



Design Methodology for Educational Games

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Deadline for manuscript
submissions:

30 September 2021

Message from the Guest Editors

Dear Colleagues,

The aim of this Special Issue is to promote the use of design methodologies to specify, formalize and enrich the design of these educational games. We welcome the submission of empirical, theoretical and review articles that are focused on improving the design of games used for learning.

Topics of interest for this special issue include (but are not limited to):

- Design guidelines specific for educational games (user profiles, conceptual frameworks, models, patterns, tasks and processes, etc.)
- Methodologies, techniques and technologies to improve the design of educational games
- Methodologies used to design research prototypes and commercial educational games
- Methodologies to integrate and deploy video games in classes
- Design of adaptive games for game-based learning
- Design of educational games for vulnerable groups
- Learning by designing video games
- Evaluation studies for educational games (evaluation methodologies and evaluation design, models and metrics, evaluation tools, effectiveness, efficiency)



mdpi.com/si/50285

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Guest Editors

Special Issue



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