

Table of Contents

International Journal of Gaming and Computer-Mediated Simulations

Volume 8 • Issue 1 • January-March-2016 • ISSN: 1942-3888 • eISSN: 1942-3896

An official publication of the Information Resources Management Association

Science is the New Black in Design

Editorial Preface

iv Brock Dubbels, McMaster University, Hamilton, Canada

Research Articles

1 Game Design for Older Adults: Lessons from a Life Course Perspective

Julie A. Brown, Ohio University, Athens, OH, USA

Bob De Schutter, Miami University, Oxford, OH, USA

13 Digital Game based Learning for Undergraduate Calculus Education: Immersion, Calculation, and Conceptual Understanding

Yu-Hao Lee, University of Florida, Gainesville, FL, USA

Norah Dunbar, University of California Santa Barbara, Santa Barbara, CA, USA

Keri Kornelson, University of Oklahoma, Norman, OK, USA

Scott Wilson, University of Oklahoma, Norman, OK, USA

Ryan Ralston, University of Oklahoma, Norman, OK, USA

Milos Savic, University of Oklahoma, Norman, OK, USA

Sepideh Stewart, University of Oklahoma, Norman, OK, USA

Emily Lennox, University of Oklahoma, Norman, OK, USA

William Thompson, University of Oklahoma, Norman, OK, USA

Javier Elizondo, University of Oklahoma, Norman, OK, USA

28 How Can Wii Learn From Video Games? Examining Relationships between Technological Affordances and Socio-Cognitive Determinates on Affective and Behavioral Outcomes

Edward Downs, University of Minnesota Duluth, Duluth, MN, USA

Mary Beth Oliver, Pennsylvania State University, University Park, PA, USA

44 Narrative and Conceptual Expertise in Massively Multiplayer Online Role Playing Games

Javier Alejandro Corredor, Universidad Nacional de Colombia, Bogota, Colombia

Leonardo Rojas Benavides, Institución Universitaria Politécnico Grancolombiano, Bogota, Colombia

COPYRIGHT

The *International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)* (ISSN 1942-3888; eISSN 1942-3896), Copyright © 2016 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