# Table of Contents

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

**Section 1**  
Gaming Relevant to Classroom Teaching and Learning

**Chapter 1**  
A Taxonomy of Educational Games ................................................................................................... 1  
*Dan O’Brien, University of Illinois, USA*

**Chapter 2**  
The Design and Development of Educational Immersive Environments: From Theory to Classroom Deployment.................................................................................................................. 24  
*Collin B. Price, University of Worcester, UK*  
*J. S. Moore, University of Worcester, UK*

**Chapter 3**  
Intelligent Tutoring and Games (ITaG) ................................................................................................. 44  
*Danielle S. McNamara, University of Memphis, USA*  
*G. Tanner Jackson, University of Memphis, USA*  
*Art Graesser, University of Memphis, USA*

**Chapter 4**  
Using ‘TRIRACE©’ in the Classroom: Perception on Modes and Effectiveness ............................... 66  
*Ayotola Aremu, University of Ibadan, Nigeria*

**Chapter 5**  
Bridging Informal and Formal Learning Experiences with Participatory Media ............................ 84  
*David Gibson, Arizona State University, USA*
Section 2
Cases of Gaming Use in Teaching and Learning

Chapter 6
Technology Enhanced Language Learning in Early Childhood: Competencies for Early Childhood Teachers

Elisabeth Katzlinger, Johannes Kepler University Linz, Austria

101

Chapter 7
The Haunted School on Horror Hill: A Case Study of Interactive Fiction in an Elementary Classroom

Kevin Kee, Brock University, Canada
Tamara Vaughan, Teacher, The Western Quebec School Board, Canada
Shawn Graham, Grand Canyon University, USA

113

Chapter 8
Use of Interactive Online Games in Teaching English as a Foreign Language

Hoe Kyeung Kim, Cleveland State University, USA

125

Chapter 9
Using Educational Online Game to Stimulate Learning

Louise Sauvé, Télé-université/SAVIE, Canada

138

Chapter 10
The Experience of an Online Management Simulation Game to Foster Collaboration and Teamwork

Hélder Fanha Martins, Lisbon Polytechnic Institute, Portugal

159

Chapter 11
Exploring Guild Participation in MMORPGs and Civic Leadership

Adam Friedman, Wake Forest University, USA
Richard Hartshorne, University of North Carolina at Charlotte, USA
Phillip VanFossen, Purdue University, USA

176

Section 3
Use of Gaming in Virtual Worlds

Chapter 12
Modding and Rezzing in Games and Virtual Environments for Education

Regina Kaplan-Rakowski, Southern Illinois University, USA
Christian Sebastian Loh, Southern Illinois University, USA

205
Chapter 13
Considerations and Methodology for Designing a Virtual World: Solution for a Large Corporation

Brian Bauer, Êtape Partners, USA

220

Chapter 14
ClassSim: An Approach to Educator Development Through a Simulation

Brian Ferry, University of Wollongong, Australia
Lisa Kervin, University of Wollongong, Australia
Lisa Carrington, University of Wollongong, Australia

238

Chapter 15
Virtual Gaming: A Platform for Multi-Skills and Multi-Literacies for Gamers

Chaka Chaka, Walter Sisulu University, South Africa

252

Chapter 16
Designing Game-Based Learning Activities in Virtual Worlds: Experiences from Undergraduate Medicine

Maria Toro-Troconis, Imperial College London, UK
Martyn R. Partridge, Imperial College London, UK

270

Epilogue
Principles of Educational Digital Game Structure for Classroom Settings

Youngkyun Baek, Korea National University of Education, Korea

281

Compilation of References

293

About the Contributors

325

Index

331