International Journal of Game-Based Learning

July-September 2014, Vol. 4, No. 3

Table of Contents

Research Articles

- 1 Rewards and Penalties: A Gamification Approach for Increasing Attendance and Engagement in an Undergraduate Computing Module Hope Caton, School of Computing and Information Systems, Kingston University, London, UK Darrel Greenhill, School of Computing and Information Systems, Kingston University, London, UK
- 13 Using Game Mechanics to Measure What Students Learn from Programming Games Jill Denner, ETR, Scotts Valley, CA, USA Linda Werner, University of California, Santa Cruz, CA, USA Shannon Campe, ETR, Scotts Valley, CA, USA Eloy Ortiz, ETR, Scotts Valley, CA, USA
- 23 Adapting Cognitive Walkthrough to Support Game Based Learning Design David Farrell, Glasgow Caledonian University, Glasgow, Scotland, UK David C Moffat, Glasgow Caledonian University, Glasgow, Scotland, UK
- 35 Gamification and Smart Feedback: Experiences with a Primary School Level Math App Michael D. Kickmeier-Rust, Graz University of Technology, Graz, Austria Eva-C. Hillemann, Graz University of Technology, Graz, Austria Dietrich Albert, Graz University of Technology, Graz, Austria
- 47 The Play Theory and Computer Games Using in Early Childhood Education Svetlana Gerkushenko, Early Childhood Education Department, Volgograd State Socio-Pedagogical University, Volgograd, Russian Federation Georgy Gerkushenko, CAD Department, Volgograd State Technical University, Volgograd, Russian Federation

Copyright

The International Journal of Game-Based Learning (IJGBL) (ISSN 2155-6849; eISSN 2155-6857), Copyright © 2014 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 Game-Based Learning is indexed or listed in the following: Bacon's Media Directory; Cabell's Directories; DBLP; Google Scholar; INSPEC; JournalTOCs; MediaFinder; ProQuest Advanced Technologies & Aerospace Journals; ProQuest Computer Science Journals; ProQuest Illustrata: Technology; ProQuest SciTech Journals; ProQuest Technology Journals; SCOPUS; The Standard Periodical Directory; Ulrich's Periodicals Directory