## **International Journal of Game-Based Learning**

July-September 2015, Vol. 5, No. 3

## **Table of Contents**

## RESEARCH ARTICLES

- Exergaming as an Alternative for Students Unmotivated to Participate in Regular Physical Education Classes

  Mateus David Finco, PPGIE/Federal University of Rio Grande do Sul (UFRGS), Porto Alegre, Brazil

  Eliseo Reategui, PPGIE/Federal University of Rio Grande do Sul (UFRGS), Porto Alegre, Brazil

  Milton Antonio Zaro, PPGIE/Federal University of Rio Grande do Sul (UFRGS), Porto Alegre, Brazil

  Dwayne D. Sheehan, Mount Royal University, Calgary, Canada

  Larry Katz, University of Calgary, Calgary, Canada
- 11 Students' Aesthetic Experiences of Playing Exergames: A Practical Epistemology Analysis of Learning Ninitha Maivorsdotter, University of Örebro, Örebro, Sweden Mikael Quennerstedt, University of Örebro, Örebro, Sweden Marie Öhman, University of Örebro, Örebro, Sweden
- Learning Recycling from Playing a Kinect Game

José de Jesús Luis González Ibánez, Department of Computer Science and Technology, Norwegian University of Science and Technology, Trondheim, Norway

Alf Inge Wang, Department of Computer Science and Technology, Norwegian University of Science and Technology, Trondheim, Norway

- 45 Multiplayer Kinect Serious Games: A Review
  - Ali Alshammari, Department of Curriculum and Instruction, Purdue University, West Lafayette, IN, USA David Whittinghill, Department of Computer Graphics Technology, Purdue University, West Lafayette, IN, USA
- 62 Gaming the Classroom Viewing Learning Through the Lens Self Determination Theory Antonia Szymanski, Indiana University Northwest, Valparaiso, IN, USA Matthew Benus, Indiana University Northwest, Gary, IN, USA

## Copyright

The International Journal of Game-Based Learning (IJGBL) (ISSN 2155-6849; eISSN 2155-6857), 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 Game-Based Learning is indexed or listed in the following: ACM Digital Library; 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; PsycINFO®; SCOPUS; The Standard Periodical Directory; Ulrich's Periodicals Directory