Table of Contents

International Journal of Gaming and Computer-Mediated Simulations

Volume 11 • Issue 1 • January-March-2019 • ISSN: 1942-3888 • eISSN: 1942-3896 An official publication of the Information Resources Management Association

Research Articles

- 1 The Social Facilitation of Performance, Engagement and Affect in a Complex Videogame: Opponent Identity
 - Russell Blair Williams, Zayed University, Dubai, UAE
- 18 News Presentation and the Third-Person Effect of Violent Video Games Seong Choul Hong, Kyonggi University, Seoul, South Korea
- 31 Modeling Games in the K-12 Science Classroom

 Kara D. Krinks, Lipscomb University, Nashville, USA

 Pratim Sengupta, University of Calgary, Alberta, Canada

 Douglas B. Clark, University of Calgary, Alberta, Canada

Copyright

The International Journal of Gaming and Computer-Mediated Simulations (IJGCMS) (ISSN 1942-3888; eISSN 1942-3896), Copyright © 2019 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; Web of Science; Web of Science Emerging Sources Citation Index (ESCI)