## **Table of Contents**

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

Volume 6 • Issue 4 • October-December-2016 • ISSN: 2155-6849 • eISSN: 2155-6857 An official publication of the Information Resources Management Association

## Special Issue on the 5th Irish Conference on Game-Based Learning

#### **Editorial Preface**

v Patrick Felicia, Department of Computing, Mathematics, and Physics, Waterford Institute of Technology, Waterford, Ireland Tim McNichols, Dún Laoghaire Institute of Art, Design and Technology, Dublin, Ireland

#### **Research Articles**

1 Unmasking the Mystique: Utilizing Narrative Character-Playing Games to Support English Language Fluency

Jennifer E. Killham, University of Cincinnati, Cincinnati, OH, USA Adam Saligman, Independent Researcher, Almaty, Kazakhstan Kelli Jette, University of Cincinnati, Cincinnati, OH, USA

22 Gaeilge Gaming: Assessing how games can help children to learn Irish

Gene Dalton, Trinity College Dublin, Dublin, Ireland Ann Devitt, Trinity College Dublin, Dublin, Ireland

39 Even Buddhist Monks Use a Gong: A Mindfulness Skills Programme for Young People Delivered through the "Mindful Gnats" Computer Game and App.

Gary O' Reilly, School of Psychology, University College Dublin, Dublin, Ireland David Coyle, School of Computer Science, University College Dublin, Dublin, Ireland Conall Tunney, School of Psychology, University College Dublin, Dublin, Ireland

52 Digital Gesture-Based Games: An Evolving Classroom

Alison McNamara, Independent Researcher, Limerick, Ireland

Games for Social Change: Review of the Potential for Multi Player Online Gaming to Facilitate the Emergence and Growth of Progressive Movements for Social Change within Youth and Community Work

Paul Keating, Department of Applied Social Sciences, Limerick Institute of Technology (Tipperary), Thurles, Ireland

87 Towards a Conceptual Framework of GBL Design for Engagement and Learning of Curriculum-based Content

Azita Iliya Abdul Jabbar, Department of Computing, Mathematics, and Physics, Waterford Institute of Technology, Waterford, Ireland

Patrick Felicia, Department of Computing, Mathematics, and Physics, Waterford Institute of Technology, Waterford, Ireland

### **COPYRIGHT**

The International Journal of Game-Based Learning (IJGBL) (ISSN 2155-6849; eISSN 2155-6857), 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 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; Thomson Reuters; Ulrich's Periodicals Directory