Index

A
active cognitive involvement 3, 8-9
ActiveWorlds 224, 236
activity recognition 197, 209, 214, 220
Adventure Game Studio 62
Ambient Assisted Living (AAL) 259
andragogy 127-129, 138-139, 141
antigame 187
Application Programming Interface (API) 94, 104
Assistive Systems in Production Environments (ASiPE) 266
Authoring Framework 60, 63-65, 73

B
behaviorism 199
board game 178-179, 186, 194, 305

C
Call of Duty 42
Cardio-Pulmonary Resuscitation (CPR) 227
Centre for Disease Control (CDC) 299
clinical virtual worlds 221-223, 225, 229-231, 234
Clinispace 227-230, 235-236
communicative learning 128
Competence Based Knowledge Spaces (CbKST) 76, 78
Computer Diagnosis Problem 92, 98
Computer Role-Playing Games (CRPG) 26
computer-simulated environments 126
constitutional adaptation 212
constructivist learning theory 17, 128
context-sensitive and user-centered scalability (CSUCS) 260
crafting 26, 28-32
curriculum development 149-150

D
Dance Dance Revolution (DDR) 206, 243
dementia 270
depression 50, 53, 56, 270
Digital Educational Games (DEG) 74
Discovery Learning 16-19, 21, 24, 28-31, 35, 40
downloadable content (DLC) 242
Dragon Age 26
Dungeons and Dragons 42, 45

E
Elder Scrolls 26, 28
Electrocardiography (ECG) 109
Electrodermal Activity (EDA) 107, 109-110
Electroencephalography (EEG) 108-109
Electroymography (EMG) 107, 109
Empathy 7-9, 12, 58
epidemiologists 299, 303
external objective determinants 3
extrinsic feedback 200

F
Facebook 50, 53, 56, 94, 252, 271, 278, 287, 289
fine motor skills 197
**Index**

### G

- Galvanic Skin Response (GSR) 109
- Game Designer 25, 60, 299, 304
--game mastering 85-86, 88-89, 99-100, 104, 197, 209, 214, 219-220
- game orchestration 89
- gameplay 28, 61, 66-68, 77-80, 85, 110, 113, 115, 211, 241, 245, 247-248, 251
- Games for Change 175, 192
- Games for Health 72, 106, 109, 111, 113, 176, 189, 192, 218, 248, 250, 252, 254-256, 294, 297-298, 305, 309
- Game World 43, 61, 86, 88-89, 114, 147, 182, 184, 188, 298-299
- gamification 43, 259, 266-268
- Gaming Objects (GOB) 78
- Gerontechnology 256-257
- Gerontology 216, 252-253, 257
- Grand Theft Auto 42-43
- graphical authoring tool 65
- graphical design 181

### H

- Harry Potter 28, 45
- healthcare settings 221, 232-233
- Health Communication 294-298, 300-306, 312
- human behaviour 50

### I

- immersion 1-5, 9-14, 16, 40, 76, 90, 106, 108, 110, 147, 188, 202, 209, 213, 231, 275
- Immersive Tendencies Questionnaire 7
- Incidental Learning 175-176, 181, 192
- in-game editing 71
- Ingroup Presence Questionnaire (IPQ) 4
- Instant Message (IM) 121
- Intelligent Tutoring System (ITS) 15
- Interaction Rules 87
- interaction template 66-67, 73
- interactive experience 24, 73, 160
- Interactive Voice Response (IVR) 118-119
- interface awareness 4
- Intergovernmental Panel on Climate Change (IPCC) 186
- internal subjective determinants 3
- interpretative writing 28, 32-33, 40
- introversion 8-9

- iPad 229
- irrelevant contribution 166-167, 169
- ITC Sense of Presence Inventory (ITC-SOPI) 4

### K

- Knowledge Sharing 86, 90-96, 98, 100, 104
- Knowledge Space Theory (KST) 76

### L

- Learning Journal 30-31, 40
- Learning Objects (LOB) 77, 83
- Learning Situations (LeS) 80
- Linden Lab 125, 129, 141, 223, 273, 293
- Linden Scripting Language 29

### M

- machinima 142, 301, 312
- Massively Multiplayer Online Games (MMOG) 87
- massively multiplayer online role-playing game (MMORPG) 44, 223-224, 244, 294-295, 297-306, 311-312
- massively multi-player online virtual environment (MMOVE) 223
- media characteristics 3
- Microsoft Kinect 215, 241, 251, 298
- microworld 23
- Middle German school 155
- Minecraft 71
- modern brain 275
- moral panic 45, 49-52, 54
- mortality rates 270
- motor abilities 3, 197-199, 201-203, 206, 208-210
- motor learning 197-203, 206, 208-210, 214-215, 217-220
- M-Rating 41
- multiplayer adventure game 71
- multi-user 17, 23, 102-103, 119, 124, 126, 161, 223-224, 237
- MySpace 271

### N

- Narrative Game-Based Learning Objects (NGLOB) 74
- Narrative Objects (NOB) 77
- Natural Interaction (NI) 258, 261, 264, 266
Neurobiology 18
Neverwinter Nights (NWN) 32
new media 42, 45, 50, 52-53, 56, 101, 139, 151, 153, 237, 306, 308
Nintendo DS 69, 253
Nintendo Wii 112, 215, 219, 241-244, 251, 253-255, 257, 264, 298
non-formal learning 174-176, 186, 188, 190, 192
Non-Player Character (NPC) 24, 28, 64, 75, 89-90, 93, 129, 138, 140, 188

O
online gaming environments 224
OpenSimulator 224, 239, 272, 304, 309

P
Passive Cognitive Involvement 3, 8-9
pedagogy 42, 128, 141, 157, 242, 297, 308
perceptual-motor level 197
physical space 4
physiological adaptation 212-213
political purpose 186
Portal 2 62
Post-Traumatic Stress Disorder (PTSD) 251
Presence Questionnaire (PQ) 5, 8
primitive brain 275
professional development 142, 221-223, 230-231, 233-234, 236
psycho-physiology 107

Q
quality of immersion 4
quality of life (QOL) 243
quest 15, 32-33, 90, 93, 108, 139, 217, 225, 248, 299, 307
quiz-game 178

R
rehabilitation 1, 9-11, 13-14, 38, 62, 176, 198, 202, 205-206, 208-209, 215-216, 218, 220, 242, 244, 250-256, 268, 298, 307
relevant contribution 164, 173
research design 202, 215
Role-Based Scenario 87
role-playing game (RPG) 23-24, 26, 35-36, 38, 44-45, 72, 74, 83, 223, 245, 307

S
sandbox 26
scientific discovery 19, 31, 35
Serious Games (SG) 60, 74, 85, 105, 198
Situated Cognition Theory 231
Skin Conductance (SC) 109
Social Network Analysis (SNA) 91, 104
social presence 117-123, 125, 275-276, 292-293
Space Invaders 43, 49
Spatial Orientation 8-9, 199
StoryPlay 68-71, 96
Storytelling Situations (StS) 80
Super Nintendo Entertainment System (SNES) 298
Survey Research 118-119, 125
suspended disbelief 274

T
telepresence 2, 12-14, 118, 125, 293
The Sims 26, 192
Towards Presence Inventory (TPI) 8

U
Unreal Development Kit (UDK) 304
user characteristics 3, 10
user experience (UX) 113, 212

V
variable practice 200-202, 208
vertical game play 299
video analysis 107, 213, 261
video game violence 42, 46, 48-49, 51
violent video games 42-44, 46, 49-51, 54-58, 160, 164, 172
virtual classroom 159-160, 162, 165, 171-172
Virtual Environment (VE) 2
virtual learning environment (VLE) 127, 223, 228
virtual patients 15, 38, 225, 227-229, 234
virtual reality settings 1
Index

virtual world deployment 235
visual programming 63, 66
voice channel 159-162, 166, 168-169, 171

W
Wii Balance Board (WBB) 243
Wii Fit 109, 217, 243, 248, 250-251, 254-257
Wii Sports 112, 250-251
World of Warcraft (WoW) 44

Y
youth violence rates 47