## Contents

	reword: From Virtual U to Serious Games to Something Bigger I SAWYER	хi
Edi	tors	xvii
Co	ntributors	xviii
Lis	List of Figures and Tables	
PA	RT I	
Se	rious Games: Explication of an Oxymoron	I
1	Introduction UTE RITTERFELD, MICHAEL CODY, AND PETER VORDERER	3
2	Classifying Serious Games RABINDRA RATAN AND UTE RITTERFELD	10
3	Enjoyment of Digital Games: What Makes Them "Seriously" Fun? HUA WANG, CUIHUA SHEN, AND UTE RITTERFELD	25
4	Serious Games and Seriously Fun Games: Can They Be One and the Same? CUIHUA SHEN, HUA WANG, AND UTE RITTERFELD	48
	RT II	63
Γh	eories and Mechanisms	0.3
	CTIONI	
Se	rious Games For Learning	65
5	Deep Learning Properties of Good Digital Games: How Far Can They Go? JAMES PAUL GEE	67

:::	C		
VIII	Con	itents	i

6	Deep Learning and Emotion in Serious Games ARTHUR GRAESSER, PATRICK CHIPMAN, FRANK LEEMING, AND SUZANNE BIEDENBACH	83
7	Psychological and Communicological Theories of Learning and Emotion Underlying Serious Games JENNINGS BRYANT AND WES FONDREN	103
8	Designing Serious Games for Learning and Health in Informal and Formal Settings DEBRA A. LIEBERMAN	117
9	What Do Children Learn from Playing Digital Games? FRAN C. BLUMBERG AND SABRINA S. ISMAILER	131
SEG	CTION II	
	rious Games for Development	143
10	The Impact of Serious Games on Childhood Development JOHN L. SHERRY AND JAYSON L. DIBBLE	145
11	Designing Serious Games for Children and Adolescents: What Developmental Psychology Can Teach Us KAVERI SUBRAHMANYAM AND PATRICIA GREENFIELD	167
12	Doors to Another Me: Identity Construction Through Digital Game Play ELLY A. KONIJN AND MARIJE NIJE BIJVANK	179
13	Identity Formation and Emotion Regulation in Digital Gaming UTE RITTERFELD	204
SF	CTION III	
	rious Games for Social Change	219
14	Serious Games for Girls? Considering Gender in Learning with Digital Games YASMIN B. KAFAI	221
15	Girls as Serious Gamers: Pitfalls and Possibilities JEROEN JANSZ AND MIRJAM VOSMEER	236

_	Conten	ts i
16	Serious Games and Social Change: Why They (Should) Work CHRISTOPH KLIMMT	248
17	Entertainment-Education Through Digital Games HUA WANG AND ARVIND SINGHAL	271
PA	ART III	
M	ethodological Challenges	293
18	Melding the Power of Serious Games and Embedded Assessment to Monitor and Foster Learning: Flow and Grow VALERIE J. SHUTE, MATTHEW VENTURA, MALCOLM BAUER, AND DIEGO ZAPATA-RIVERA	295
19	Making the Implicit Explicit: Embedded Measurement in Serious Games GARY BENTE AND JOHANNES BREUER	322
20	Evaluating the Potential of Serious Games: What Can We Learn from Previous Research on Media Effects and Educational Intervention? MARCO ENNEMOSER	344
21	Improving Methodology in Serious Games Research with Elaborated Theory JAMES H. WATT	374
22	Generalizability and Validity in Digital Game Research MICHAEL A. SHAPIRO AND JORGE PEÑA	389
23	Designing Game Research: Addressing Questions of Validity NIKLAS RAVAJA AND MATIAS KIVIKANGAS	404
PA	RT IV	
Αŗ	pplications, Limitations, and Future Directions	411
24	Three-Dimensional Game Environments for Recovery from Stroke YOUNBO JUNG, SHIH-CHING YEH, MARGARET MCLAUGHLIN, ALBERT A. RIZZO, AND CAROLEE WINSTEIN	413

25	Reducing Risky Sexual Decision Making in the Virtual and in the Real World: Serious Games, Intelligent Agents, and a SOLVE Approach	429
	LYNN CAROL MILLER, JOHN L. CHRISTENSEN, CARLOS G. GODOY, PAUL	
	ROBERT APPLEBY, CHARISSE CORSBIE-MASSAY, AND STEPHEN J. READ	
26	From Serious Games to Serious Gaming	448
	HENRY JENKINS, BRETT CAMPER, ALEX CHISHOLM, NEAL GRIGSBY, ERIC	
	KLOPFER, SCOT OSTERWEIL, JUDY PERRY, PHILIP TAN, MATTHEW WEISE,	
	AND TEO CHOR GUAN	
27	Immersive Serious Games for Large Scale Multiplayer Dialogue	
	and Cocreation	469
	STACEY SPIEGEL AND RODNEY HOINKES	
28	The Gaming Dispositif: An Analysis of Serious Games from a	
	Humanities Perspective	486
	JOOST RAESSENS	
Ind	lex	513
		J 1 J