

INTERNATIONAL JOURNAL OF GAME-BASED LEARNING

July-September 2013, Vol. 3, No. 3

Table of Contents

SPECIAL ISSUE ON THE FIFTH ANNUAL INTERACTIVE TECHNOLOGY AND GAMES: EDUCATION, HEALTH AND DISABILITY INTERNATIONAL CONFERENCE

GUEST EDITORIAL PREFACE

- iv *Lindsay Evelt, Interactive Systems Research Group (ISRG), Computing and Technology Team, School of Science and Technology, Nottingham Trent University, Nottingham, UK*
David Brown, Interactive Systems Research Group (ISRG), Computing and Technology Team, School of Science and Technology, Nottingham Trent University, Nottingham, UK

RESEARCH ARTICLES

- 1 **Overcoming the Barriers to Uptake: A Study of 6 Danish Health-Based Serious Games Projects**
Damian Brown, Serious Games Interactive, Copenhagen, Denmark
- 10 **Integrating Serious Games in the Educational Experience of Students with Intellectual Disabilities: Towards a Playful and Integrative Model**
Maria Saridaki, Faculty of Communication and Mass Media Studies, National and Kapodistrian University of Athens, Athens, Greece
Constantinos Mourlas, Faculty of Communication and Mass Media Studies, National and Kapodistrian University of Athens, Athens, Greece
- 21 **Using Biometric Measurement in Real-Time as a Sympathetic System in Computer Games**
Stephanie Charij, School of Computing & Mathematics, University of Derby, Derby, UK
Andreas Oikonomou, School of Science & Technology, Nottingham Trent University, Nottingham, UK
- 43 **Second-Hand Masculinity: Do Boys with Intellectual Disabilities Use Computer Games as Part of Gender Practice?**
D. Charnock, Department of Nursing, Midwifery and Physiotherapy, University of Nottingham, Nottingham, UK
P. J. Standen, Community Health Sciences, University of Nottingham, Nottingham, UK
- 54 **Female Gamers: A Thematic Analysis of Their Gaming Experience**
Lavinia McLean, International Gaming Research Unit, Department of Psychology, Nottingham Trent University, Nottingham, UK
Mark D. Griffiths, International Gaming Research Unit, Department of Psychology, Nottingham Trent University, Nottingham, UK

Copyright

The **International Journal of Game-Based Learning (IJGBL)** (ISSN 2155-6849; eISSN2155-6857), Copyright © 2013 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 currently listed or indexed in: 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; The Standard Periodical Directory; Ulrich's Periodicals Directory