225
  Tuomas Kari, University of Jyvaskyla, Finland

Chapter 14
Is Artificial Intelligence (AI) Friend or Foe to Patients in Healthcare? On Virtues of Dynamic Consent – How to Build a Business Case for Digital Health Applications ...................... 246
  Veronika Litinski, MaRS Discovery, Canada

Compilation of References ................................................................................................................. 258

About the Contributors ....................................................................................................................... 290

Index .................................................................................................................................................. 295