

## Special Issue

# Game-Based Learning, Gamification in Education and Serious Games 2023

### Message from the Guest Editors

This Special Issue aims to present and discuss new advances in game-based learning, gamification in education and serious games in general that can enhance the effectiveness and outreach of education, advertising, social awareness, health, policies, etc. We invite publications referring to new scientific approaches, results from experiments, and real-life applications. Topics of interest include but are not limited to the following:

- Serious games;
- Game-based learning;
- Gamification in education;
- Advergames;
- Exergames;
- Pervasive games;
- Awareness-raising games;
- Models and practices with serious games;
- New technologies for serious games;
- Assessment and evaluation of serious games;
- The psychology of serious games;
- Social and collaborative games;
- Security and confidentiality in serious games;
- Case studies in serious games.

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### Guest Editors

Prof. Dr. Carlos Vaz de Carvalho

Dr. Hariklia Tsalapatas

Prof. Dr. Ricardo Baptista

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### Deadline for manuscript submissions

closed (30 June 2024)



## Computers

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## About the Journal

### Message from the Editor-in-Chief

You are invited to contribute a research article, a comprehensive review or a software paper for consideration and publication in Computers (ISSN 2073-431X). Computers is an international, peer-reviewed, open access journal which provides an advanced forum for computer sciences. Computers is published in open access format—research articles, reviews and other contents are released on the Internet immediately after acceptance. The scientific community and the public have unlimited and free access to the content as soon as it is published. We would be pleased to welcome you as one of our authors.

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### Editor-in-Chief

Prof. Dr. Paolo Bellavista

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#### Rapid Publication:

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