

Special Issue

Gamification and Advanced Technology to Enhance Motivation in Education

Message from the Guest Editors

Motivation is the driving force behind many human activities, particularly learning. Motivated students are ready to make a significant mental effort and use deeper and more effective learning strategies. Some of the fundamental attributes of learning strategies that enhance motivation are:

- Experimentation or learning by doing.
- Interactivity and immediate feedback.
- Allow and naturalize the error.
- Give control to the learner.

This Special Issue aims to promote innovative ideas, theories, models, approaches, technologies, systems, projects, best practices, case studies, ethical studies and products in the area of advanced technologies to enhance motivation in education. Submissions should present empirical and/or theoretical advances on (but not limited to) the following topics:

- Gamification
- Serious games
- Game design applied to education
- Smart learning
- Adaptive learning
- Advanced interfaces for learning

Guest Editors

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Message from the Editor-in-Chief

Informatics (ISSN 2227-9709) is an international, peer-reviewed, open access journal, which publishes original theoretical and empirical work on the science of informatics and its application in multiple fields. Our concept of Informatics includes technologies of information and communication as well as the biological, social, linguistic and cultural changes that initiate, accompany and complicate their development. *Informatics* publishes regular research articles, reviews and short notes. There is no restriction on the length of papers, and we encourage researchers to publish their theoretical and empirical results in as much detail as possible. 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.

Editor-in-Chief

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