



Digital Game-Based Learning and Gamified Learning: What's Next?

Guest Editors:

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Message from the Guest Editors

Dear Colleagues,

This Special Issue solicits high-quality papers that focus on, but are not limited to, the following topics of interest:

- New pedagogical and/or technological perspectives of harnessing game-based learning/gamified learning in early childhood education, K-12 education, and higher education;
- Leveraging advanced learning technologies in educational gamification;
- MR-/XR-supported game-based learning;
- AI in educational game design;
- Learning analytics in game-based learning/gamified learning;
- Flipped game-based learning/gamified learning;
- Teachers' facilitation roles in game-based learning/gamified learning;
- Challenges/strategies for introducing game-based learning/gamification in formal schooling contexts;
- Game-based learning/gamified learning in STEM/STEAM education;
- Game-based learning/gamified learning in special education.

