

International Journal of Gaming and Computer- Mediated Simulations

January-March 2015, Vol. 7, No. 1

Table of Contents

EDITORIAL PREFACE

- iv **And This One Was Just Right: In Search of Goldilocks in Player Experience**
Brock Dubbels, McMaster University, Hamilton, Ontario, Canada

RESEARCH ARTICLES

- 1 **Flow Genres: The Varieties of Video Game Experience**
Ondřej Hrabec, Charles University, Prague, Czech Republic
Vladimir Chrz, Institute of Psychology, Academy of Sciences of the Czech Republic, Prague, Czech Republic
- 20 **Investigating Real-time Predictors of Engagement: Implications for Adaptive Videogames and Online Training**
David Sharek, North Carolina State University, Raleigh, NC, USA
Eric Wiebe, North Carolina State University, Raleigh, NC, USA
- 38 **Design and Development of a Simulation for Testing the Effects of Instructional Gaming Characteristics on Learning of Basic Statistical Skills**
Elena Novak, School of Teacher Education, Western Kentucky University, Bowling Green, KY, USA
Tristan E. Johnson, Graduate School of Engineering, Northeastern University, Boston, MA, USA
- 58 **Personality Impressions of World of Warcraft Players Based on Their Avatars and Usernames: Consensus but No Accuracy**
Gabriella M. Harari, The University of Texas at Austin, Austin, TX, USA
Lindsay T. Graham, The University of Texas at Austin, Austin, TX, USA
Samuel D. Gosling, The University of Texas at Austin, Austin, TX, USA & School of Psychological Sciences, University of Melbourne, Parkville, VIC, Australia

BOOK REVIEW

- 74 **Reality is Broken: Why Games Make Us Better and How They Can Change the World**
Anna Baralt, University of Florida, Gainesville, FL, USA
Albert D. Ritzhaupt, University of Florida, Gainesville, FL, USA

Copyright

The **International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)** (ISSN 1942-3888; eISSN 1942-3896), Copyright © 2015 IGI Global. All rights, including translation into other languages reserved by the publisher. No part of this journal may be reproduced or used in any form or by any means without written permission from the publisher, except for noncommercial, educational use including classroom teaching purposes. Product or company names used in this journal are for identification purposes only. Inclusion of the names of the products or companies does not indicate a claim of ownership by IGI Global of the trademark or registered trademark. The views expressed in this journal are those of the authors but not necessarily of IGI Global.

The *International Journal of Gaming and Computer-Mediated Simulations* is indexed or listed in the following: ACM Digital Library; Bacon's Media Directory; Cabell's Directories; Compendex (Elsevier Engineering Index); DBLP; GetCited; Google Scholar; INSPEC; JournalTOCs; MediaFinder; PsycINFO®; SCOPUS; The Standard Periodical Directory; Ulrich's Periodicals Directory