

## Special Issue

# Game-Based Learning and Gamification for Education

### Message from the Guest Editor

The scope of this Special Issue includes designing and employing digital education games, as well as theoretical development, educational game demonstrations, empirical studies, case studies, action research studies, and practices of adapting technology with gamification mechanisms for education. Other topics related to game-based learning and gamification for education are also welcome.

- game-based learning
- gamification
- educational games
- board games

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### Guest Editor

Prof. Dr. Huei Tse Hou

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### Deadline for manuscript submissions

closed (30 November 2022)



## Education Sciences

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## About the Journal

### Message from the Editor-in-Chief

From its first issue in 2011, *Education Sciences* (ISSN 2227-7102) has grown as a scholarly international open access journal. Its aim remains to publish extended full-length research papers that have the scope to substantively address current issues in education. As a member of the Committee on Publication Ethics (COPE), our goal has been to disseminate high quality research. Our publisher, MDPI, takes the responsibility to enforce a rigorous double-blind peer-review together with strict ethical policies and standards to ensure to add high quality scientific works to the field of scholarly publication.

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### Editor-in-Chief

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#### High Visibility:

indexed within Scopus, ESCI (Web of Science), Educational Research Abstracts, PsycInfo, and other databases.

#### Journal Rank:

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- Q1 (Physical Therapy, Sports Therapy and Rehabilitation)

#### Rapid Publication:

manuscripts are peer-reviewed and a first decision is provided to authors approximately 29.2 days after submission; acceptance to publication is undertaken in 3.9 days (median values for papers published in this journal in the first half of 2025).