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FACULDADE DE COMPUTAÇÃO
CURSO DE BACHARELADO EM SISTEMAS DE INFORMAÇÃO

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**ABORDAGENS PARA O ENSINO E APRENDIZAGEM DE ALGORITMOS OU
EQUIVALENTE COM BASE EM ELEMENTOS DE JOGOS: UM ESTUDO A PARTIR
DO MAPEAMENTO SISTEMÁTICO DA LITERATURA**

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Trabalho de Conclusão de Curso apresentado como requisito parcial para a obtenção do título de Bacharel em Sistemas de Informação pela Universidade Federal do Pará.

Orientadora: Prof^a. Dra. Marianne Kogut Eliasquevici.

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Dedico este trabalho à Sandra Lopes Menezes, pela
inspiração nos estudos: “nunca é tarde para iniciar
novos estudos!”

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Julio Menezes

Não se pode entrar duas vezes no mesmo rio.

(Heráclito, 500 a.C)

Não se pode entrar no mesmo rio nem uma única vez

(Crátilo, 400 a.C)

O caminho para cima e o para baixo são um só e a mesma coisa

(Heráclito, 500 a.C)

RESUMO

O uso de abordagens baseadas em elementos de jogos (metodologias, técnicas, ferramentas, entre outras) que auxiliam o ensino de algoritmo e afins, apesar de recente vem ganhando destaque em publicações acadêmicas. Isso porque, o uso dessas abordagens pode contribuir para aumentar o envolvimento e o engajamento de estudantes em disciplinas elementares das áreas de Tecnologia de Informação (TI). O objetivo deste trabalho é investigar, a partir de um Mapeamento Sistemático da Literatura (MSL), as principais abordagens baseadas em elementos de jogos que vêm sendo empregadas como apoio ao processo de ensino e aprendizagem de algoritmo e introdução à programação, no contexto dos cursos de nível superior na área de TI. Ou seja, construir um mapeamento das principais tendências de pesquisas desenvolvidas que envolvam abordagens baseadas em elementos de jogos voltados ao ensino de algoritmo e programação, com o objetivo de validar os resultados por meio de evidências científicas. Realizou-se um estudo a partir do Mapeamento Sistemático da Literatura para identificar estudos primários voltados ao ensino de algoritmo e programação. Foram identificados 10.027 estudos primários, publicados entre 2006 e 2016. Os estudos preliminares mostram uma crescente preocupação em desenvolver experiências a partir de abordagens baseadas em elementos de jogos distribuídos em pelo menos 23 países nos diversos continentes do mundo, pois em 61 artigos selecionados foram identificadas abordagens baseadas em elementos de jogos, sejam eles, pelo uso de jogos sérios, elementos de jogos e de gamificação.

Palavras-chave: Abordagens de elementos de jogos. Ensino de algoritmo e programação. Mapeamento Sistemático da Literatura.

ABSTRACT

The use of element-based approaches (methods, techniques, tools, among others) that help the algorithm and related education, despite recent has been gaining prominence in academic publications. This is because the use of these approaches can contribute to increasing the involvement and engagement of students in basic disciplines of information technology (it). The aim of this study is to investigate, from a Systematic Mapping of literature (MSL), the main game elements-based approaches that have been used as support for the teaching and learning process and introduction to algorithm programming, in the context of upper-level courses in the it field. In other words, build a mapping of the main trends of researches developed involving approaches based on elements of games geared to teaching algorithm and programming, with the aim of validating the results through scientific evidence. A study from the Systematic Mapping of the literature to identify primary studies focusing on teaching algorithm and programming. 10,027 primary studies were identified, published between 2006 and 2016. Preliminary studies show a growing concern in developing experiences from approaches based on elements of games distributed by 23 countries in several continents by the world because in 61 articles selected were identified approaches based on elements of games, be they, by the use of serious games, game elements and of gamification.

Keywords: Game elements approaches. Algorithm and programming teaching. Systematic Literature Mapping.

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INTRODUÇÃO

A área de Tecnologia da Informação (TI) vem crescendo a cada ano, tendo como efeito um aumento do número de cursos superiores nesta área, para formar novos profissionais. Dentre as preocupações existentes para os pesquisadores e instituições que atuam na área de TI, está a promoção de uma formação de qualidade para seus alunos, em especial no ensino de disciplinas básicas como Algoritmos e Introdução à Programação. As competências e habilidades requeridas para os cursos de Licenciatura e Bacharelado na área de Computação, de acordo com as Diretrizes Curriculares Nacionais (BRASIL, 2016), já deixam claro a necessidade da compreensão dos algoritmos:

Art. 5º Os cursos de bacharelado e licenciatura da área de Computação devem formar egressos que revelem pelo menos as competências e habilidades comuns para:

- I - identificar problemas que tenham solução algorítmica;
- II - conhecer os limites da computação;
- III - resolver problemas usando ambientes de programação [...];

No que diz respeito a estas disciplinas introdutórias para cursos na área de TI, são várias as dificuldades de aprendizagem e não é rara a primeira experiência de aprendizado de programação se tornar frustrante. Tobar et al. (2001, p.1) destacam-se os seguintes motivos para esta frustração:

[...] a preocupação excessiva com detalhes de sintaxe da linguagem sendo usada; a falta de uma visão daquilo que se quer solucionar, de idealizar soluções adequadas, de mapear essas soluções em passos sequenciais e de abstrair o funcionamento dos mecanismos escolhidos; o estabelecimento de um raciocínio lógico visando à resolução de problemas, com base em um modelo incremental, em relação à complexidade e à estratégia de refinamentos sucessivos.

Para Gomes (2010), as dificuldades e os problemas inerentes às disciplinas Algoritmos ou equivalente resultam em altas taxas de reprovação e, conseqüentemente, no abandono dos alunos, devendo ser analisadas novas soluções para melhorar este cenário.

Neste contexto, inúmeros pesquisadores têm trabalhado na perspectiva de buscar novas abordagens de elementos de jogos, entendidas aqui como metodologias, técnicas, ferramentas, entre outras, visando auxiliar os discentes dos cursos de TI, a promover o desenvolvimento do raciocínio lógico, além do melhor entendimento dos conceitos de algoritmos e introdução à

programação. Dentro desta perspectiva, surgem pesquisas (REGALADO et al., 2016; SAITO et al. 2016; GOMES e MELO 2016; AZMI et al. 2015; CAMPOS et al. 2015) que demonstram que o uso de abordagens baseadas em elementos de jogos pode auxiliar no processo ensino-aprendizagem de algoritmos ou introdução à programação. A exemplo disso Regalado et al. (2016) destacam que a gamificação tem sido vista com um potencial de melhoramento da qualidade da aprendizagem, trazendo um maior esforço e empenho dos estudantes em aprender, ao fazer uso de elementos de *games*, como por exemplo, recompensas, medalhas e *rankings*. Tarouco et al. (2004) abordam que a gamificação pode ser uma ferramenta eficiente, visto que os discentes se divertem e se motivam, o que facilita a aprendizagem e amplia a capacidade de retenção do que é ensinado, exercitando as funções mentais e intelectuais do jogador.

A partir destes estudos, verifica-se que o uso de elementos de jogos ou abordagens que envolvam tais elementos pode representar um instrumento importante para o ensino de algoritmos e programação, haja vista que as disciplinas em questão trabalham com um nível elevado de abstrações o que torna importante o uso de estratégias capazes de torná-las mais próximas dos estudantes. Assim, o presente trabalho teve como objetivo geral investigar, a partir de um Mapeamento Sistemático da Literatura (MSL), as principais abordagens baseadas em elementos de jogos vêm sendo empregadas como apoio ao processo de ensino e aprendizagem de algoritmo e introdução à programação no contexto dos cursos de nível superior na área de TI. Ou seja, construir um mapeamento das principais tendências de pesquisas desenvolvidas que envolvam baseadas em elementos de jogos voltadas ao ensino de algoritmo e programação, com o objetivo de validar os resultados por meio de evidências científicas.

Como objetivos específicos do trabalho, têm-se:

- Definir previamente especificações, tais como, restrições de pesquisas, critérios de inclusão e exclusão de estudos primários, critérios de qualidade para esses estudos, dentre outras, que nortearam a realização do Mapeamento Sistemático da literatura;
- conduzir o Mapeamento Sistemático da Literatura seguindo as especificações estabelecidas previamente;
- analisar os resultados do Mapeamento Sistemático por meio da caracterização dos estudos selecionados, com base em dados estatísticos.

Importante ressaltar que este trabalho foi desenvolvido como uma das etapas de uma dissertação de mestrado que se encontra em desenvolvimento pelo discente José Augusto Quaresma, no contexto do Programa de Pós-Graduação Criatividade e Inovação em Metodologias de Ensino Superior da Universidade Federal do Pará (PPGCIMES/UFPA), que visa traçar estratégias de gamificação para a disciplina Algoritmos ou equivalente. Para o levantamento de requisitos que subsidiará o desenvolvimento destas estratégias estão sendo realizadas as seguintes ações: (i) *survey* com docentes que ministram a Disciplina; (ii) *survey* com discentes que estão cursando ou que cursaram a Disciplina; (iii) observação participante de aulas da Disciplina Algoritmos; e (iv) Revisão Sistemática da Literatura (RSL).

Kitchenham (2007) afirma que os resultados de uma Revisão Sistemática da Literatura (RSL) ajudam a identificar algumas lacunas (*gaps*) na pesquisa atual para sugerir áreas para investigações futuras, examinar o quanto evidências experimentais apoiam ou contradizem hipóteses teóricas e apoiar a geração de novas hipóteses. Entretanto, o escopo deste trabalho não contemplará todas as etapas da Revisão Sistemática da Literatura que estão sendo realizadas para a dissertação, sendo apenas apresentada a RSL até a etapa do mapeamento de estudos, tendo como principal resultado a caracterização dos estudos relacionados a abordagens que envolvam elementos baseados em jogos para o ensino de algoritmos e programação. Isto é, este trabalho de conclusão de curso pretendeu encontrar na literatura disponível, por meio de um método confiável, estudos que contenham abordagens que envolvam elementos de jogos para o ensino de algoritmos e programação, a fim de descobrir o quanto este assunto tem sido abordado no período compreendido entre janeiro de 2006 a dezembro de 2016, na literatura especializada.

Para realizar o mapeamento, o estudo em questão considerou o protocolo de revisão que é o documento em que se encontra o planejamento de uma RSL, no qual estão definidos os objetivos, o escopo, as restrições e especificações para que a revisão seja realizada. Ainda durante o mapeamento, foram utilizadas cinco fontes de dados internacionais, previamente escolhidas e expostas no protocolo de revisão que será apresentado no Capítulo 3. A pesquisa nas fontes escolhidas foi realizada por meio de *strings* de busca, que foram utilizadas para chegar aos estudos desejados em todas as fontes. Os estudos retornados passaram por uma seleção, por meio de critérios de inclusão e exclusão seguindo todas as definições e restrições estabelecidas no protocolo pré-definido.

Este trabalho está organizado em três capítulos além da Introdução e Considerações finais, assim distribuídos:

- Capítulo 1: apresenta a fundamentação teórica do trabalho, no que diz respeito às abordagens da gamificação como ferramenta para o ensino de algoritmo e a Revisão Sistemática da Literatura.
- Capítulo 2: detalha o planejamento da revisão.
- Capítulo 3: descreve a principal contribuição deste trabalho, a execução da revisão, seus resultados e análises.

Este trabalho justifica-se pela necessidade de investigar boas práticas de ensino e aprendizagem com uso de abordagens baseadas em elementos para o ensino de algoritmo e programação, consideradas de grande relevância para a formação de profissionais nas áreas de TI e computação. Isso, devido às disciplinas em questão serem tidas por muitos autores como de suma importância para o sucesso nas disciplinas posteriores aos cursos citados. Com os resultados e análises deste Mapeamento Sistemático, identificou-se vários dados estatísticos (quantidade de estudos, de países que publicam entre outros), encontrados a partir da literatura sobre abordagens com base em elementos de jogos, voltada ao ensino de algoritmos e introdução à programação, que podem incentivar pesquisadores com interesse nessa área a nortear o desenvolvimento de novos estudos.

1 FUNDAMENTAÇÃO TEÓRICA

As tecnologias, atualmente, exercem influência direta nas crianças, adolescentes e adultos, que têm a disposição uma gama de dispositivos móveis com diferentes aplicativos que lhes detêm a atenção (TABUTI; NAKAMURA, 2015). Desta forma, o campo de conhecimento que envolve as Tecnologias da Informação (TI), tais como o uso de computadores, de dispositivos móveis e até mesmo de *games*, ganha espaço e desperta o interesse de novos adeptos interessados em trabalhar na área. Como comenta Schaeffer (2016, p.1), “a contribuição fornecida pelos computadores influenciou diversas áreas do conhecimento, em especial às ciências exatas, pois aumentou a necessidade de se conhecer as formas pela qual as máquinas executam instruções e processam dados”.

Por um lado, vivencia-se uma ascensão do desenvolvimento científico evidenciado pelo avanço tecnológico. Por outro, o ensino de algoritmos e de programação, considerados balizares para se adentrar na área de TI, ganha forte preocupação por parte de pesquisadores e instituições de ensino. Isto por que são pontos críticos, em grande parte por causa de os estudantes apresentarem dificuldades de entendimento e de representação de suas abstrações, o que pode conduzir a altas taxas de reprovação e à desistência de cursos na área, devido à diminuição da autoestima e à geração de apatia (HADEN; MANN, 2003).

De acordo com Zorzo et al. (2017), os cursos da área de computação (Bacharelado em Ciência da Computação, Engenharia de Computação, Engenharia de Software e Licenciatura em Computação e Sistemas de Informação) devem apresentar em sua composição o eixo de formação básica denominada Computação, subdividida em: programação, computação e algoritmos e arquitetura de computadores (BRASIL, 2016). Tal estruturação demonstra a importância que é direcionada aos conteúdos de algoritmos no currículo de formação discente na área em foco.

As disciplinas Algoritmo ou Introdução à Programação são ofertadas nos anos iniciais dos cursos de TI. Em geral são ensinadas a partir do uso de lógica e linguagens de programação, utilizando o paradigma de programação estruturado, aliado a linguagens de programação como C e/ou Pascal, sendo a base para alguns dos conhecimentos a serem adquiridos no decorrer dos cursos (SALES; DANTAS, 2015).

Em muitos casos, as dificuldades encontradas pelos estudantes acabam culminando em índices elevados de desmotivação e, conseqüentemente, provocam evasão, como observado por Mota et al. (2009). Entre os principais problemas apontados ao ensino e aprendizagem de

programação, destacam-se para Sales e Dantas (2010 *apud* MARCOLINO; BARBOSA, 2015, p. 191):

[...] (1) alto grau de abstração requerido; (2) metodologias tradicionais de ensino que visam à aprendizagem de conceitos dinâmicos utilizando abordagens e materiais essencialmente estáticos; (3) existência de alunos com backgrounds diversificados, levando a ritmos de aprendizagem diferenciados; (4) dificuldade de acompanhamento individualizado do aluno; (5) necessidade de um estudo mais baseado na prática e (6) linguagens de programação com sintaxes complexas e carência de representações visuais de algoritmos, dificultando a adequada compreensão dos conceitos de programação envolvidos.

Algoritmo, segundo Souza et al. (2013, p.4), pode ser definido como “Um conjunto de regras para a solução de um problema”. Cormen (2014, p.1), por sua vez, define algoritmo como “[...] um conjunto de etapas para executar uma tarefa”. Schaeffer (2016, p.5) conceitua como “uma sequência de passos [...] criado para resolver um problema [...]”. Um exemplo clássico seria as instruções do modo de preparo de como fazer um bolo, isto é, a sequência de uso dos ingredientes aliado ao modo de preparo, resulta em um bolo. Já para Petry (2005, p.6), “Considerado o algoritmo uma sequência finita de ações psicológicas voltadas à realização de um objetivo, precisa-se entender a produção do algoritmo como fragmento do pensamento matemático”.

Como ideia complementar ao conceito de algoritmo, a programação seria o passo seguinte, pois, uma linguagem de programação é um conjunto finito de símbolos com os quais se escrevem programas de computador. Um programa determina o que um computador deve fazer para, a partir de um conjunto de informações de entrada, obter uma saída determinada (GUIMARÃES, 1994). Porém, um dos problemas apontados por Cornem (2014) sobre ensino de algoritmo e de programação é que, em geral, ambas as disciplinas são ministradas juntas, o que pode trazer problemas para o aprendizado. “O problema de usar linguagens de programação reais para especificar algoritmos é que você pode se atolar nos detalhes da linguagem e não perceber as ideias que fundamentam os algoritmos” (CORNEM, 2014, p.9).

O processo de aprendizagem de algoritmos e introdução à programação requer pensamento abstrato e competências para resolução de problemas, o que representa um constante desafio aos profissionais da educação, sendo necessário identificar estratégias educacionais que ajudem a centrar o aluno na aprendizagem e conseqüentemente contribuam para mitigar os problemas de retenção e de desistência dos alunos nestas disciplinas (PITEIRA; COSTA, 2013).

Conforme Gomes (2010, p.7),

As dificuldades existentes na aprendizagem da programação sugerem a existência de uma diversidade de déficits em diferentes níveis, às quais os métodos de ensino e aprendizagem clássicos parecem não dar uma resposta suficientemente eficaz. A importância do problema já foi universalmente reconhecida, havendo diversas áreas e subáreas de investigação dedicadas ao assunto.

Desta forma, existem diferentes iniciativas que visam auxiliar o ensino de algoritmo e programação, dentre estas a *gamification* (gamificação) que vem ganhando espaço em diversas áreas, inclusive na educação, “[...] por sua capacidade de criar experiências significativas quando aplicada em contextos da vida cotidiana” (FARDO, 2013, p.1).

Por gamificação entende-se,

O uso de mecânicas, estéticas e pensamentos dos games para engajar pessoas, motivar a ação, promover a aprendizagem e resolver problemas [...] uma aplicação cuidadosa e considerada do pensamento dos games para resolver problemas e encorajar a aprendizagem usando todos os elementos dos games que forem apropriados (FADO, 2013, p.201).

Sheldon (2012 *apud* Fardo 2013, p.202) menciona que gamificação é um “fenômeno que vem se espalhando pela educação, aplicado como estratégia de ensino e aprendizagem, dirigida a um público-alvo inserido na chamada geração gamer, e existem resultados positivos sendo obtidos através dessas experiências”.

Diversos autores (TABUTI; NAKAMURA, 2015; MATTAR et al., 2017; BORGES et. al. 2013) descrevem suas experiências com o uso da gamificação na educação, seja como metodologia de ensino, seja como forma de interação entre os alunos, ou mesmo como motivação na busca de novas aprendizagens, o que possibilita uma gama de opções ao se trabalhar com essa abordagem.

No entanto, conforme aponta Wood (2013, p.517, tradução livre):

A gamificação pode ser capaz de estimular motivação intrínseca, mas ainda depende de múltiplos fatores externos e internos que devem ser alinhados. Isto é, a afinidade com tarefas de aprendizagem, criando um ambiente em que múltiplos participantes possam receber resultados comparáveis ou medalhas, e tendo a oportunidade de uma gamificação autêntica; montada e integrada pelos objetivos das tarefas e metas estratégicas da organização; criando experiências estimulantes e engajadoras. O objetivo é unir os elementos da gamificação com atividades de aprendizagem autênticas no mesmo contexto, de modo que a percepção dos

participantes não seja orientada apenas a conquistar medalhas, mas trabalhar com foco nos objetivos gerais¹.

Desta maneira, é possível identificar experiências significativas de pesquisas que trabalham na perspectiva da gamificação envolvendo a temática central desse estudo sobre o ensino de algoritmo e programação. Como exemplos, tem-se o trabalho de Fado (2013) que comenta que o uso de elementos de jogos pode auxiliar o ensino de algoritmo visto suas mecânicas serem relevantes artefatos educacionais para promover experiências de aprendizagem mais lúdicas e atraentes. Na mesma linha Aureliano e Tedesco (2012) afirmam que elementos de jogos auxiliam no engajamento, na motivação e no desenvolvimento de habilidades lógicas para a resolução de problemas propostos a partir de algoritmos.

Diante do exposto, torna-se importante conhecer e pesquisar abordagens (metodologias, técnicas, ferramentas, entre outras) a exemplo da gamificação que favoreçam o ensino/aprendizagem de algoritmos e programação.

Para identificar os processos de ensino/aprendizagem empregados nas disciplinas de algoritmo e programação que envolvam gamificação disponíveis na literatura, foi proposto um Mapeamento Sistemático da Literatura, como parte de uma Revisão Sistemática da Literatura (RSL), conforme etapas propostas por Kitchenham (2004): (i) formular a questão da revisão; (ii) definir os critérios de inclusão e exclusão; (iii) definir estratégias de busca; (iv) realizar a seleção dos estudos; (v) avaliar a qualidade dos estudos; (vi) proceder a extração de dados; (vii) analisar e apresentar dos resultados; e (viii) interpretar os resultados.

Tomando como base Santos e Freitas (2017, p. 1):

Entender a motivação originada pelos elementos de jogos é necessário para identificar quais desses elementos são mais aceitos e benéficos na sala de aula. Por meio de um mapeamento sistemático da literatura, espera-se reunir informações que auxiliem na implementação da gamificação, melhorando os resultados obtidos e consequentemente aumentando a disseminação desse conceito, expondo, ainda, aplicações computacionais, com a finalidade de promover a discussão e apresentação sobre esse fenômeno.

¹*Gamification might be able to trigger intrinsic motivation, yet it relies on multiple internal and external factors that must be aligned. That is, the identification with learning tasks, creating an environment where multiple participants can receive comparable scores or badges, and having the opportunity for authentic gamification; built on and integrating the objectives of tasks and strategic aims of the organization; and creating energising and engaging experiences. The aim is to merge the gamification elements with the authentic learning tasks in the same context so that the participants' perception is not biased towards achieving badges but working towards overall objectives.*

1.1 REVISÃO SISTEMÁTICA DA LITERATURA

Revisão Sistemática da Literatura (RSL) é uma revisão transparente, pois apresenta uma estratégia própria de pesquisa que define restrições e critérios de avaliação. É considerada como estudo secundário, por revisar estudos relativos a uma questão de pesquisa com o objetivo específico de integração e síntese de evidências relacionadas à determinada questão. Esse tipo de revisão surgiu na Medicina, quando o britânico Karl Pearson, ao estudar o efeito preventivo das inoculações contra a febre entérica, percebeu que os resultados eram inexpressivos e tinham alta probabilidade de que existisse erro (MALCHER, 2015). A partir deste fato, foi estabelecido técnicas formais de combinação dos resultados de diferentes estudos. Tal pesquisa foi publicada no *British Medical Journal*. Entretanto, o termo Revisão Sistemática apenas surgiu em 1955, com a publicação do artigo *The Power of Placebo*, de Henry K. Beecher, no *Journal of American Medical Association* (CORDEIRO et. al., 2007).

Para Kitchenham (2007, p.3, tradução livre), “[...] uma Revisão Sistemática da Literatura é uma forma de avaliar e interpretar todas as pesquisas disponíveis, referentes a uma questão de investigação particular, área temática ou fenômeno de interesse” Em outro fragmento [...] “revisões sistemáticas têm por objetivo apresentar uma avaliação justa de um tópico de investigação, usando uma metodologia confiável, rigorosa e auditável”².

A principal meta de uma RSL consiste em realizar pesquisa exaustiva na literatura, em busca de evidências que possam apoiar uma determinada hipótese, ou simplesmente a busca por conhecimento aprofundado acerca de certo fenômeno de interesse. Para tal, a RSL faz uso de estudos previamente publicados e validados relacionados ao tópico de interesse, em outras palavras, a RSL consiste em uma pesquisa organizada e metódica na literatura, que possui como características: (i) a abrangência, já que engloba todos ou, pelo menos, a grande maioria dos estudos relevantes à questão de pesquisa; (ii) ser não tendenciosa, pois possui um Protocolo de Revisão, não sendo dirigida por interesses pessoais de seus pesquisadores; (iii) ser passível de replicação, por possuírem um Protocolo de Revisão definido anteriormente (MAFRA; TRAVASSOS, 2006).

² A systematic literature review (often referred to as a systematic review) is a means of identifying, evaluating and interpreting all available research relevant to a particular research question, or topic area, or phenomenon of interest.

Uma RSL necessita de um esforço maior por parte dos pesquisadores, além de ser uma revisão que demanda mais recursos humanos do que uma revisão informal, já que é aconselhável a participação de no mínimo dois pesquisadores para sua condução, para garantir sua confiabilidade e eliminar viés individual.

1.1.1 Revisão informal e Revisão sistemática

De acordo com Biolchini et al. (2005), a ciência é uma atividade cooperativa e social e o conhecimento científico é resultado do processo cumulativo dessa cooperação. Nesse sentido, Mafra e Travassos (2006) afirmam que a revisão na literatura é o meio pelo qual o pesquisador pode identificar o conhecimento específico em uma determinada área de forma a planejar sua pesquisa, evitando duplicação de esforços e a repetição de erros passados.

Pesquisas informais podem ser pouco abrangentes, uma vez que não há um planejamento prévio das fontes e formas de conduzir a pesquisa o que pode levar ao negligenciamento de fontes e publicações importantes. Conforme ressaltado por Mafra e Travassos (2006), frequentemente as revisões de literatura são levadas de maneira informal, sem planejamento e critérios de seleção estabelecidos. Isto pode levar o estudo à condução de interesses pessoais dos pesquisadores, tornando os resultados questionáveis.

Uma RSL difere-se de uma revisão informal nos seguintes aspectos:

- **Inconsistência dos resultados:** para Biolchini et al. (2005), nas revisões informais a presença de inconsistência é um fator negativo, já que dificulta o entendimento e julgamento do pesquisador. Já nas revisões sistemáticas, essa inconsistência é um fator de incentivo para o pesquisador, por possibilitar perceber a falta de robustez para o fenômeno em estudo, o que pode auxiliar no apoio ou não de suas hipóteses.
- **Propósito:** Mafra e Travassos (2006) afirmam que uma revisão sistemática não é simplesmente uma revisão da literatura conduzida conforme um planejamento. A revisão de literatura é parte integrante de uma revisão sistemática, ou seja, o objetivo de uma revisão sistemática é maior do que o de uma revisão de literatura informal, tendo em vista que o propósito de uma revisão sistemática é a análise dos dados coletados com o objetivo da geração de evidências para o fenômeno em questão.

Vale ressaltar que uma Revisão Sistemática não é apenas um agrupamento de estudos, mas sim uma abordagem metodológica para se realizar pesquisa com finalidades experimentais. Segue uma metodologia específica e peculiar, apresentada por Kitchenham (2007), a fim de identificar estudos relevantes à pesquisa, documentando a estratégia de busca, de forma que o leitor avalie critérios explícitos de inclusão e exclusão de estudos primários, incluindo critérios de qualidade para avaliação de cada estudo; além de ser um pré-requisito para uma meta-análise quantitativa dos dados. Além disso, uma Revisão Sistemática deve ser conduzida por meio de um protocolo pré-estabelecido para garantir que essa revisão tenha de fato valor científico e possibilidade de repetição, pois caso isso não aconteça, as revisões tornam-se informais e dependentes dos revisores que a conduziram, diminuindo o grau de confiabilidade das mesmas.

1.2 MAPEAMENTO SISTEMÁTICO DA LITERATURA

Para este trabalho, foram realizadas as etapas da RSL referentes à montagem e análise do protocolo contido no Apêndice A deste estudo. Para tanto, foi elaborado um Mapeamento Sistemático da Literatura (MSL) que abrange a revisão dos estudos em busca de objetivos definidos no Protocolo de Revisão. Um MSL, assim como outros tipos de estudos, é uma forma de pesquisa que utiliza como fonte de dados à literatura sobre determinado tema. Esse tipo de investigação disponibiliza resultados específicos e detalhados por meio da análise de conteúdo e qualidade do material pesquisado (KITCHENHAM et al., 2004). Proporciona uma visão geral do que tem sido investigado em determinado contexto e reconhece que um estudo pode sofrer ameaças a sua qualidade, fazendo necessário que os pesquisadores garantam um processo claro, definindo os objetivos, as questões de pesquisa, os critérios de exclusão e inclusão e as bases de dados antes de todo o processo de busca (SANTOS; FREITAS, 2017).

A análise dos resultados, em um Mapeamento Sistemático, tem como objetivo mostrar a frequência/quantidade de publicações por dentro de uma determinada área de pesquisa. Desta forma, este tipo de estudo secundário realiza uma ampla revisão de estudos primários em uma área, conseguindo identificar lacunas em novos estudos primários podem ser necessários.

De acordo com Kitchenham (2007, p.7, tradução livre):

Um estudo de mapeamento sistemático permite que as evidências em um domínio sejam plotadas em um alto nível de granularidade. Isso permite a identificação de grupos de evidências e ausência de evidências para direcionar o foco de revisões sistemáticas futuras e para identificar áreas para mais estudos primários a serem conduzidos³.

Após a busca, encontram-se os estudos candidatos, os quais são analisados superficialmente e alguns são selecionados como estudos secundários, para uma análise mais aprofundada. Com o término da análise, são gerados os resultados requeridos pelo protocolo de previsão. Em seguida, é realizada a avaliação dos estudos primários, finalizando assim o processo de Mapeamento Sistemático da Literatura. Os passos subsequentes da Revisão Sistemática da Literatura dependem dos resultados obtidos do MSL, fazendo deste um passo fundamental para o produto final da RSL. Todos esses procedimentos serão melhor detalhados no Capítulo 2.

³*A systematic mapping study allows the evidence in a domain to be plotted at a high level of granularity. This allows for the identification of evidence clusters and evidence deserts to direct the focus of future systematic reviews and to identify areas for more primary studies to be conducted.*

2 PLANEJAMENTO DA REVISÃO

Ao iniciar a etapa de planejamento do Mapeamento Sistemático realizado neste trabalho, é importante enfatizar que o protocolo que será apresentado a seguir é uma adaptação dos trabalhos de Souza et al. (2017) e Malcher (2015), mesmo que com contextos diferenciados. Assim, embora o trabalho seja sobre Mapeamento Sistemático, o protocolo refere-se à Revisão Sistemática, que atende a um escopo mais amplo de pesquisa referente à dissertação de Mestrado do discente José Augusto Quaresma, cujo objetivo é identificar abordagens de ensino e aprendizagem da disciplina Algoritmos e equivalentes a partir do uso de elementos de jogos. Portanto, este capítulo apresentará alguns tópicos que foram empregados para a condução do Mapeamento, como parte de uma Revisão maior.

O protocolo de revisão é o documento em que se encontra o planejamento de uma RSL. Nele estão definidos os objetivos, o escopo, as restrições e os critérios a serem adotados, além das especificações para que a revisão seja conduzida com sucesso (KITCHENHAM, 2007). Nas subseções posteriores serão apresentadas estas especificações presentes para este trabalho.

Para fins de organização, as seções a seguir do protocolo referem-se à etapa de planejamento da revisão e a etapa de condução da revisão, além das fases de seleção dos estudos primários e avaliação da qualidade desses estudos. O protocolo completo poderá ser visualizado no Apêndice A.

2.1 OBJETIVOS DA REVISÃO

Esta RSL tem por objetivo identificar as abordagens de apoio ao processo de ensino-aprendizagem de algoritmos que façam uso da gamificação, no contexto do ensino superior, para os cursos de graduação da área de TI. Por abordagens entende-se: metodologias, métodos, técnicas e ferramentais. Desta maneira, tem-se a seguinte organização, adaptada de Santos (2010):

- **Analisar:** relatos de experiência e publicações científicas por meio de um estudo baseado em Revisão Sistemática.
- **Com o propósito de:** identificar abordagens *gamificadas* para apoiar o processo de ensino e aprendizagem de algoritmos.

- **Com relação à:** definição e uso de metodologias, métodos, técnicas, ferramentais e demais instrumentos empregados como apoio ao processo de ensino-aprendizagem de algoritmos em cursos de graduação de tecnologia da informação (TI).
- **Do ponto de vista de:** dos pesquisadores.
- **No contexto:** acadêmico, instituições de ensino superior públicas ou privadas.

2.2 QUESTÃO DE PESQUISA PRINCIPAL

Com base no objetivo de investigação desta Revisão foi definida a seguinte questão de pesquisa, a qual guiou esta RSL.

(Q1) Quais as principais abordagens de apoio ao processo de ensino e aprendizagem gamificado da disciplina algoritmos no contexto de cursos de nível superior de tecnologia da informação?

Quando se aborda cursos de nível superior nas áreas de tecnologia da informação, delimita-se, mas não se restringe, aos cursos de Engenharia da Computação, Ciência da Computação, Sistemas de Informação, Tecnologia da Informação, Engenharia de Software, Licenciatura em Computação.

2.2.1 Estrutura da questão de pesquisa principal

Durante a construção da estrutura da questão principal foi utilizada a recomendação de Kitchenham (2007), que a organiza como: *Population, Intervention, Context, Outcomes, Comparison* (PICOC). Para essa pesquisa foram utilizados apenas os itens população, intervenção e resultados, o que a torna uma Revisão QUASI Sistemática da Literatura, segundo Santos (2010), tal como a seguir:

- **População (P):** trabalhos publicados em conferências e periódicos indexados pelo sistema Qualis-CAPES, com foco em cursos de tecnologia da informação.
- **Intervenção (I):** abordagens para apoiar o processo de ensino e aprendizagem de algoritmos, em especial as que empregam técnicas de gamificação.

- **Resultados (O):** metodologias, métodos, técnicas, ferramentais e demais instrumentos empregados como apoio ao processo de ensino e aprendizagem de algoritmos.

Objetivou-se, por meio dessa estrutura, identificar as abordagens de ensino empregadas na disciplina algoritmos e afins, em especial as que utilizam técnicas de gamificação (Intervenção), aplicáveis no ensino superior (Contexto), utilizadas em sala de aula por professores (população).

2.2.2 Questões de pesquisa secundárias

Com base na questão principal, foi estabelecido um conjunto de questões secundárias as quais foram respondidas durante a fase de extração de informações. Tais questões têm por objetivo esclarecer detalhes importantes que esta revisão procura identificar. São estas:

- QSO1.** Qual a abordagem mais utilizada para gamificar o processo de ensino e aprendizagem da disciplina Algoritmos ou equivalente?
- QSO2.** Quais as principais dificuldades encontradas ao se gamificar o ensino da disciplina Algoritmos ou equivalentes?
- QSO3.** Quais as principais dificuldades encontradas no aprendizado gamificado da disciplina Algoritmos ou equivalentes?
- QSO4.** Como se realiza o processo gamificado de ensino e aprendizado da disciplina Algoritmos ou equivalente?
- QSO5.** Existem relatos de sucesso do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?
- QSO6.** Existem relatos de insucesso do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?
- QSO7.** Existem relatos de avaliação do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?
- QSO8.** Existe relato de validação do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?
- QSO9.** Como foi feita a validação do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?

2.3 ESCOPO DA PESQUISA

Com a finalidade de tornar a pesquisa exequível, foram definidos critérios de seleção das fontes e algumas restrições associadas.

2.3.1 Seleção das fontes

Para a seleção das fontes de pesquisa foram definidos os seguintes critérios, adaptados de Souza et al. (2017):

- Disponibilidade para consultas web.
- Disponibilidade para busca de artigos através do domínio da UFPA.
- Disponibilidade de artigos na íntegra por meio do domínio da UFPA ou a partir da utilização da *engine* de busca Google e/ou Google Scholar.
- Disponibilidade de artigos em inglês ou português.
- Presença de mecanismo de busca que faça uso de palavras-chave.
- Relevância da fonte.
- Boa relação entre estudos retornados e estudos selecionáveis.

Por meio da inserção das *strings* de busca específicas nessas máquinas foram retornados os artigos, nos quais tiverem presentes as palavras-chave no seu título, *abstract* ou resumo. Após essa fase, cada artigo foi validado a partir dos critérios de seleção e restrição para serem inclusos ou excluídos do estudo. As bases foram escolhidas por sua relevância e representatividade no cenário das pesquisas em TI ao longo de todo o mundo, além do mais, as cinco bases encontraram nos trabalhos do Souza et. al (2017) e Malcher (2015) que norteiam o protocolo desse estudo. O Quadro 1 resume as bases de dados selecionadas para este Mapeamento, considerando os critérios de seleção e as restrições da pesquisa.

Quadro 1 – Bases de dados selecionadas

Bases de Busca	Link
IEEEExplore	http://ieeexplore.ieee.org
ScienceDirect	http://www.sciencedirect.com
El Compendex	http://www.engineeringvillage.com
Elsiever Scopus	http://www.scopus.com/home.url
ACM Digital Library	http://dl.acm.org

Fonte: Elaborado pelo autor.

Caso os artigos retornados por meio da busca automática não estivessem disponíveis na íntegra, eram utilizadas máquinas de busca dos sites do Google (<http://www.google.com.br>) e Google Scholar (<http://scholar.google.com.br>) com o objetivo de adquirir os artigos completos.

2.3.2 Restrições

Devido ao caráter da pesquisa e os critérios de seleção, também foram adotados critérios de restrições a seguir, adaptados de Souza et al. (2017):

- A pesquisa não incorrer em ônus financeiro aos pesquisadores. Portanto, apenas serão selecionadas as fontes que possibilitam consultas de forma gratuita pelo domínio da UFPA.
- Foram apenas considerados os estudos obtidos por meio das fontes selecionadas e em conformidade com os critérios de inclusão e exclusão.
- Foram apenas considerados estudos nas línguas inglês e português. A primeira, por ser a língua de maior difusão no mundo, considera dos estudos de maior relevância e abrangência mundial. Já a segunda, por ser a língua oficial em que o estudo está sendo realizado (Brasil), para entender como está o panorama nacional em relação a pesquisas desse cunho.

A pesquisa foi restrita aos artigos publicados entre 01 de janeiro de 2006 até dezembro de 2016, contemplando, desta forma, um período de dez anos, uma vez que o termo gamificação foi definido em 2008 e referendado na literatura no estudo de Deterding *et al.* 2011. Porém, para a maior completude do estudo se retroage dois anos para completar o ciclo já informado.

2.4 MÉTODO DE BUSCA PRIMARIA

A formulação das palavras-chave e sinônimos é realizada para facilitar a concepção da *string* de busca. Para o escopo dessa revisão sistemática foram consideradas pesquisas do tipo experimental, teórica, relato de experiência, *surveys* e RSLs na forma de artigos completos de periódicos ou conferências.

2.4.1 Palavras-chave e sinônimos

Para a identificação das palavras-chave e sinônimos foi utilizada como base a questão principal da pesquisa e a estrutura PICOC, proposta por Kichenham (2007), sendo que apenas os itens População, Intervenção e Resultados foram considerados, uma vez que os mesmos são os considerados na formulação da questão principal. Em consonância com as restrições da pesquisa, os idiomas definidos para as palavras-chave e sinônimos são o português e inglês. Portanto, a partir da questão da pesquisa têm-se a seguinte listagem de palavras identificadas:

- **POPULAÇÃO**

Inglês: *learning programming, Computer Engineering, Computer Science, Information Systems, Information Technology, Software Engineering, Computation Degree, academic, teaching, learning, undergradaution.*

Português: aprendizado de programação, Engenharia da Computação, Ciência da Computação, Sistemas de Informação, Tecnologia da Informação, Engenharia de Software, Licenciatura em Computação, acadêmico, ensino, aprendizado, graduação.

- **INTERVENÇÃO**

Inglês: *process of teaching and learning in algorithms, introduction to programming, gamification.*

Português: processo de ensino e aprendizagem em algoritmos, introdução a programação, gamificação.

- **RESULTADOS**

Inglês: *model, framework, method, technique, methodology, approach, knowledge, activity, tool, teaching tools, procedure, system, program, environment, task, software.*

Português: Modelo, framework, método, técnica, metodologia, abordagem, conhecimento, atividade, ferramenta, ferramentas de ensino, procedimento, sistema, programa, ambiente, tarefa, software.

2.4.2 *String* de busca

Na composição da *string* de busca, foram definidas palavras-chave tendo por base os itens População, Intervenção e Resultados, conforme já citado, associadas aos operadores lógicos <OR> e <AND>. As palavras-chaves incluídas dentro de cada um dos itens são consideradas sinônimas e foram separadas pelo operador lógico <OR>. Já a relação entre os itens foi feita por meio do operador lógico <AND>. Assim, para a estrutura da pesquisa em tela foi usada a seguinte regra para filtragem de artigos: {(População) AND (Intervenção) AND (Resultados)}, de acordo com Santos (2010). Os itens contexto e comparação não foram definidos para o escopo dessa pesquisa, por não buscar fazer comparação entre Revisões Sistemáticas da Literatura já existentes.

Para a questão principal da pesquisa foram consideradas duas *strings* de busca (uma em inglês e a outra em português).

Para Q1

- (“aprendizado de programação” OR “Engenharia da Computação” OR “Ciência da Computação” OR “Sistemas de Informação” OR “Tecnologia da Informação” OR “Engenharia de Software” OR “Licenciatura em Computação” OR “acadêmico” OR “ensino” OR “aprendizado” OR “graduação”) AND (“processo de ensino e aprendizagem em algoritmos” OR “introdução a programação”) AND (“Modelo” OR “framework” OR “método” OR “técnica” OR “metodologia” OR “abordagem” OR “conhecimento” OR “atividade” OR “ferramenta” OR “ferramentas de ensino” OR “procedimento” OR “sistema” OR “programa” OR “ambiente” OR “tarefa” OR “software”).

- ("learning programming" OR "Computer Engineering" OR "Computer Science" OR "Information Systems" OR "Information Technology" OR "Software Engineering" OR "Computation Degree" OR "academic" OR "teaching" OR "learning" OR "undergraduation") AND ("process of teaching and learning in algorithms" OR "introduction to programming") AND ("model" OR "framework" OR "method" OR "technique" OR "methodology" OR "approach" OR "knowledge" OR "activity" OR "tool" OR "teaching tools" OR "procedure" OR "system" OR "program" OR "environment" OR "task" OR "software").

Algumas adaptações foram necessárias de acordo com as necessidades específicas de cada fonte de pesquisa. A seguir são apresentadas as cinco *strings* para cada base de busca.

Para IEEEExplore:

- ((undergraduation OR education OR learn OR teach) AND (Programming OR Algorithm OR codification OR code) AND (Gam* OR Funware OR Ludification OR edutainment))

Para Science Direct:

- title-abstr-key ((undergraduation OR education OR learn OR teach) AND (Programming OR Algorithm OR codification OR code) AND (Gam* OR Funware OR Ludification OR edutainment))

Para El Compendex (Enginnering Village):

- (((undergraduation OR education OR learn OR teach) AND (Programming OR Algorithm OR codification OR code) AND (Gam* OR Funware OR Ludification OR edutainment)) WN KY) AND ({english} WN LA))

Para Scopus:

- ((TITLE-ABS-KEY((undergraduation OR education OR learn OR teach) AND (Programming OR Algorithm OR codification OR code) AND (Gam* OR Funware OR Ludification OR edutainment))) AND (PUBYEAR AFT 2005) AND (PUBYEAR BEF 2017))

Para ACM Digital Library:

- recordAbstract((undergraduation OR education OR learn OR teach) AND (Programming OR Algorithm OR codification OR code) AND (Gam* OR Funware OR Ludification OR edutainment))

2.4.3 Seleção dos estudos primários

A seção é composta pelo critério de inclusão e exclusão e pelo processo de seleção dos estudos primários.

2.4.3.1 Critério de inclusão e exclusão

Os critérios de inclusão e exclusão aqui presentes foram adaptados de Souza et al. (2017). Como critérios de exclusão foram empregados:

CE.1) Publicações que não tenham foco em cursos superior de TI, não restrito à Engenharia da Computação, Ciência da Computação, Sistemas de Informação, Tecnologia da Informação, Engenharia de Software e Licenciatura em Computação.

CE.2) Publicações do tipo relatórios de workshops, pôster, apresentações, *keynotes* speaker, livros, teses e dissertações.

CE.3) Publicações que não estejam acessíveis na íntegra na Web.

CE.4) Artigos publicados fora do período definido para a busca.

CE.5) Duplicidade de publicações (indexados) terão apenas sua primeira ocorrência considerada.

CE.6) Artigos que claramente não atendam as questões de pesquisa.

CE.7) Artigos não apresentados em uma das linguagens aceitas (Inglês e Português).

Como critério de inclusão, foi utilizado:

CI.1) Publicações que relatem metodologias educacionais no processo de ensino-aprendizagem de algoritmos com apoio da gamificação.

2.4.3.2 Processo de seleção dos estudos primários

Os seguintes recursos foram utilizados no decorrer da execução do Mapeamento Sistemático da Literatura:

- Dois pesquisadores (um aluno de mestrado e um graduando do curso de Sistemas de Informação).
- Acesso às fontes de pesquisa por meio do domínio da Universidade Federal do Pará.
- Validações sobre documentos e procedimentos da realização da RSL por meio de reuniões com a Profa. Dr. Marianne Kogut Eliasquevici (Docente do PPGCIMES) e Prof. Dr. Sandro Ronaldo Bezerra Oliveira (Docente Programa de Pós-Graduação em Ciência da Computação).

Durante a condução do MPS, os estudos primários foram identificados conforme o seguinte processo:

1. A partir da leitura de resumo, introdução e conclusão, os artigos foram avaliados quanto aos critérios de inclusão e exclusão e o resultado foi registrado.
2. Os dois pesquisadores responsáveis pela seleção dos artigos deveriam entrar em consenso, quando necessário. Isso ocorreu quando não houve unanimidade na inclusão de um artigo e pelo menos um pesquisador decidiu incluir.
3. Na fase de consenso, em caso de discordância sobre a inclusão de algum estudo, o mesmo deveria ser incluído.

4. Os estudos candidatos identificados foram posteriormente lidos em totalidade para, em seguida, ser aplicada a avaliação de qualidade e a estratégia de extração de dados, conforme descrito nas subseções seguintes.

2.5 AVALIAÇÃO DOS ESTUDOS PRIMÁRIOS

A avaliação de qualidade é o segundo filtro para refinar os estudos, aos quais entraram na pesquisa. O primeiro é aplicado logo no início com os critérios de inclusão e exclusão, tendo o caráter quantitativo. Para a avaliação de qualidade, é considerada a observação do pesquisador sobre o artigo, como forma de refinamento e validação de sua pesquisa, em que é observado o grau de importância individual do estudo para possíveis comparações durante a síntese dos dados (KITCHENHAM, 2005). Em complementação, uma avaliação de qualidade pode ser utilizada como recomendação de estudos para futuras pesquisas segundo (KITCHENHAM, 2005).

O trabalho em tela, durante o mapeamento, contou com 12 critérios de qualidade, sendo que os critérios de um a oito aplicam-se aos estudos primários e os de nove a 12 aplicam-se aos tipos de trabalho mencionados no critério (Quadro 2).

Quadro 2 - Questões para avaliação da qualidade dos estudos (Continua...)

Item	Critérios de Qualidade
Introdução/Planejamento	
01	Os objetivos ou questões do estudo são claramente definidos (incluindo justificativas para a realização do estudo)?
02	O tipo de estudo está definido claramente?
Desenvolvimento	
03	Existe uma clara descrição do contexto no qual a pesquisa foi realizada?
04	O trabalho é bem/adequadamente referenciado (apresenta trabalhos relacionados ou semelhantes e baseia-se em modelos e teorias da literatura)?
Conclusão	
05	O estudo relata de forma clara e não ambígua os resultados?
06	Os objetivos ou questões do estudo são alcançados?
Critérios para a questão de investigação	
07	O estudo lista primária ou secundariamente os modelos, processos, métodos, técnicas, metodologia e afins, para apoiar o processo gamificado de ensino-aprendizagem de algoritmos?
08	O estudo apresenta ferramentas de apoio ao processo gamificado de ensino-aprendizagem de algoritmos?

Fonte: Elaborado pelo autor.

Quadro 2 - Questões para avaliação da qualidade dos estudos (Conclusão)

Item	Critérios de Qualidade
Critério específico para estudos experimentais	
09	Existe um método ou um conjunto de métodos descrito para a realização do estudo?
Critério específico para estudos teóricos	
10	Existe um processo não tendencioso na escolha dos estudos?
Critério específico para Revisões Sistemáticas	
11	Existe um protocolo rigoroso, descrito e seguido?
Critério específico para relato de experiência no ambiente acadêmico	
12	Existe uma descrição sobre a(s) instituição(ões) onde foi conduzido o estudo?

Fonte: Elaborado pelo autor.

2.5.1 Critérios de qualidade dos estudos primários

Os estudos primários selecionados por meio dos critérios de inclusão e exclusão são lidos em suas totalidades e avaliados quanto aos critérios de qualidade. Para identificar o grau de adequação aos critérios de qualidade, foi adotada a escala Likert-5, estratégia proposta por Costa (2010), em que são possibilitadas respostas gradativas. São estas: 0 (discordo totalmente) à 4 (concordo totalmente). Para apresentar a escala de avaliação utilizada, foi elaborado o Quadro 3 de acordo com o proposto por Costa (2010).

Quadro 3 - Escala Likert-5 para avaliação da qualidade de estudos

Escala de Likert-5	Descrição
Concordo totalmente (4)	Deve ser concedido no caso em que o trabalho apresente no texto os critérios que atendam totalmente a questão.
Concordo parcialmente (3)	Deve ser concedido no caso em que o trabalho atenda parcialmente aos critérios da questão.
Neutro (2)	Deve ser concedido no caso em que o trabalho não deixe claro se atende ou não a questão.
Discordo parcialmente (1)	Deve ser concedido no caso em que os critérios contidos na questão não são atendidos pelo trabalho avaliado.
Discordo totalmente (0)	Deve ser concedido no caso em que não existe nada no trabalho que atenda aos critérios da questão.

Fonte: Adaptado de Costa (2010).

Para auxiliar a avaliação seguindo a escala Likert-5, foi elaborado o Quadro 4 em que é atribuída a escala:

Quadro 4 - Escala Likert por critério (Continua...)

Escala por Critério	
Critério	Escala
1	4 - Define e justifica o estudo claramente. 3 - Define claramente o estudo, porém a justificativa não é clara. 2 - Define claramente o estudo, mas não justifica. 1 - A definição dos objetivos do estudo não é clara. 0 - Não define o estudo.
2	4 - Define o tipo de estudo, referenciando na literatura a metodologia. 3 - Define o tipo de estudo, porém sem referenciar a metodologia. 2 - Não define o tipo de estudo. É possível inferir facilmente. 1 - Não define o tipo de estudo. É possível inferir com dificuldade. 0 - Não é possível inferir o tipo de estudo.
3	4 - Define claramente uma seção com o contexto da pesquisa. 3 - O contexto da pesquisa está incluído em uma seção não exclusiva. 2 - O contexto da pesquisa está disperso ao longo do texto. 1 - O contexto da pesquisa está disperso e é insubstancial. 0 - O contexto da pesquisa não é abordado.
4	4 - O texto apresenta uma seção de trabalhos relacionados. 3 - O texto apresenta trabalhos relacionados em uma seção não exclusiva. 2 - O texto apresenta trabalhos relacionados dispersos ao longo do texto. 1 - O texto não apresenta trabalhos relacionados, mas se apoia na literatura. 0 - O texto não apresenta trabalhos relacionados nem se apoia na literatura.
5	4 - Resultados são claramente apresentados na seção de conclusão. 3 - Resultados são claramente referenciados na seção de conclusão. 2 - Resultados apresentados na conclusão não são claros. 1 - Resultados referenciados na conclusão não são claros. 0 - Não são apresentados resultados.
6	4 - Os resultados estão totalmente aderentes ao objetivo do estudo. 3 - Os resultados estão aderentes ao objetivo do estudo, no entanto o autor faz ressalvas. 2 - Os resultados são parcialmente aderentes ao objetivo do estudo. 1 - Os resultados não estão aderentes ao objetivo do estudo. 0 - Não é alcançado nenhum resultado.
7	4 - Algum dos elementos de gamificação é claramente descrito. 3 - Algum dos elementos de gamificação é apresentado, mas não aprofundado. 2 - Algum dos elementos de gamificação é avaliado, porém não descrito. 1 - Algum dos elementos de gamificação é citado indiretamente. 0 - Nenhum dos elementos de gamificação é apresentado direta ou indiretamente.
8	4 - Apresenta uma ferramenta disponível para uso em versão funcional. 3 - Apresenta ferramenta em versão funcional, porém não disponível para uso. 2 - Apresenta um projeto ou proposta de ferramenta, incluindo a descrição de funcionalidades. 1 - Apresenta apenas algoritmos de apoio ou análises de ferramentas de suporte ao processo de ensino e aprendizagem de Algoritmos. 0 - Não são apresentadas ferramentas de apoio.

Fonte: Elaborado pelo autor.

Quadro 4 - Escala Likert por critério (Conclusão)

Escala por Critério	
Critério	Escala
9	4 – O método de experimento é definido e referenciado claramente. 3 – O método de experimento é definido claramente. 2 – O método de experimento é citado. 1 – O método de experimento não é citado, porém é possível inferir. 0 – Não é possível inferir o método de experimento.
10	4 – O texto descreve critérios para a escolha dos estudos. 3 – O texto não descreve critérios para a escolha dos estudos, porém apresenta estudos que discordam do estudo apresentado. 2 – O texto descreve apenas estudos aderentes ao estudo apresentado. 1 – O texto descreve estudos insuficientes. 0 – O texto não descreve estudos base.
11	4 – O protocolo de revisão é apresentado, descrito e seguido. 3 – O protocolo de revisão é apresentado e descrito, porém há evidências de que não foi seguido adequadamente. 2 – O protocolo de revisão não foi suficientemente descrito. 1 – O protocolo de revisão apenas foi citado ao longo do texto. 0 – Não há um protocolo de revisão.
12	4 – Têm pelo menos 4 itens de descrição da instituição, por exemplo a área de atuação, tamanho e origem da organização são informados, entre outros. 3 – Têm 3 itens de descrição da instituição. 2 – Têm 2 itens de descrição da instituição. 1 – Tem 1 item de descrição da instituição. 0 – Não tem item de descrição da instituição ou o estudo não foi conduzido em uma ou mais organizações.

Fonte: Elaborado pelo autor.

A pesquisa de Beecham (2007) sobre RSL define cinco níveis de qualidade para categorizar os estudos primários (Quadro 5).

Quadro 5 - Avaliação da qualidade

Faixa de Notas	Avaliação
Excelente	>86%
Muito Boa	66%-85%
Boa	46%-65%
Média	26%-45%
Baixa	< 26%

Fonte: Beecham (2007).

Depois de conduzida o MSL, conforme todos os passos descritos, o próximo capítulo seguinte descreve e analisa os resultados encontrados.

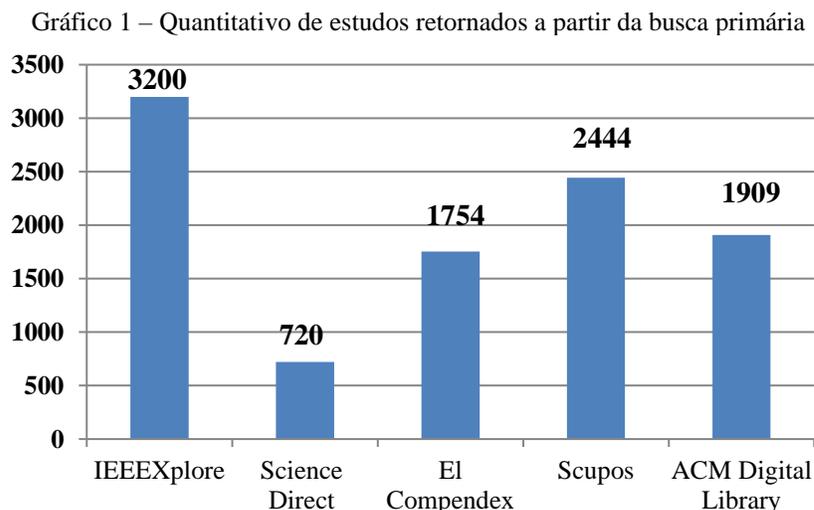
3 RESULTADOS DO MAPEAMENTO SISTÊMICO

O presente capítulo descreve os resultados do Mapeamento Sistemático da Literatura conduzido. Para tanto, o capítulo está organizado conforme os seguintes tópicos: busca primária, seleção de estudos primários e avaliação da qualidade dos estudos. O Mapeamento completo durou cerca de dez meses e contou com a participação de dois integrantes, quando o recomendado para esse tipo de trabalho é de até três membros. No entanto, tal dificuldade, apesar de estender o período de execução, não influenciou nos resultados encontrados.

3.1 BUSCA PRIMÁRIA

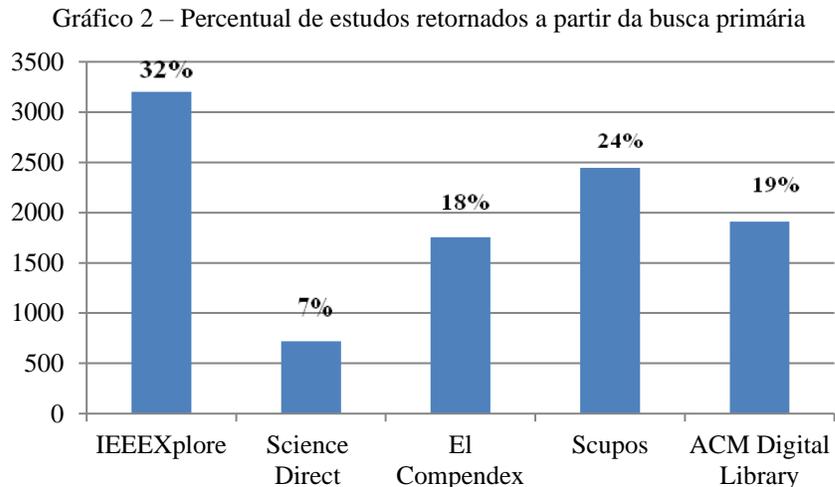
Conforme definido no Protocolo de Revisão, a busca primária se iniciou com a formulação das palavras-chave e sinônimos escolhidos de acordo com o escopo da revisão dando origem às *strings* de busca específicas para cada base. Assim, as mesmas foram validadas com auxílio da verificação dos artigos de controle para cada base. Diante da validação das *strings*, foi possível iniciar a busca automática nas seguintes bases, de acordo com o item 2.3.1 do Capítulo 2. A escolha das bases se deu pela importância que cada uma delas representa para área de TI.

A partir disso, obteve-se um total de 10.027 trabalhos (Gráfico 1), no qual foram identificados 3.200 retomados na base IEEEXplore; 720 na Science Direct; 1754 na *El Compendex* (Engineering Village); 2444 na Scopus e, por fim, 1909 na ACM Digital Library.



Fonte: elaborado pelo próprio autor.

Por conseguinte, o percentual de artigos retornados para cada fonte de pesquisa em relação ao total pode ser visualizado no Gráfico 2 apresentado a seguir.



Fonte: elaborado pelo próprio autor.

Com base nestes primeiros resultados, verifica-se que a busca primária foi consolidada, uma vez que apresentou os procedimentos iniciais do MSL, entre os quais a formulação e o teste das *strings* de busca, a escolha das bases e, finalmente, a extração dos artigos retomados. É importante mencionar que a quantidade relativamente alta de estudos retornados em cada fonte, pode ser justificada, em parte, pela utilização da busca automática aplicada em cada uma das fontes, culminando na reunião de vários estudos que não tinham relação alguma com o foco do estudo. No próximo tópico será detalhado a seleção dos estudos primários.

3.2 SELEÇÃO DOS ESTUDOS PRIMÁRIOS

A etapa de seleção dos estudos primários consiste no uso de critérios de inclusão e exclusão e definição do processo de seleção dos mesmos. Estes são os critérios que irão nortear os pesquisadores na seleção dos estudos que foram coletados das fontes de pesquisas. Tendo em vista que o número de estudos retornados na busca primária foi satisfatório para que o processo de condução do MSL continuasse, foi realizado o *download* de todos os estudos retomados, processo este denominado de extração dos dados.

A partir do processo de seleção e da extração, com uso da ferramenta *Excel*, cada um dos pesquisadores selecionou, inicialmente, de cada trabalho retornado, os estudos primários por meio

da leitura do título, palavras-chaves, resumo e conclusão. Em seguida, foram aplicados os critérios de inclusão e exclusão e as tabelas de seleção dos pesquisadores para cada fonte foram comparadas. Por fim, durante reuniões entre os pesquisadores, foi realizado o consenso entre as divergências para a inclusão de estudos, seguindo o que previamente foi definido no Protocolo de revisão.

Para atender ao escopo da pesquisa, foi adotado um critério de inclusão e seis critérios de exclusão para cada artigo⁴ definidos no Protocolo de revisão, tal qual descrito no Capítulo 3. Assim, os estudos que foram aprovados e estavam adequados ao tema de pesquisa foram adicionados ao critério de inclusão, já os artigos que não atenderam o tema de pesquisa foram adicionados aos critérios de exclusão.

Após a etapa de inclusão e exclusão, o número total de artigos incluídos foi de 61 (Apêndice B). Entre os principais motivos para exclusão dos 9.966 estão: “Artigos que claramente não atendam as questões de pesquisa” (CE 06), seguido de “Publicações do tipo relatórios de workshops, pôster, apresentações, *keynotes* speaker, livros, teses e dissertações” (CE 02) e, em terceiro, “Publicações que não tenham foco em cursos superior de TI” (CE01). O Quadro 6 contém a relação completa da seleção dos estudos.

Quadro 6 – Seleção dos estudos primários

Bases	Quantidade entradas	CI 01	CE 01	CE 02	CE 03	CE 04	CE 05	CE 06	CE 07
		Qtd.	Qtd.	Qtd.	Qtd.	Qtd.	Qtd.	Qtd.	Qtd.
IEEE	3200	27	48	42	0	0	0	3083	0
Science Direct	720	5	21	22	0	0	0	669	3
Engineering Village	1754	10	51	88	0	0	21	1584	0
Scopus	2444	8	52	86	0	0	17	2281	0
ACM	1909	11	52	29	5	0	0	1812	0
Total	10027	61	224	267	5	0	38	9429	3

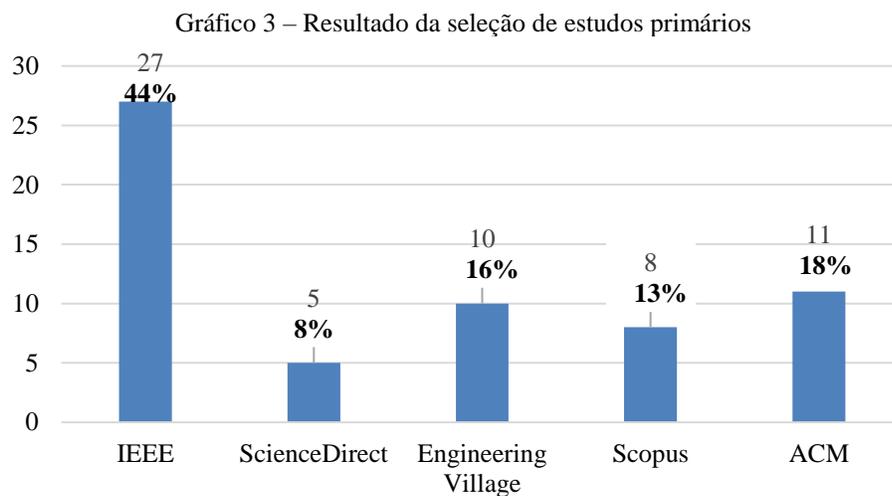
Fonte: elaborado pelo próprio autor

A partir do Quadro 6, pode ser observado que o número de estudos retornados na busca primária foi alto. Contudo, a partir do processo de seleção (leitura do título e resumo de cada estudo), esse número foi bem reduzido. Ou seja, de um total de 10.027 artigos retomados na busca

⁴ Critério de Inclusão CI01- Publicações que relatem metodologias educacionais no processo de ensino-aprendizagem de algoritmos com apoio da gamificação; Critério de Exclusão- CE01 Publicações que não tenham foco em cursos superior de TI (...); CE02 Publicações do tipo relatórios de workshops, pôster, apresentações, *keynotes* speaker, livros, teses e dissertações; CE03 - Publicações que não estejam acessíveis na íntegra na Web; CE04 - Artigos publicados fora do período definido para a busca; CE05- Duplicidade de publicações terão apenas sua primeira ocorrência considerada; CE06- Artigos que claramente não atendam as questões de pesquisa; CE07- Artigos não apresentados em uma das linguagens aceitas (Inglês e Português).

primária, apenas 61 artigos estavam dentro dos critérios indicados, um percentual de menos de 1%, precisamente 0,61% de artigos selecionados, o que demonstra uma aplicação criteriosa da seleção, tal como requer uma MSL.

Após o processo de seleção dos estudos primários, como ilustrado no Gráfico 3, a análise dos números permite afirmar que a base da IEEE apresentou o maior número de artigos incluídos 27 (44%). Em seguida a ACM obteve a segunda posição com 11 artigos incluídos (18%), seguindo da Engineering Village, na terceira posição, com dez artigos (16%). Já a Scopus obteve a quarta posição com oito artigos incluídos (13%). Por fim, a Science Direct obteve a menor número de artigos incluídos, apenas cinco (5%).



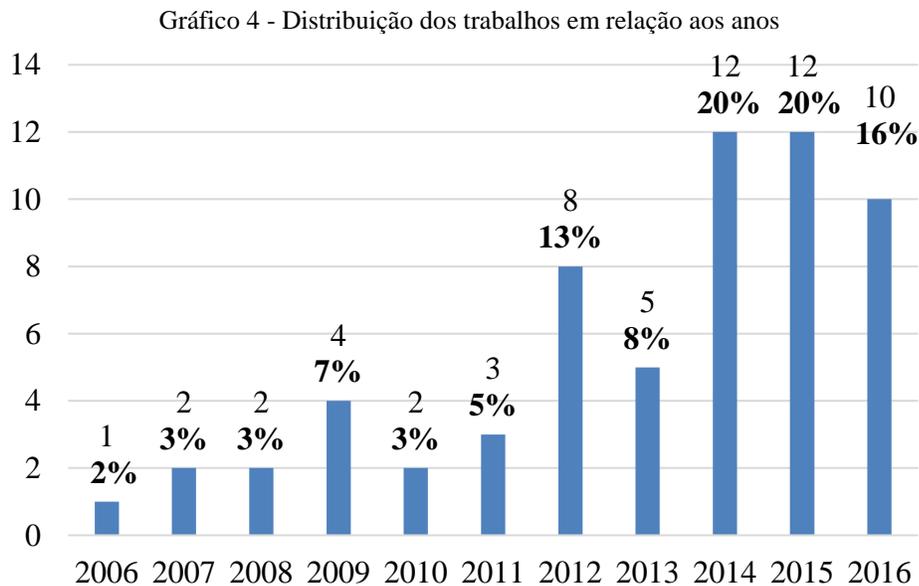
Fonte: elaborado pelo próprio autor.

Em decorrência da seleção dos artigos faz-se necessário uma análise dos dados bibliométricos detalhada para os 61 artigos incluídos neste estudo. Inicialmente será realizada a apresentação da distribuição dos trabalhos em relação ao período adotado para a pesquisa de 2006 a 2016; em seguida o número dos principais estudos por autor; o número de estudos por Instituição; a apresentação de estudo por país de origem dos artigos; os tipos de publicação e as principais abordagens utilizadas para ambientes gamificados, a última análise será a síntese da análise da qualidade dos artigos.

Tendo em vista que o termo gamificação foi definido em 2008 (DETERDING ET AL., 2011), adotou-se dois anos antes, 2006, para o início da busca. Para completar um período

relevante de análise, seu fim ocorreu em 2016. Portanto, os estudos incluíram o período de 01 de janeiro de 2006 até dezembro de 2016, contemplando um total de dez anos.

A busca automática perante as bases de pesquisa possibilitou que a seleção dos artigos obedecesse ao critério do período, ou seja, todos os artigos extraídos no período desejado. Desta forma, a distribuição dos estudos primários em relação aos anos (Gráfico 4), demonstrou que ocorreu crescimento de estudos a partir de 2012 (13%), uma queda em 2013 (8%), um aumento chegando ao ápice da série nos anos de 2014 e 2015 alcançando (20%) em cada ano, ocorrendo uma redução 2016 para (16%).



Fonte: elaborado pelo próprio autor.

O número de publicações por autor levou em conta a incidência do primeiro autor do artigo. O Quadro 7 descreve a relação completa dos autores selecionados a partir de cada estudo, o que permite observar, dentre as questões indicadas para a Revisão Sistemática da Literatura, os autores com três publicações selecionadas os quais podem ser considerados referência na área de abordagens gamificadas para apoio ao ensino e aprendizado de algoritmos (HAKULINEN, L.; EAGLE, M.).

Quadro 7 – Relação de estudos por autores (Continua...)

Primeiro autor	Quantidade	Artigos
HAKULINEN, L.	3	PS020, PS023, PS035
EAGLE, M.	3	PS053, PS054, PS057
ZHANG, J.	2	PS026, PS036
SAITO, D.	2	PS003, PS013
FOTARIS, P.	2	PS006, PS019
OREHOVAKI, T.	2	PS021, PS022
KAZIMOGLU, C.	2	PS045, PS046
REGALADO, M.R.	1	PS001
MILJANOVIC, M.A.	1	PS002
BOGDANOVYCH, A.	1	PS004
CHANG, C.T.	1	PS005
HOOSHYAR, D.	1	PS007
MLADENović, S.	1	PS008
PAIVA, J.C.	1	PS009
DA SILVA, S.	1	PS010
SPRINT, G.	1	PS011
BITTENCOURT, R.A.	1	PS012
SAJANA, A.	1	PS014
YUE, W.S.	1	PS015
AZMI, S.	1	PS016
DIETRICH, J.	1	PS017
FIGUEIREDO, K.D.S.	1	PS018
IBÁÑEZ, M.B.	1	PS024
DRUMOND, R.R.	1	PS025
HIJON-NEIRA, R.	1	PS027
VAHLDICK, A.	1	PS028
PARALIC, M.	1	PS029
FERREIRA, J.	1	PS030
HIJÓN-NEIRA, R.	1	PS031
KNUTAS, A.	1	PS032
MALLIARAKIS, C.	1	PS033
PICCIONI, M.	1	PS034
TILLMANN, N.	1	PS037

Fonte: elaborado pelo próprio autor.

Quadro 7 – Relação de estudos por autores (Conclusão)

Primeiro autor	Quantidade	Publicações
ADAMO-VILLANI, N.	1	PS038
KISS, G.	1	PS039
BAKER, A.	1	PS040
MARQUES, B.R.C.	1	PS041
JANTAN, S.R.	1	PS042
CAMBRAIA, A.	1	PS043
DOUADI, B.	1	PS044
LJUNGKVIST, P.	1	PS047
MASSO, N.	1	PS048
YEH, K.C.	1	PS049
COELHO, A.	1	PS050
ANGOTTI, R.	1	PS051
IBRAHIM, R.	1	PS052
JIAU, H.C.	1	PS055
MURATET, M.	1	PS056
EDIRISINGHE, E.M.N.S.	1	PS058
ANDERSON, E.F.	1	PS059
LEUTENEGGER, S.	1	PS060
BAYLISS, J.D.	1	PS061

Fonte: elaborado pelo próprio autor.

O Quadro 8 sistematiza a relação de instituições de ensino e/ou pesquisa que obtiveram publicações incluídas no presente trabalho. Observa-se que, das três instituições com mais publicações citadas, duas estão localizadas nos Estados Unidos (University of North Carolina at Charlotte, University Winston-Salem State), o que demonstra a concentração dos estudos no país.

Quadro 8 – Distribuição de publicação por Instituições de Ensino (Continua...)

Instituições	Quantidade	Artigos
University of North Carolina at Charlotte	3	PS053, PS054, PS057
University Winston-Salem State	3	PS026, PS036, PS040
University Aalto	3	PS020, PS023, PS035
University of Zagreb	2	PS021, PS022
Universidad Rey Juan Carlos	2	PS027, PS031
University of East London	2	PS006, PS019

Fonte: elaborado pelo próprio autor.

Quadro 8 – Distribuição de publicação por Instituições de Ensino (Continua...)

Instituições	Quantidade	Publicações
University Waseda	2	PS003, PS013
Universiti Teknologi Malaysia	2	PS016, PS052
University of Malaya	2	PS007, PS042
University of Porto	2	PS009, PS050
University National Chung Cheng	2	PS005, PS055
University of Greenwich	2	PS045, PS046
Universidade Federal do Rio Grande do Norte	1	PS001
University of Ontario	1	PS002
University Western Sydney	1	PS004
University of Split	1	PS008
Instituto Federal de Educação, Ciência e Tecnologia Rio Grande do Sul – Campus Canoas	1	PS010
University Washington State	1	PS011
Universidade Estadual de Feira de Santana	1	PS012
University Amritapuri	1	PS014
University Taylor’s Lakeside Campus	1	PS015
University Massey Palmerston	1	PS017
Universidade Federal do Mato Grosso	1	PS018
Universidad Carlos III de Madrid	1	PS024
Universidade Federal do Maranhão	1	PS025
University of Coimbra	1	PS028
University of Košice	1	PS029
Universidade do Minho	1	PS030
University of Technology Lappeenranta	1	PS032
University of Macedonia	1	PS033
Institute of Technology Zurich	1	PS034
Microsoft Research	1	PS037
University Purdue	1	PS038
University Óbuda	1	PS039
University of the Witwatersrand	1	PS041
Instituto Federal Farroupilha	1	PS043
University 8 Mai 1945 Guelma	1	PS044
University Stockholm	1	PS047
University Miami	1	PS048

Fonte: elaborado pelo próprio autor.

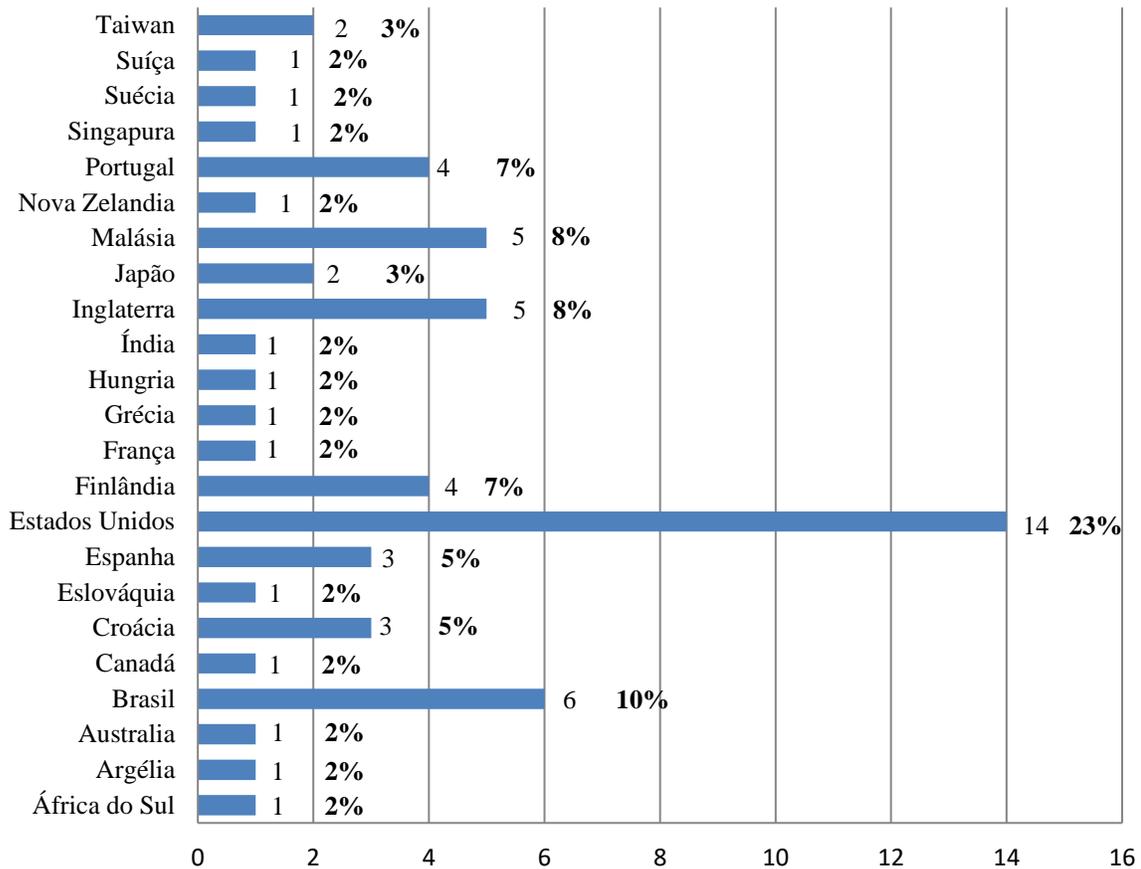
Quadro 8 – Distribuição de publicação por Instituições de Ensino (Conclusão)

Instituições	Quantidade	Artigos
University Sta Pennsylvania	1	PS049
University of Washington	1	PS051
University Paul Sabatier	1	PS056
Polytechnic Temasek	1	PS058
University Bournemouth	1	PS059
University of Denver	1	PS060
Institute of Technology Rochester	1	PS061

Fonte: elaborado pelo próprio autor.

Com relação aos resultados da distribuição de artigos por países (Gráfico 5), verifica-se que houve a incidência de mais de 20 nacionalidades, com a participação de todos os continentes. O mapeamento levou em conta a origem do primeiro autor do artigo para a devida classificação. Como principais resultados destacam-se os Estados Unidos que apresentaram um número de 14 artigos (23%), bem acima dos demais países, haja vista, que em segundo lugar vem o Brasil com seis publicações (10%), seguido da Inglaterra e Malásia com cinco artigos cada (8%).

Gráfico 5 - Distribuição de publicação por países



Fonte: elaborado pelo próprio autor.

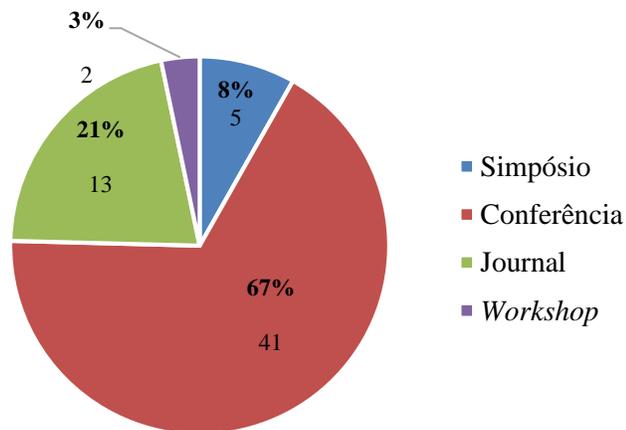
Dos 14 artigos publicados nos Estados Unidos, as instituições University of North Carolina at Charlotte e University Winston-Salem State, conforme já citado, destacam-se por apresentarem três (40%) publicações cada. Este fato pode ser justificado pela tradição do país no desenvolvimento de estudos a partir jogos voltados para o ensino e posteriormente, no estudo de elementos de jogos como descreve Deterding et al. (2011).

O Brasil, mesmo iniciando seus estudos em 2012, está em segundo lugar, com relação à quantidade de publicações com seis artigos distribuídos por seis diferentes instituições de ensino, com ocorrências em pelo menos três regiões do país: Universidade Federal do Rio Grande do Norte (publicação de 2016), Universidade Federal do Maranhão (publicação de 2014), Universidade Federal do Mato Grosso (publicação de 2015), Universidade Estadual de Feira de Santana (publicação de 2015), Instituto Federal de Educação, Ciência e Tecnologia Rio Grande do Sul (publicação de 2016) e Instituto Federal de Farroupilha (publicação de 2012). O Mapeamento

demonstra que o Brasil está assumindo papel de destaque no uso de abordagens gamificadas para apoio ao ensino e aprendizagem de algoritmos e afins.

A seguir é apresentada a distribuição dos trabalhos por tipo de publicação (Gráfico 6). Verifica-se que a maioria dos estudos 67% (41 estudos) foi publicada em conferências. Outra parcela, correspondente à 21% (13 estudos), foi publicada em jornais. Ainda 8% (cinco artigos) foram publicadas em simpósios e, por fim, 3% (dois artigos) foram publicados em *Workshop*.

Gráfico 6 - Distribuição por tipo de publicação



Fonte: elaborado pelo próprio autor.

Para uma melhor análise de cada tipo de publicação, são apresentados a seguir os principais eventos que foram identificados no presente estudo (Quadro 9), os quais tiveram publicações no período e que estavam em conformidade com a proposta no escopo da pesquisa. Assim, destaca-se a conferência “Proceedings of the European Conference on Games-based Learning” (quatro artigos) e a conferência “2014 IEEE Frontiers in Education Conference (FIE) Proceedings” (três artigos). Desta forma, infere-se que pesquisadores que queiram saber sobre as tendências da gamificação na área de ensino devem buscar por estas conferências. As outras conferências não foram mencionadas no Quadro 9, pois apresentaram uma única incidência após a seleção dos artigos e por esse motivo não foram registradas.

Quadro 9 - Principais artigos publicados em conferências

Conferência	Quantidade	Publicações
Proceedings of the European Conference on Games-based Learning	4	PS010, PS019, PS033, PS047
2014 IEEE Frontiers in Education Conference (FIE) Proceedings	3	PS026, PS027, PS028

Fonte: elaborado pelo próprio autor.

O Quadro 10 apresenta o *journal* com maior número de publicações. Trata-se do *journal* “Procedia – Social and Behavioral Sciences”, com três publicações relacionadas ao ensino gamificado de algoritmos e afins. A menor incidência de publicações em *journals*, quando comparado ao número de publicações em conferências, pode ser explicada pelo maior rigor editorial que um *journal* requer para publicação. Os demais artigos publicados em jornais que não foram mencionadas no Quadro 10 apresentaram uma única incidência após a seleção dos artigos e, por esse motivo, não foram registrados.

Quadro 10 – Principais artigos publicados em *journals*

Journal	Quantidade	Publicações
Procedia - Social and Behavioral Sciences	3	PS039, PS044 e PS045

Fonte: elaborado pelo próprio autor.

Entre os simpósios não ocorreu repetição, conforme aponta o Quadro 11, que apresenta todos os simpósios relacionados aos artigos incluídos no estudo.

Quadro 11 - Principais artigos publicados em simpósios

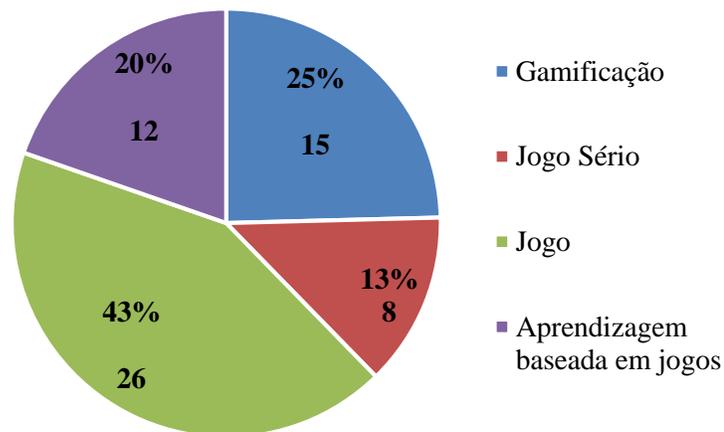
Simpósio	Quantidade	Publicações
SIGCSE 2007: 38th SIGCSE Technical Symposium on Computer Science Education	1	PS060
2014 Brazilian Symposium on Computer Games and Digital Entertainment	1	PS025
Proceedings 2010 International Symposium on Information Technology - Visual Informatics, ITSIm'10	1	PS052
SIGCSE'09 - Proceedings of the 40th ACM Technical Symposium on Computer Science Education	1	PS053
SIGCSE 2007: 38th SIGCSE Technical Symposium on Computer Science Education	1	PS061

Fonte: elaborado pelo próprio autor.

A próxima análise diz respeito à forma de abordagem praticada nos estudos selecionados, com base no uso dos elementos de jogos. Foi possível classificar os estudos em: Gamificação, Jogo

Sério, Jogo e Aprendizagem baseada em Jogos. Como pode ser observado no Gráfico 7, os estudos que envolveram jogos apresentaram quase metade dos artigos selecionados, perfazendo um total de 26 estudos (43%). Em seguida a Gamificação envolveu 15 estudos (25%), seguido da Aprendizagem baseada em Jogo com 12 (20%) publicações e, por último, o Jogo Sério com oito artigos (13%), apresentou o menor índice.

Gráfico 7 – Assunto principal dos estudos



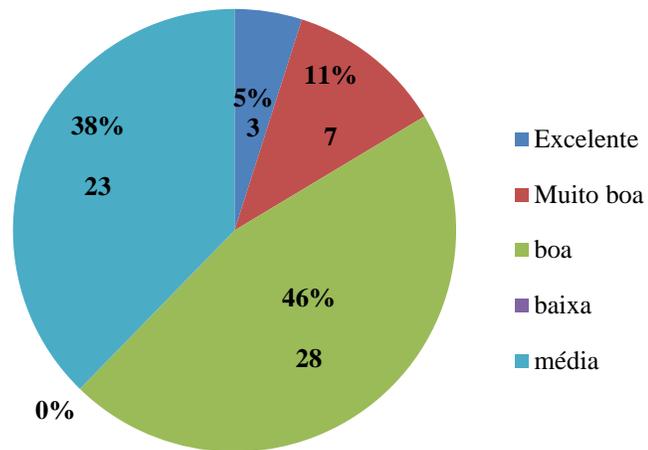
Fonte: elaborado pelo próprio autor.

A partir do próximo tópico serão descritos os resultados e principais análises referentes à qualidade dos estudos, a partir dos 61 artigos incluídos no presente Mapeamento Sistemático da Literatura.

3.3 AVALIAÇÃO DA QUALIDADE DOS ESTUDOS PRIMÁRIOS

O Gráfico 8 ilustra o resultado obtido da qualidade dos 61 estudos primários, de acordo com as definições do processo de avaliação de qualidade descrita no Protocolo de Revisão. Foi estabelecida uma classificação que poderia alcançar cinco faixas de conceitos: Excelente, Muito Boa, Boa, Média e Baixa.

Gráfico 8 – Resultado da qualidade dos estudos primários



Fonte: elaborado pelo próprio autor.

Como pode ser observado, dos 61 trabalhos selecionados, três (5%) foram classificados com qualidade “Excelente”, sete com qualidade “muito boa” (11%), 28 trabalhos (46%) considerados de “Boa” qualidade e 23 trabalhos (38%) considerados de qualidade “Média”. Não houve registro para qualidade “Baixa”. Portanto, é possível inferir que os trabalhos analisados apresentam qualidade acima da média conforme os critérios utilizados, o que traz credibilidade aos resultados deste MSL.

A seguir, o Quadro 12 sistematiza as publicações que se destacaram por serem considerados como “Excelente” na classificação da qualidade. Interessante ressaltar que, embora os Estados Unidos apresentem a maior quantidade de instituições com publicações, estas não são as consideradas de qualidade “Excelente”.

Quadro 12 – Publicações com qualidade “Excelente”

Título	Autor principal	País	Instituição	Principal elemento estudado	Ano
Analysis of the learning effects between text-based and visual-based beginner programming environments	SAITO, D.	Japão	Universit Waseda	jogo sério	2016
Teaching programming fundamentals to modern university students	BOGDANOVYCH, A.	Austrália	Western Sydney University	gamificação	2016
Toward a teaching strategy design for game-based learning	CHANG, C. T.	Taiwan	National Chung Cheng University	aprendizagem baseado em jogos	2016

Fonte: elaborado pelo próprio autor.

Após a consolidação dos dados de pesquisa, a partir da produção dos resultados, pode-se afirmar que a principal contribuição do presente Mapeamento Sistemático foi perceber a ocorrência de espacialidade dos estudos, refletida pela frequência e distribuição dos resultados. Isto é, a quantidade de artigos selecionados demonstrou a existência e uma preocupação crescente acerca da temática do “ensino e aprendizagem de algoritmo a partir de abordagens de jogos”, visto que, a incidência do tema em questão foi encontrada em pelo menos 23 países de todos os continentes, expressa pela distribuição dos autores principais, das instituições de ensino, resultando na produção de artigos pela distribuição do número de países.

CONSIDERAÇÕES FINAIS

O presente trabalho teve como objetivo apresentar as principais baseadas em elementos de jogos que vêm sendo empregadas no apoio ao ensino e aprendizagem de algoritmo e introdução à programação no contexto dos cursos de nível superior na área de TI. Para tanto, adotou-se uma investigação a partir de um Mapeamento Sistemático da Literatura, com vistas a fazer um levantamento do que vem sendo publicado nas principais bases de pesquisa pelo mundo.

A contextualização acerca do ensino de algoritmo e programação de computadores demonstra uma necessidade que diversos autores e instituições de ensino vêm tendo para propor novas metodologias para o ensino, visto a dificuldade apresentada pelos estudantes no estudo e apropriação de algoritmos e programação. A utilização de baseadas em elementos de jogos vem no bojo dessa necessidade o que motivou a identificação de experiências com uso dessas abordagens para o ensino de algoritmo e programação por meio da MSL.

A análise da MSL incluiu um planejamento da revisão, em específico o Protocolo de Revisão, no qual foram inseridas as definições que nortearam todo o processo de condução, além das questões de pesquisa e a extração dos dados, bem como a avaliação dos estudos primários e a verificação da qualidade dos estudos.

Após a fase de execução do MSL, que consistiu no refinamento das *strings*, utilização dos artigos de controle e de extração dos dados, foi possível constatar que estudos erma satisfatórios para as demais etapas do estudo. Assim, como resultado da seleção dos dados, foi possível perceber que o maior número de estudos retomados foi da base IEEE, e que o maior critério de exclusão utilizado foi dos artigos que “não atendiam às questões de pesquisa (CE06)”.

A concatenação dos dados permitiu o cruzamento dos resultados. Apurou-se que os principais autores dos estudos estão diretamente relacionados com suas instituições de ensino, e que estas estão distribuídas em pelo menos 23 países de cinco continentes. Os Estados Unidos apresentam centralidade no quantitativo total de estudos, especialmente em duas Instituições de Ensino, embora não sejam as publicações consideradas de qualidade excelente. O Brasil vem se destacando, mesmo tendo iniciado mais recente, sendo a segunda nação que mais publicou artigos. Uma característica dessas publicações é a descentralização dos estudos presentes em pelo menos três regiões e sem repetição de autores.

As conferências lideraram a maior parte dos estudos, e a aprendizagem baseada em jogos foi modelo de estudo (elementos de jogos) que mais vêm sendo usado no período analisado.

Finalmente, o estudo qualitativo descreveu um nível acima da média para os estudos selecionados, mais de 80% dos artigos foram considerados de nível bom ou muito bom, dos quais 5% classificados como excelentes.

A contribuição deste estudo faz-se pelo conjunto de estudos primários selecionados nesta pesquisa, bem como seus níveis de qualidade, que possibilitarão a identificação de abordagens (metodologias, métodos, técnicas e ferramentais e afins) muitas vezes inovadoras, as quais poderão ser importantes para auxiliar o ensino e a aprendizagem de algoritmo e programação. Esta etapa será realizada pelo trabalho da Revisão Sistemática da Literatura que está em curso.

Entre as dificuldades encontradas para realização deste MSL, cita-se a grande quantidade de artigos retornados no início da pesquisa, que pode ter sido gerada pelo não adequado refinamento das *strings* de busca. Como resultado, obteve-se um grande número de artigos que não correspondiam aos objetivos propostos da RSL. De maneira geral, ou não condiziam com o nível de estudo pedido (ensino de graduação) ou estavam fora do contexto pedido, entre outros aspectos.

Dentre as oportunidades de melhoria para o MSL realizado, destacam-se: (i) ampliação na quantidade de fontes de pesquisa, o que poderia reforçar as principais práticas e abordagens encontradas; (ii) o acréscimo de mais um integrante na realização do estudo; e (iii) o tempo em que foi realizado o planejamento, execução e os resultados da revisão sistemática que para esse estudo teve a duração de dez meses.

No geral o estudo cumpriu com o que estava definido no seu escopo, bem como atendeu de forma satisfatória a uma etapa da dissertação de mestrado que se encontra em desenvolvimento, no contexto do Programa de Pós-Graduação Criatividade e Inovação em Metodologias de Ensino Superior da Universidade Federal do Pará (PPGCIMES/UFGPA), desenvolvida pelo discente José Augusto Quaresma, que visa traçar estratégias de gamificação para a disciplina Algoritmos ou equivalente.

Entre as lições aprendidas na elaboração deste Trabalho de Conclusão de Curso (TCC), pode ser citada a necessidade de extrema dedicação e disciplina às etapas de estudo e condução do MSL. O cumprimento dos prazos definidos durante o planejamento do mapeamento deve ser levado em conta como uma boa prática que deve ser seguida para quem deseja trabalhar com MSL. E é devido a este rigor com os prazos, que é possível afirmar que dentre as principais dificuldades encontradas durante a elaboração do trabalho, estava exatamente o tempo disponível para a execução das etapas do trabalho e a quantidade excessiva de artigos retornados para busca primária.

Para finalizar, cabe ressaltar que um TCC que envolva a condução de um Mapeamento Sistemático da Literatura, tal qual o conduzido, requer boas práticas de organização e planejamento bem como de total atenção à elaboração do Protocolo de Revisão, por sua importância em nortear todo o estudo e permitir a replicação da metodologia por outros pesquisadores.

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APÊNDICE A – PROTOCOLO DE REVISÃO SISTEMÁTICA DA LITERATURA

HISTÓRICO DO DOCUMENTO

Data	Versão	Descrição	Autor
21/08/2017	0.1	Início da concepção do protocolo da Revisão Sistemática	José Augusto Quaresma
21/08/2017	0.2	Construção do Protocolo	José Augusto, Marinne Kogut e Julio Menezes
28/08/2017	0.3	Inserção do Contexto	José Augusto
06/09/2017	0.4	Inserção tabelas e formulários, ajuste nas strings de busca	José Augusto
10/09/2017	0.5	Revisão	Marianne Kogut
03/05/2018	0.6	Revisão banca de Qualificação	Marcele Mota e Netília
29/06/2018	0.7	Ajustes para a versão final do protocolo	José Augusto

1 CONTEXTO

O programa de Pós-Graduação Criatividade e Inovação em Metodologias de Ensino Superior (PPGCIMES), da Universidade Federal do Pará (UFPA), foi aprovado em dezembro de 2016 na 169ª reunião do Conselho Técnico-Científico da Educação Superior (CTC-ES). Tem por área de concentração “Metodologias de Ensino-Aprendizagem” e encontra-se subdividido em duas linhas de pesquisa: Inovações Metodológicas no Ensino Superior (INOVAMES) e Criatividade e Inovação em Processos e Produtos Educacionais (CIPPE).

A linha de pesquisa CIPPE, segundo o edital de seleção PPGCIMES 01/2017 do programa (PPGCIMES, 2017, p.2), é orientada à

[...] conceber e desenvolver processos e produtos criativos para o ensino-aprendizagem, configurados a partir de demandas das diferentes áreas do conhecimento. Para tanto, os recursos comunicacionais, educacionais e os das Tecnologias da Informação e Comunicação serão explorados na geração de soluções inovadoras e factíveis. Os processos e produtos desenvolvidos serão acompanhados de pesquisas qualitativas e/ou quantitativas orientadas às testagens e validações das soluções.

No contexto do ensino superior têm-se os cursos na área de computação, os quais segundo o documento Referências de Formação para os Cursos de Graduação em Computação (SBC, 2017) podem ser divididos em: bacharelado em ciência da computação, bacharelado em engenharia da computação, bacharelado em engenharia de software, licenciatura em computação, bacharelado em sistemas de informação e os cursos superiores de tecnologia. Esses cursos têm um Currículo de base desenvolvido pela Sociedade Brasileira de Computação (SBC) em 2005.

O *currículo* base dos cursos de computação divide as disciplinas em dos núcleos específicos, que é os fundamentos da computação e tecnologia de computação. E, quatro núcleos de outras áreas do conhecimento, que são: matemática, ciências básicas, eletrônica, e contexto social e profissional.

O núcleo de fundamentos de computação segundo o currículo base proposto pela SBC (2005) compreende o conjunto de matérias que envolvem a parte científica e as técnicas fundamentais à formação sólida dos egressos do curso de computação. Sendo assim, compreende as disciplinas de: análise de algoritmos; algoritmos e estrutura de dados; arquitetura e organização de computadores; circuitos digitais; fundamentos de sistemas; linguagens de programação; linguagens formais autômatos e computabilidade; organização de arquivos e dados; sistemas operacionais; E, teoria dos grafos.

Por ser introdutória, de acordo com Matos e Osshiro (2017, p.?), “se o aluno não tiver uma boa base nessa disciplina, ele pode ter dificuldades em disciplinas futuras de programação, ou pode ficar desmotivado para continuar no curso”. Este fato demonstra a importância desta disciplina para cursos em que ela é ministrada.

No intuito de minimizar as dificuldades de aprendizagem encontradas pelos discentes ao longo da disciplina Algoritmos, o projeto de pesquisa em tela, ligado à linha CIPPE-PPGCIMES, tem o propósito de gerar um produto de software para apoiar o processo de ensino-aprendizagem de algoritmos via gamificação. Para tal, foram elencadas quatro fontes de dados que, após analisadas, irão gerar a lista de requisitos do produto de software: (i) uma revisão sistemática da literatura com base no protocolo detalhado adiante; (ii) dois *surveys* (um para discentes e outro para docentes); e (iii) a observação de uma oferta da disciplina Algoritmos no curso de Ciência da Computação da Universidade Federal do Pará.

O presente protocolo, como parte essencial da Revisão Sistemática da Literatura, é uma adaptação dos protocolos realizados nas pesquisas de Souza et al. (2017) e Malcher (2015), mesmo que em contextos diferenciados. Cabe ressaltar, que para efeito do protocolo em questão, sempre que for referenciado o termo algoritmos, também será introdução a programação.

2 OBJETIVO

A Revisão Sistemática da Literatura (RSL), que dá origem ao presente protocolo, tem por objetivo identificar as abordagens de apoio ao processo de ensino-aprendizagem de algoritmos que façam uso da gamificação, no contexto do ensino superior, para os cursos de graduação da área de TI. Por abordagens entende-se: metodologias, métodos, técnicas e ferramentais. Desta maneira, têm-se a seguinte estrutura, proposta por Santos (2010):

- **Analisar:** relatos de experiência e publicações científicas por meio de um estudo baseado em Revisão Sistemática.
- **Com o propósito de:** identificar abordagens *gamificadas* para apoiar o processo de ensino e aprendizagem de algoritmos.
- **Com relação à:** definição e uso de metodologias, métodos, técnicas, ferramentais e demais instrumentos empregados como apoio ao processo de ensino-aprendizagem de algoritmos em cursos de graduação na área de tecnologia da informação (TI).
- **Do ponto de vista de:** dos pesquisadores.
- **No contexto:** acadêmico, instituições de ensino superior públicas ou privadas.

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4 FORMULAÇÃO DA PERGUNTA

Dentro do escopo da RSL, as questões de pesquisa são a base para a construção do protocolo. Portanto, no decorrer dessa pesquisa tem-se por objetivo investigar as proposta da literatura no que tange à seguinte indagação:

Quais as principais abordagens podem ser adotadas em cursos de nível superior nas áreas de tecnologia da informação para apoio ao processo de ensino e aprendizagem de algoritmos?

Para fins dessa revisão, entende-se por abordagem: métodos, metodologia, técnicas, ferramentas. Já quando se trata de cursos de nível superior na área de tecnologia da informação, delimita-se, mas não se restringe, aos cursos de Engenharia da Computação, Ciência da Computação, Sistemas de Informação, Tecnologia da Informação, Engenharia de Software, Licenciatura em Computação. A partir do delimitado, foi determinada a seguinte questão de pesquisa, a qual servirá como guia desta revisão sistemática:

(Q1) Quais as principais abordagens de apoio ao processo de ensino e aprendizagem gamificado da disciplina algoritmos no contexto de cursos de nível superior de tecnologia da informação?

4.1 ESTRUTURA DA QUESTÃO PRINCIPAL

Durante a construção da estrutura da questão principal foi utilizada a recomendação de Kitchenham (2007), que a organiza como: *Population, Intervention, Context, Outcomes, Comparison* (PICOC). Para essa pesquisa, foram empregados apenas os itens população, intervenção e resultados, o que a torna uma revisão QUASI sistemática da literatura, de acordo com Santos (2010).

4.1.1 Para Q1

Têm-se por objetivo, por meio dessa questão, identificar as abordagens de ensino empregadas na disciplina algoritmos e afins, em especial as que utilizam técnicas de gamificação (Intervenção), aplicáveis no ensino superior (Contexto), utilizadas em sala de aula por professores (população).

- **População (P):** trabalhos publicados em conferências e periódicos indexados pelo sistema Qualis-CAPES, com foco em cursos de tecnologia da informação.
- **Intervenção (I):** abordagens para apoiar o processo de ensino e aprendizagem de algoritmos, em especial as que empregam técnicas de gamificação.
- **Resultados (O):** metodologias, métodos, técnicas, ferramentais e demais instrumentos empregados como apoio ao processo de ensino e aprendizagem de algoritmos.

4.2 QUESTÕES SECUNDÁRIAS

Com base na questão principal, foi estabelecido um conjunto de questões secundárias, as quais devem ser respondidas durante a fase de extração de informações. Tais questões têm por objetivo esclarecer detalhes importantes que esta revisão procura identificar:

- QSO10.** Qual a abordagem mais utilizada para gamificar o processo de ensino e aprendizagem da disciplina Algoritmos ou equivalente?
- QSO11.** Quais as principais dificuldades encontradas ao se gamificar o ensino da disciplina Algoritmos ou equivalentes?

- QSO12.** Quais as principais dificuldades encontradas no aprendizado gamificado da disciplina Algoritmos ou equivalentes?
- QSO13.** Como se realiza o processo gamificado de ensino e aprendizado da disciplina Algoritmos ou equivalente?
- QSO14.** Existe relatos de sucesso o processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?
- QSO15.** Existe relatos de insucesso o processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?
- QSO16.** Existe relatos de avaliação do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?
- QSO17.** Existe relato de validação do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?
- QSO18.** Como foi feita a validação do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?

5 ESCOPO DA PESQUISA

Com a finalidade de tornar a pesquisa exequível, foram definidos critérios de seleção das fontes e algumas restrições associadas.

5.1 CRITÉRIOS DE SELEÇÃO DAS FONTES

Para a seleção das fontes de pesquisa, foram definidos os seguintes critérios, adaptados de Souza et al. (2017):

- Disponibilidade para consultas web.
- Disponibilidade para busca de artigos através do domínio da UFPA.
- Disponibilidade de artigos na íntegra por meio do domínio da UFPA ou a partir da utilização da *engine* de busca Google e/ou Google Scholar.
- Disponibilidade de artigos em inglês ou português.
- Presença de mecanismo de busca que faça uso de palavras-chave.
- Relevância da fonte.
- Boa relação entre estudos retornados e estudos selecionáveis.

Caso os artigos retornados por meio da busca automática não estejam disponíveis na íntegra, serão utilizadas as máquinas de pesquisa dos *sites* do Google (<http://www.google.com.br>) e Google Scholar (<http://scholar.google.com.br>) com o objetivo de adquirir os artigos completos.

5.2 RESTRIÇÕES

Devido ao caráter da pesquisa e os critérios de seleção, também foram adotados os critérios de restrições a seguir, adaptados de Souza et al. (2017):

- A pesquisa não pode incorrer em ônus financeiro aos pesquisadores. Portanto, apenas serão selecionadas as fontes que possibilitam consultas de forma gratuita pelo domínio da UFPA.

- Serão apenas considerados os estudos obtidos por meio das fontes selecionadas e em conformidade com os critérios de inclusão e exclusão.
- Serão apenas considerados estudos nas línguas inglês e português. A primeira, por ser a língua de maior difusão no mundo, considera dos estudos de maior relevância e abrangência mundial. Já a segunda, por ser a língua oficial onde o estudo está sendo realizado (Brasil), para entender como está o panorama nacional em relação a pesquisas desse cunho.

A pesquisa será restrita aos resultados publicados entre 01 de janeiro de 2006 até dezembro de 2016, contemplando, desta forma, um período de 10 anos. Pois, o termo gamificação é definido em 2008 e referendado na literatura no estudo de Deterding *et al.* 2011. Porém, para a maior completude do estudo se retroage mais 2 anos para completar o ciclo já informado.

6 MÉTODOS DE BUSCA NA FONTE

O presente protocolo de revisão sistemática tem definido para o seu escopo apenas o método de busca nas fontes de formato automático.

6.1 MÉTODO DE BUSCA AUTOMÁTICA

A busca automática será realizada através das máquinas de busca (buscadores automáticos, como exemplo Google e Google Scholar), disponíveis nas bases de dados selecionadas. Através da inserção das *strings* de busca específicas nessas máquinas são retornados os artigos, aos quais tiverem presentes as palavras-chave no seu título, *abstract* ou resumo. Após essa fase, cada artigo será validado a partir dos critérios de seleção e restrição para serem inclusos ou excluídos do estudo. O Quadro 01 resume as bases de dados selecionadas para esta RSL.

Quadro 01: Fontes Automáticas

Engenho de Busca	Link
IEEEExplore	http://ieeexplore.ieee.org
ScienceDirect	http://www.sciencedirect.com
El Compendex	http://www.engineeringvillage.com
Elsiever Scopus	http://www.scopus.com/home.url
ACM Digital Library	http://dl.acm.org

6.2 PALAVRAS-CHAVE E SINÔNIMOS

A formulação das palavras-chave e sinônimos é realizada para facilitar a concepção da *string* de busca. Para a sua identificação foi utilizada por base a questão principal da pesquisa, definida na seção 4 do protocolo, respeitando a estrutura PICOC, proposta por Kichenham (2007), sendo que, apenas os itens População, Intervenção e Resultados foram considerados. Em consonância com as restrições da pesquisa, os idiomas definidos para as palavras-chave e sinônimos é o português e o inglês. Portanto, a partir da questão da pesquisa, têm-se a seguinte listagem de palavras identificadas:

- **POPULAÇÃO**

Inglês: learning programming, Computer Engineering, Computer Science, Information Systems, Information Technology, Software Engineering, Computation Degree, academic, teaching, learning, undergraduation.

Português: aprendizado de programação, Engenharia da Computação, Ciência da Computação, Sistemas de Informação, Tecnologia da Informação, Engenharia de Software, Licenciatura em Computação, acadêmico, ensino, aprendizado, graduação.

• INTERVENÇÃO

Inglês: process of teaching and learning in algorithms, introduction to programming.

Português: processo de ensino e aprendizagem em algoritmos, introdução a programação, gamificação.

• RESULTADOS

Inglês: model, framework, method, technique, methodology, approach, knowledge, activity, tool, teaching tools, procedure, system, program, environment, task, software.

Português: Modelo, framework, método, técnica, metodologia, abordagem, conhecimento, atividade, ferramenta, ferramentas de ensino, procedimento, sistema, programa, ambiente, tarefa, software.

6.3 STRING DE BUSCA

Na composição da *string* de busca, foram definidas palavras-chave, tendo por base os itens População, Intervenção e Resultados e os operadores lógicos <OR> e <AND>. As palavras-chaves incluídas dentro de cada um dos itens são consideradas sinônimas e foram separadas pelo operador lógico <OR>. Já a relação entre os itens foi feita por meio do operador lógico <AND>. Assim, para a estrutura da pesquisa em tela foi usada a seguinte regra para filtragem de artigos: {(População) AND (Intervenção) AND (Resultados)}, de acordo com Santos (2010).

Na composição da *string* de busca, será utilizada a definição das palavras chaves e sinônimos, seção 6.2. Conforme observado, a identificação das mesmas é realizada dentro de três itens, sendo que as palavras dentro dos itens são sinônimas, portanto separadas pelo operador <OR>, o qual segundo a lógica de programação define pode entrar na pesquisa apenas um, ou os dois. E, no caso das palavras entre itens foi utilizado o operador <AND>, que de acordo com a lógica de programação define que os dois itens devem entrar na pesquisa. Portanto para a estrutura dessa pesquisa temos a seguinte regra de filtragem de artigos {(População) AND (Intervenção) AND (Resultados)}. Logo de acordo com a estrutura PIC) (ou PIO no caso desta pesquisa) conforme (SANTOS,2010).

Na presente revisão, conforme já explicitado na seção 4, ao formular a questão principal, o item Comparação, da estrutura proposta por Kichenham (2007), não se aplica ao contexto dessa revisão. Complementarmente, as palavras-chave no item referente à Intervenção são relevantes ao contexto do processo de apoio ao ensino e aprendizado de algoritmos ou introdução a programação com gamificação, portanto são suas palavras-chave. Já, no caso do item População, é importante o âmbito acadêmico restrito ao nível superior, com ênfase às graduações de TI. Em relação ao

item Resultados, foi levado em consideração os formatos de abordagens metodológicas para a pesquisa.

Para a questão principal da pesquisa será considerado duas *strings* de busca (uma em inglês e a outra em português).

6.3.1 Para Q1

- (“aprendizado de programação” OR “Engenharia da Computação” OR “Ciência da Computação” OR “Sistemas de Informação” OR “Tecnologia da Informação” OR “Engenharia de Software” OR “Licenciatura em Computação” OR “acadêmico” OR “ensino” OR “aprendizado” OR “graduação”) AND (“processo de ensino e aprendizagem em algoritmos” OR “introdução a programação”) AND (“Modelo” OR “framework” OR “método” OR “técnica” OR “metodologia” OR “abordagem” OR “conhecimento” OR “atividade” OR “ferramenta” OR “ferramentas de ensino” OR “procedimento” OR “sistema” OR “programa” OR “ambiente” OR “tarefa” OR “software”).
- (“learning programming” OR “Computer Engineering” OR “Computer Science” OR “Information Systems” OR “Information Technology” OR “Software Engineering” OR “Computation Degree” OR “academic” OR “teaching” OR “learning” OR “undergraduation”) AND (“process of teaching and learning in algorithms” OR “introduction to programming”) AND (“model” OR “framework” OR “method” OR “technique” OR “methodology” OR “approach” OR “knowledge” OR “activity” OR “tool” OR “teaching tools” OR “procedure” OR “system” OR “program” OR “environment” OR “task” OR “software”).

Algumas adaptações são necessárias de acordo com as necessidades específicas de cada fonte de pesquisa. A seguir são apresentadas as tabelas de constituição e *strings* de busca de cada fonte.

Para IEEE

- ((undergraduation OR education OR learn OR teach) AND (Programming OR Algorithm OR codification OR code) AND (Gam* OR Funware OR Ludification OR edutainment))

Para Science Direct

- title-abstr-key ((undergraduation OR education OR learn OR teach) AND (Programming OR Algorithm OR codification OR code) AND (Gam* OR Funware OR Ludification OR edutainment))

Para El Compendex (Engineering Village)

- (((undergraduation OR education OR learn OR teach) AND (Programming OR Algorithm OR codification OR code) AND (Gam* OR Funware OR Ludification OR edutainment)) WN KY) AND ({english} WN LA))

Para Scopus

- ((TITLE-ABS-KEY((undergraduation OR education OR learn OR teach) AND (Programming OR Algorithm OR codification OR code) AND (Gam* OR Funware OR

Ludification OR edutainment))) AND (PUBYEAR AFT 2005) AND (PUBYEAR BEF 2017))

Para ACM

- recordAbstract((undergraduation OR education OR learn OR teach) AND (Programming OR Algorithm OR codification OR code) AND (Gam* OR Funware OR Ludification OR edutainment))

7 TIPOS DE ARTIGO

Para o escopo dessa revisão sistemática, serão consideradas pesquisas do tipo experimental, teórica, relato de experiência, *surveys* e revisões sistemáticas da literatura na forma de artigos completos de periódicos ou conferências.

8 IDIOMA DOS ARTIGOS

No âmbito dessa RSL, serão considerados os artigos escritos em português e inglês. Conforme já explicitado os motivos no item 5.2 que fala sobre as restrições.

9 CRITÉRIOS DE INCLUSÃO E EXCLUSÃO

Os critérios de inclusão e exclusão aqui presentes são adaptados de Souza et al. (2017). A seguir estão os critérios de exclusão a serem utilizados:

- CE.8)** Publicações que não tenham foco em cursos superior de TI, não restrito à Engenharia da Computação, Ciência da Computação, Sistemas de Informação, Tecnologia da Informação, Engenharia de Software e Licenciatura em Computação.
- CE.9)** Publicações do tipo relatórios de workshops, pôster, apresentações, *keynotes* speaker, livros, teses e dissertações.
- CE.10)** Publicações que não estejam acessíveis na íntegra na Web.
- CE.11)** Artigos publicados fora do período definido para a busca.
- CE.12)** Duplicidade de publicações (indexados) terão apenas sua primeira ocorrência considerada.
- CE.13)** Artigos que claramente não atendam as questões de pesquisa.
- CE.14)** Artigos não apresentados em uma das linguagens aceitas (Inglês e Português).

Como critério de inclusão, tem-se:

- CI.2)** Publicações que relatem metodologias educacionais no processo de ensino-aprendizagem de algoritmos com apoio da gamificação.

10 CRITÉRIOS DE QUALIDADE PRIMÁRIOS

Segundo Kichenham (2007), em adição aos critérios de inclusão e exclusão, é importante avaliar a qualidade dos estudos primários. Para tanto, dentro dessa revisão, os critérios de qualidade são adaptados de Costa (2010). A autora descreve critérios suficientemente abrangentes

para cobrir o escopo dos estudos a serem considerados. Para fins dessa revisão foram feitas as modificações necessárias ao se considerar as questões de pesquisa, apresentadas no Quadro 02.

Quadro 02: Questões para avaliação da qualidade dos estudos.

Item	Critérios de Qualidade
Introdução/Planejamento	
01	Os objetivos ou questões do estudo são claramente definidos (incluindo justificativas para a realização do estudo)?
02	O tipo de estudo está definido claramente?
Desenvolvimento	
03	Existe uma clara descrição do contexto no qual a pesquisa foi realizada?
04	O trabalho é bem/adequadamente referenciado (apresenta trabalhos relacionados ou semelhantes e baseia-se em modelos e teorias da literatura)?
Conclusão	
05	O estudo relata de forma clara e não ambígua os resultados?
06	Os objetivos ou questões do estudo são alcançados?
Critérios para a questão de investigação	
7	O estudo lista primária ou secundariamente os modelos, processos, métodos, técnicas, metodologia e afins, para apoiar o processo gamificado de ensino-aprendizagem de algoritmos?
8	O estudo apresenta ferramentas de apoio ao processo gamificado de ensino-aprendizagem de algoritmos?
Critério específico para estudos experimentais	
9	Existe um método ou um conjunto de métodos descrito para a realização do estudo?
Critério específico para estudos teóricos	
10	Existe um processo não tendencioso na escolha dos estudos?
Critério específico para Revisões Sistemáticas	
11	Existe um protocolo rigoroso, descrito e seguido?
Critério específico para relato de experiência no ambiente acadêmico	
12	Existe uma descrição sobre a(s) instituição(ões) onde foi conduzido o estudo?

11 PROCESSOS DE BUSCA NA FONTE

No decorrer da condução desta revisão sistemática os métodos de busca dos estudos primários definidos anteriormente seguirão os seguintes processos (Quadro 03):

Quadro 03: Algoritmo do processo de busca

Busca	Algoritmo
Automática	1 – Gerar <i>string</i> de busca específica pela fonte selecionada; 2 – Executar a <i>string</i> de busca na fonte selecionada; 3 – Catalogar estudos retornados pelas engines de busca na ferramenta JabRef. 4 – Após leitura previa do estudo analisar sua relevância. Caso o estudo tenha relevância mantê-lo na pesquisa. Caso contrário descartar estudo.

12 PROCESSO DE SELEÇÃO DOS ESTUDOS PRIMÁRIOS

Os seguintes recursos serão utilizados no decorrer da execução desta revisão sistemática da literatura:

- Dois pesquisadores (um aluno de mestrado do PPGCIMES e um graduando do curso de Bacharelado em Sistemas de Informação da UFPA).
- Acesso às fontes de pesquisa por meio do domínio da Universidade Federal do Pará.
- Validações sobre documentos e procedimentos da realização da revisão sistemática por meio de reuniões com a Profa. Dr. Marianne Kogut Eliasquevici (Docente do PPGCIMES) e Prof. Dr. Sandro Ronaldo Bezerra Oliveira (Docente Programa de Pós-Graduação em Ciência da Computação).

Durante a condução desta revisão sistemática, os estudos primários serão identificados conforme o processo seguinte:

1. A partir da leitura de resumo, introdução e conclusão, os artigos deverão ser avaliados quanto aos critérios de inclusão e exclusão e o resultado deve ser registrado.
2. Os dois pesquisadores responsáveis pela seleção dos artigos devem entrar em consenso, quando necessário. Isso ocorre quando não há uma unanimidade na inclusão de um artigo e pelo menos um pesquisador decidir incluir.
3. Na fase de consenso, em caso de discordância sobre a inclusão de algum estudo, o mesmo deverá ser incluído.
4. Os estudos primários identificados serão posteriormente lidos em totalidade e então será aplicada a avaliação de qualidade e a estratégia de extração de dados, conforme descrito nas subseções seguintes.

13 AVALIAÇÃO DA QUALIDADE DOS ESTUDOS PRIMÁRIOS

A avaliação de qualidade é o segundo filtro para refinar os estudos que entraram na pesquisa. Na qual, é considerada a observação do pesquisador sobre o artigo, como forma de refinamento e validação de sua pesquisa, em que é considerado o grau de importância individual do estudo para possíveis comparações durante a síntese dos dados (KITCHENHAM, 2005).

Em complementação, uma avaliação de qualidade pode ser utilizada como recomendação de estudos para futuras pesquisas segundo Kitchenham (2005).

Para manter neutralidade na pesquisa, os artigos excluídos por critérios de qualidade devem ser citados, conjuntamente com as razões de sua exclusão.

O presente protocolo de revisão sistemática conta com 12 critérios de qualidade, os quais são formados por dois conjuntos. O primeiro conjunto, os critérios de 1 a 8, são critérios vinculados ao artigo. E, o segundo conjunto, os critérios de 9 a 12 são específicos para relatos de artigo que trabalhem com metodologia específica, definida pelo critério.

O presente protocolo de revisão sistemática conta com 12 critérios de qualidade, sendo que os critérios de 1 a 8 se aplicam aos estudos primários, e os de 9 a 12 somente se aplicam aos tipos específicos de trabalho, já mencionados nos critérios.

13.1 PROCESSO DE AVALIAÇÃO DE QUALIDADE

Os estudos primários selecionados por meio dos critérios de inclusão e exclusão serão lidos em suas totalidades e avaliados quanto aos critérios de qualidade. Para identificar o grau de adequação aos critérios de qualidade, será adotada a escala Likert-5, estratégia proposta por Costa (2010), em que são possibilitadas respostas gradativas, sendo elas: 0 (discordo totalmente) à 4 (concordo totalmente). O Quadro 04 apresenta a escala de avaliação a ser utilizada, de acordo com a proposta por Costa (2010).

Quadro 04: Escala Likert-5 para avaliação da qualidade de estudos

Escala de Likert-5	
Concordo totalmente (4)	Deve ser concedido no caso em que o trabalho apresente no texto os critérios que atendam totalmente a questão.
Concordo parcialmente (3)	Deve ser concedido no caso em que o trabalho atenda parcialmente aos critérios da questão.
Neutro (2)	Deve ser concedido no caso em que o trabalho não deixe claro se atende ou não a questão.
Discordo parcialmente (1)	Deve ser concedido no caso em que os critérios contidos na questão não são atendidos pelo trabalho avaliado.
Discordo totalmente (0)	Deve ser concedido no caso em que não existe nada no trabalho que atenda aos critérios da questão.

Para auxiliar a avaliação, seguindo a escala Likert-5, foi elaborado o Quadro 05, adaptado de Malcher (2015), no qual é considerado o critério para definir a aderência do estudo dentro da escala.

Quadro 05: Exemplo de avaliação de um estudo

Escala por Critério	
Critério	Escala
1	4 - Define e justifica o estudo claramente. 3 - Define claramente o estudo, porém a justificativa não é clara. 2 - Define claramente o estudo, mas não justifica. 1 - A definição dos objetivos do estudo não é clara. 0 - Não define o estudo.
2	4 - Define o tipo de estudo, referenciando na literatura a metodologia. 3 - Define o tipo de estudo, porém sem referenciar a metodologia. 2 - Não define o tipo de estudo. É possível inferir facilmente. 1 - Não define o tipo de estudo. É possível inferir com dificuldade. 0 - Não é possível inferir o tipo de estudo.
3	4 - Define claramente uma seção com o contexto da pesquisa. 3 - O contexto da pesquisa está incluído em uma seção não exclusiva. 2 - O contexto da pesquisa está disperso ao longo do texto. 1 - O contexto da pesquisa está disperso e é insubstancial. 0 - O contexto da pesquisa não é abordado.
4	4 - O texto apresenta uma seção de trabalhos relacionados. 3 - O texto apresenta trabalhos relacionados em uma seção não exclusiva. 2 - O texto apresenta trabalhos relacionados dispersos ao longo do texto. 1 - O texto não apresenta trabalhos relacionados, mas se apoia na literatura. 0 - O texto não apresenta trabalhos relacionados nem se apoia na literatura.
5	4 - Resultados são claramente apresentados na seção de conclusão.

	<p>3 – Resultados são claramente referenciados na seção de conclusão.</p> <p>2 – Resultados apresentados na conclusão não são claros.</p> <p>1 – Resultados referenciados na conclusão não são claros.</p> <p>0 – Não são apresentados resultados.</p>
6	<p>4 – Os resultados estão totalmente aderentes ao objetivo do estudo.</p> <p>3 – Os resultados estão aderentes ao objetivo do estudo, no entanto o autor faz ressalvas.</p> <p>2 – Os resultados são parcialmente aderentes ao objetivo do estudo.</p> <p>1 – Os resultados não estão aderentes ao objetivo do estudo.</p> <p>0 – Não é alcançado nenhum resultado.</p>
7	<p>4 – Algum dos elementos de gamificação é claramente descrito.</p> <p>3 – Algum dos elementos de gamificação é apresentado, mas não aprofundado.</p> <p>2 – Algum dos elementos de gamificação é avaliado, porém não descrito.</p> <p>1 – Algum dos elementos de gamificação é citado indiretamente.</p> <p>0 – Nenhum dos elementos de gamificação é apresentado direta ou indiretamente.</p>
8	<p>4 – Apresenta uma ferramenta disponível para uso em versão funcional.</p> <p>3 – Apresenta ferramenta em versão funcional, porém não disponível para uso.</p> <p>2 – Apresenta um projeto ou proposta de ferramenta, incluindo a descrição de funcionalidades.</p> <p>1 – Apresenta apenas algoritmos de apoio ou análises de ferramentas de suporte ao processo de ensino e aprendizagem de Algoritmos.</p> <p>0 – Não são apresentadas ferramentas de apoio.</p>
9	<p>4 – O método de experimento é definido e referenciado claramente.</p> <p>3 – O método de experimento é definido claramente.</p> <p>2 – O método de experimento é citado.</p> <p>1 – O método de experimento não é citado, porém é possível inferir.</p> <p>0 – Não é possível inferir o método de experimento.</p>
10	<p>4 – O texto descreve critérios para a escolha dos estudos.</p> <p>3 – O texto não descreve critérios para a escolha dos estudos, porém apresenta estudos que discordam do estudo apresentado.</p> <p>2 – O texto descreve apenas estudos aderentes ao estudo apresentado.</p> <p>1 – O texto descreve estudos insuficientes.</p> <p>0 – O texto não descreve estudos base.</p>
11	<p>4 – O protocolo de revisão é apresentado, descrito e seguido.</p> <p>3 – O protocolo de revisão é apresentado e descrito, porém há evidências de que não foi seguido adequadamente.</p> <p>2 – O protocolo de revisão não foi suficientemente descrito.</p> <p>1 – O protocolo de revisão apenas foi citado ao longo do texto.</p> <p>0 – Não há um protocolo de revisão.</p>
12	<p>4 – Têm pelo menos 4 itens de descrição da instituição, por exemplo a área de atuação, tamanho e origem da organização são informados, entre outros.</p> <p>3 – Têm 3 itens de descrição da instituição.</p> <p>2 – Têm 2 itens de descrição da instituição.</p> <p>1 – Tem 1 item de descrição da instituição.</p> <p>0 – Não tem item de descrição da instituição ou o estudo não foi conduzido em uma ou mais organizações.</p>

No estudo de Beecham (2007) sobre RSL, são definidos cinco níveis de qualidade para enquadrar os estudos que foram avaliados no critério de qualidade, sendo eles: excelente, muito

boa, boa, média e baixa. Já em Costa (2010) temos uma construção de um intervalo estatístico para cada um dos níveis, apresentados no Quadro 06.

O cálculo para classificar o estudo no intervalo estatístico seguirá em similar os procedimentos já definidos por Costa (2010). Então, para esse protocolo ao ser feita a análise dos critérios de qualidade pelos revisores será atribuído um número da escala para cada critério. E, ao final será feita a soma e verificado a porcentagem para enquadrar o estudo segundo os níveis de qualidade, descritos no Quadro 6.

Quadro 06: Avaliação da Qualidade

Faixa de Notas	Avaliação
Excelente	>86%
Muito Boa	66%-85%
Boa	46%-65%
Média	26%-45%
Baixa	< 26%

Fonte: (COSTA, 2010).

14 ESTRATÉGIA DE EXTRAÇÃO DE INFORMAÇÕES

No decorrer do processo de extração das informações será utilizada a string de busca para a buscar os estudos nas bases de dados e, fazer o *download* do arquivo bib com os estudos, com seus respectivos títulos, abstracts e palavras chaves.

Após a extração será preenchido o formulário de inclusão e exclusão, segundo os critérios já definidos na seção 9, exemplificado no Quadro 07, em uma tabela de um software de planilha eletrônica. Além disso, será utilizado o software jabref para fácil visualização dos itens necessários nessa avaliação. Em seguida, será lido na íntegra os estudos que foram incluídos na pesquisa e avaliados segundo os critérios de qualidade definidos na seção 13.1 (Quadro 08).

Quadro 07: Formulário para inclusão e exclusão de estudos

Estudo (ID)	CE01	CE02	CE03	CE05	CE06	CE07	CI01	Resultado	Observação

Para o preenchimento da Tabela 6 serão ajustados os estudos, após será avaliado os critérios de exclusão de 1 a 7, e o critério de inclusão. No campo resultado será colocado incluído, caso o estudo tenha sido aprovado no critério de inclusão ou não reprovado em nenhum de exclusão. No caso da observação será anotado fatores justificantes de inclusão ou exclusão do estudo.

Quadro 08: Formulário de avaliação de qualidade (Usar o excell)

Estudo (ID)		Pesquisador		Data Avaliação	
Título do Trabalho					
Autores					

Fonte		Ano	
Tipo de estudo		Local publicação	
Item	Critério Qualidade		Valor
1			
2			
3			
N			
Resultado			

14.1 EXTRAÇÃO DE RESULTADOS

Durante a condução da RSL, na etapa de extração dos resultados, após a análise do estudo primário, será elaborado um resumo, no qual deverá ser identificado o formato da abordagem do processo de ensino e aprendizagem de algoritmos, procurando responder também as questões secundárias de pesquisa. O Quadro 08 descreve a forma como as questões secundárias serão analisadas.

Quadro 08: Análise das questões secundárias

Id	Questão secundária	Forma de análise
QS01	Qual a abordagem mais utilizada para gamificar o processo de ensino e aprendizagem da disciplina Algoritmos ou equivalente?	
QS02	Quais as principais dificuldades encontradas ao se gamificar o ensino da disciplina Algoritmos ou equivalentes?	
QS03	Quais as principais dificuldades encontradas no aprendizado gamificado da disciplina Algoritmos ou equivalentes?	
QS04	Como se realiza o processo gamificado de ensino e aprendizado da disciplina de Algoritmos ou equivalente?	
QS05	Existe relatos de sucesso o processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?	
QS06	Existe relatos de insucesso o processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?	
QS07	Existe relatos de avaliação do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?	
QS08	Existe relato de validação do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?	
QS09	Como foi feita a validação do processo gamificado de ensino e aprendizagem da disciplina Algoritmos ou equivalente?	

15 SUMARIZAÇÃO DOS RESULTADOS

Na apresentação dos resultados dessa RSL, o principal gráfico é o do quantitativo sobre as abordagens *gamificadas* do ensino de algoritmos. A partir de cada questão de pesquisa poderá ser gerado gráficos, por exemplo:

- Quantidade de abordagem do ensino de algoritmos.

- Quantitativo de estudos por tipo (Experimental, Teórico, Revisão Sistemática).
- Evolução ao longo do tempo a quantidade de estudos selecionados.
- Artigos selecionados por base de dados.

APÊNDICE B – ESTUDOS PRIMÁRIOS

Id	Título	Ano	Base
PS001	Gamifying an online approach for promoting game development Learning and contest: An experience report	2016	IEEE
PS002	Robot ON!: A Serious Game for Improving Programming Comprehension	2016	IEEE
PS003	Analysis of the learning effects between text-based and visual-based beginner programming environments	2016	IEEE
PS004	Teaching programming fundamentals to modern university students	2016	Engineering Village
PS005	Toward a teaching strategy design for game-based learning	2016	Engineering Village
PS006	Climbing up the leaderboard: An empirical study of applying gamification techniques to a computer programming class	2016	Scopus
PS007	Applying an online game-based formative assessment in a flowchart-based intelligent tutoring system for improving problem-solving skills	2016	ScienceDirect
PS008	Using games to help novices embrace programming: From elementary to higher education	2016	Scopus
PS009	Enki: A pedagogical services aggregator for learning programming languages	2016	ACM
PS010	Tri-lua: Using gamification as support learning programming language	2016	Scopus
PS011	Enhancing the CS1 student experience with gamification	2015	IEEE
PS012	Learning programming with peer support, games, challenges and scratch	2015	IEEE
PS013	Work in progress: A comparison of programming way:a Illustration-based programming and text-based programming	2015	IEEE
PS014	An interactive serious game via visualization of real life scenarios to learn programming concepts	2015	IEEE
PS015	The effectiveness of digital game for introductory programming concepts	2015	IEEE
PS016	Gamification in online collaborative learning for programming courses: A literature review	2015	Scopus
PS017	The PrimeGame Revolutions: A Cloud-based Collaborative Environment for Teaching Introductory Programming	2015	ACM
PS018	Gamified Courses in Information Systems Program	2015	ACM
PS019	From hiscore to high marks: Empirical study of teaching programming through gamification	2015	Engineering Village
PS020	The effect of achievement badges on students' behavior: An empirical study in a university-level computer science course	2015	Scopus
PS021	Evaluating the quality of games designed for learning programming by students with different educational background: An empirical study	2015	IEEE
PS022	Inspecting quality of games designed for learning programming	2015	Engineering Village
PS023	The Effect of Gamification on Students with Different Achievement Goal Orientations	2014	IEEE
PS024	Gamification for Engaging Computer Science Students in Learning Activities: A Case Study	2014	IEEE
PS025	Wanda: A Framework to Develop Card Based Games to Help Motivate Programming Students	2014	IEEE
PS026	Using a game-like module to reinforce student understanding of recursion	2014	IEEE
PS027	Serious games for motivating into programming	2014	IEEE

PS028	A review of games designed to improve introductory computer programming competencies	2014	IEEE
PS029	Learning by game creation in introductory programming course: 5-Year-long study	2014	IEEE
PS030	The magic of algorithm design and analysis: Teaching algorithmic skills using magic card tricks	2014	Engineering Village
PS031	Game programming for improving learning experience	2014	Scopus
PS032	Increasing collaborative communications in a programming course with gamification: A case study	2014	ACM
PS033	CMX: Implementing an MMORPG for learning programming	2014	Engineering Village
PS034	SPOC-supported introduction to programming	2014	Engineering Village
PS035	Empirical Study on the Effect of Achievement Badges in TRAKLA2 Online Learning Environment	2013	IEEE
PS036	Visualizing Loops Using a Game-Like Instructional Module	2013	IEEE
PS037	Teaching and learning programming and software engineering via interactive gaming	2013	IEEE
PS038	Using a Serious Game Approach to Teach 'Operator Precedence' to Introductory Programming Students	2013	IEEE
PS039	Teaching Programming in the Higher Education not for Engineering Students	2013	ScienceDirect
PS040	Reinforcing array and loop concepts through a game-like module	2012	IEEE
PS041	Video games as a medium for software education	2012	IEEE
PS042	An experimental evaluation of scaffolded educational games design for programming	2012	IEEE
PS043	Learning to Program: A game or a boogeyman	2012	Scopus
PS044	Smart edutainment game for algorithmic thinking	2012	ScienceDirect
PS045	A Serious Game for Developing Computational Thinking and Learning Introductory Computer Programming	2012	ScienceDirect
PS046	Learning Programming at the Computational Thinking Level via Digital Game-Play	2012	ScienceDirect
PS047	Educational games for self learning in introductory programming courses - A straightforward design approach with progression mechanisms	2012	Engineering Village
PS048	Shapemaker: A game-based introduction to programming	2011	IEEE
PS049	Work in progress #x2014; Using a computer gaming strategy to facilitate undergraduates' learning in a computer programming course: An experimental study	2011	IEEE
PS050	Serious game for introductory programming	2011	Scopus
PS051	Game-themed instructional modules: A video case study	2010	ACM
PS052	Using educational games in learning introductory Programming: A pilot study on students' perceptions	2010	IEEE
PS053	Experimental evaluation of an educational game for improved learning in introductory computing	2009	ACM
PS054	Evaluation of a game-based lab assignment	2009	ACM

PS055	Enhancing Self-Motivation in Learning Programming Using Game-Based Simulation and Metrics	2009	IEEE
PS056	Towards a serious game to help students learn computer programming	2009	Engineering Village
PS057	Wu's Castle: Teaching arrays and loops in a game	2008	ACM
PS058	Teaching Students to Identify Common Programming Errors Using a Game	2008	ACM
PS059	Critters in the classroom: A 3D computer-game-like tool for teaching programming to computer animation students	2007	Engineering Village
PS060	A games first approach to teaching introductory programming	2007	ACM
PS061	Games As a "Flavor" of CS1	2006	ACM

APÊNDICE C – ESTUDOS EXCLUÍDOS

Ano 2016 – Base IEEE

- Bidding and Cooperation Strategies for Electricity Buyers in Power Markets
- How to Run a Successful Game-Based AI Competition
- Online Adaptable Learning Rates for the Game Connect-4
- Reinforcement Learning in Video Games Using Nearest Neighbor Interpolation and Metric Learning
- Elicitation of Strategies in Four Variants of a Round-Robin Tournament: The Case of Goofspiel
- A Game-Theoretic Resource Allocation Approach for Intercell Device-to-Device Communications in Cellular Networks
- The Server Provisioning Problem for Continuous Distributed Interactive Applications
- Mean-Field Games for Resource Sharing in Cloud-Based Networks
- Resource Optimization-Based Interference Management for Hybrid Self-Organized Small-Cell Network
- Bayesian Coalition Negotiation Game as a Utility for Secure Energy Management in a Vehicles-to-Grid Environment
- Learning in Hide-and-Seek
- Contributory Broadcast Encryption with Efficient Encryption and Short Ciphertexts
- Calculating Ultrastrong and Extended Solutions for Nine Mens Morris, Morabaraba, and Lasker Morris
- Comparing Heterogeneous and Homogeneous Flocking Strategies for the Ghost Team in the Game of Ms. Pac-Man
- How Geo-Distributed Data Centers Do Demand Response: A Game-Theoretic Approach
- A Novel Teaching-Learning-Based Optimization for Improved Mutagenic Primer Design in Mismatch PCR-RFLP SNP Genotyping
- Energy-Efficient and Mobile-Aided Cooperative Localization in Cognitive Radio Networks
- A Payoff-Based Learning Approach to Cooperative Environmental Monitoring for PTZ Visual Sensor Networks
- An Incentive-Compatible Routing Protocol for Two-Hop Delay-Tolerant Networks
- Social-Aware Video Multicast Based on Device-to-Device Communications
- Coevolutionary CMA-ES for Knowledge-Free Learning of Game Position Evaluation
- Mobility Management in Energy Constrained Self-Organizing Delay Tolerant Networks: An Autonomic Scheme Based on Game Theory
- Learning Stationary Correlated Equilibria in Constrained General-Sum Stochastic Games
- Evidence Combination From an Evolutionary Game Theory Perspective
- Adaptive Fast Quadtree Level Decision Algorithm for H.264 to HEVC Video Transcoding
- Using the Wiimote to Learn MEMS in a Physics Degree Program
- Robust Image Hashing With Ring Partition and Invariant Vector Distance
- Statistical Relational Learning for Game Theory
- Automated Laughter Detection From Full-Body Movements
- Learning RAT Selection Game in 5G Heterogeneous Networks
- A Guaranteed Similarity Metric Learning Framework for Biological Sequence Comparison
- Distributed Stochastic Learning and Adaptation to Primary Traffic for Dynamic Spectrum Access
- Power Management of Intelligent Buildings Facilitated by Smart Grid: A Market Approach
- Virtual Resource Management in Green Cellular Networks With Shared Full-Duplex Relaying and Wireless Virtualization: A Game-Based Approach
- Dynamic Clustering and on/off Strategies for Wireless Small Cell Networks
- A View-Level Rate Distortion Model for Multi-View/3D Video
- Online Solution of Two-Player Zero-Sum Games for Continuous-Time Nonlinear Systems With Completely Unknown Dynamics
- Unsupervised Learning of Generalized Gamma Mixture Model With Application in Statistical Modeling of High-Resolution SAR Images
- Performance Analysis of Physical Layer Security Over Generalized-K Fading Channels Using a Mixture Gamma Distribution
- ToothPIC: An Interactive Application for Teaching Oral Anatomy
- Contextual Atlas Regression Forests: Multiple-Atlas-Based Automated Dose Prediction in Radiation Therapy
- Effective Active Skeleton Representation for Low Latency Human Action Recognition
- Bayesian Mechanisms and Detection Methods for Wireless Network with Malicious Users
- Cooperative Application Execution in Mobile Cloud Computing: A Stackelberg Game Approach
- Taking the Human Out of the Loop: A Review of Bayesian Optimization
- Hierarchical Spatio-Temporal Pattern Discovery and Predictive Modeling
- Load-Aware Dynamic Spectrum Access for Small-Cell Networks: A Graphical Game Approach
- Angry-HEX: An Artificial Player for Angry Birds Based on Declarative Knowledge Bases
- Learning Compliant Movement Primitives Through Demonstration and Statistical Generalization

- Game Theory for Networks: A tutorial on game-theoretic tools for emerging signal processing applications
- Decision Learning: Data analytic learning with strategic decision making
- A Combined Model- and Learning-Based Framework for Interaction-Aware Maneuver Prediction
- TopicPanorama: A Full Picture of Relevant Topics
- Privacy Preservation for Context Sensing on Smartphone
- Backward Mean-Field Linear-Quadratic-Gaussian (LQG) Games: Full and Partial Information
- Detection of Homophilic Communities and Coordination of Interacting Meta-Agents: A Game-Theoretic Viewpoint
- Decentralized Renewable Energy Pricing and Allocation for Millimeter Wave Cellular Backhaul
- Data mining algorithms for communication networks control: concepts, survey and guidelines
- User Association in Heterogeneous Networks: A Social Interaction Approach
- Optimized Resource Management in Heterogeneous Wireless Networks
- The Evaluation of Probe Signals for Impulse Response Measurements in Shallow Water Environment
- Electrical Safety Leadership from the "12th Man": You Can Make a Difference
- Playing the Imitation Game with deep learning
- Agent-Based Modeling in Electrical Energy Markets Using Dynamic Bayesian Networks
- Coordinated Resource Partitioning and Data Offloading in Wireless Heterogeneous Networks
- Optimal Resource Sharing in 5G-Enabled Vehicular Networks: A Matrix Game Approach
- Stackelberg Game Approach for Energy-Aware Resource Allocation in Data Centers
- Collaboration and Gender Equity in Game-Based Learning for Middle School Computer Science
- Game-Theoretic Multi-Channel Multi-Access in Energy Harvesting Wireless Sensor Networks
- A Survey on Applications of Model-Free Strategy Learning in Cognitive Wireless Networks
- Bayesian Cooperative Coalition Game as-a-Service for RFID-Based Secure QoS Management in Mobile Cloud
- Coalition Game Theory-Based Feature Subspace Selection for Hyperspectral Classification
- Early Prediction of Student Profiles Based on Performance and Gaming Preferences
- Promoting Effective Education in Electromagnetics: Taiwan's School of Accessible and Visualized Electromagnetics Formed [Education Corner]
- On the Effects of Correlation on Outage Performance of FSO-Unbalanced Multibranch SC Receiver
- Learning-Aided Unary Error Correction Codes for Non-Stationary and Unknown Sources
- Game-Theoretic Control of Active Loads in DC Microgrids
- Global Estimates for High-Spatial-Resolution Clear-Sky Land Surface Upwelling Longwave Radiation From MODIS Data
- MYO Armband for physiotherapy healthcare: A case study using gesture recognition application
- On the design of a word game to enhance Italian language learning
- Segmenting Retinal Blood Vessels With Deep Neural Networks
- The pupils' academy of serious gaming: Strengthening study skills with ERPsim
- A distributed laboratory architecture for game based learning in cybersecurity and critical infrastructures
- Traffic-Aware Cloud RAN: A Key for Green 5G Networks
- Faster Learning and Adaptation in Security Games by Exploiting Information Asymmetry
- Multi-Label Dictionary Learning for Image Annotation
- Data Injection Attacks on Smart Grids With Multiple Adversaries: A Game-Theoretic Perspective
- Load Balancing in Heterogeneous Networks Based on Distributed Learning in Near-Potential Games
- s-Birds Avengers: A Dynamic Heuristic Engine-Based Agent for the Angry Birds Problem
- Evaluating peer versus teacher robot within educational scenario of programming learning
- Sequential Detection of Market Shocks With Risk-Averse CVaR Social Sensors
- Metadata for Serious Games in Learning Object Repositories
- Pulse Shape Discrimination of Nuclear Recoil and Electron Recoil Events With a NaI(Tl) Crystal for Dark Matter Search
- Scintillator-Based High-Throughput Fast Timing Spectroscopy for Real-Time Range Verification in Particle Therapy
- Growth of 1.5-In Eu: rm SrI_2 Single Crystal and Scintillation Properties
- Enhancing Physical Education with Exergames and Wearable Technology
- Two-Dimensional Pattern-Coupled Sparse Bayesian Learning via Generalized Approximate Message Passing
- EFRI-REM at CCNY: Research experience and mentoring for underrepresented groups in cross-disciplinary research on assistive technology
- stem5: An initiative shaping the STEM narrative in Pakistan
- Heads in the Game: A STEM high school concussion outreach and research program
- Programming for girls
- An Angular Parameter Estimation Method for Incoherently Distributed Sources Via Generalized Shift Invariance
- Artificial Noise Assisted Secure Transmission for Distributed Antenna Systems
- Supporting computational thinking through gamification
- Reinforcement Learning in Energy Trading Game Among Smart Microgrids

- Wind Power Ramping Control Using Competitive Game
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- POMDP-lite for robust robot planning under uncertainty
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- Computationally efficient learning in large-scale games: Sampled fictitious play revisited
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- Semantic-based graph data anonymization for big data analysis
- A human-machine cooperative approach for combinatorial optimization problem
- Deep stochastic weight assignment network of Chinese chess machine game
- Developing educational game for collaborative learning
- A Machine Learning Framework for Performance Coverage Analysis of Proxy Applications
- Nonlocal structured nonparametric Bayesian dictionary learning for image denoising
- Autonomic management of future wireless networks
- Keynote3: Contention and disruption
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- An Innovative Proposal for Young Students to Learn Computer Science and Technology through Pokemon Go
- Summer Programming Boot Camp, Teach High Schoolers First and Let Them Teach Middle Schoolers

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- Frame level annotations for tennis videos
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- Physical layer security game with full-duplex proactive eavesdropper
- Increasing target behavior of children with developmental disorders by designing innovative multistage tablet games
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- An algorithm for searching states of game of Go based on symbolic model checking
- Semi Global Adaptive Dynamic Programming
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- Patient-Specific Cortical Electrodes for Sulcal and Gyral Implantation
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- On Learning From Game Annotations
- Temporal Game Challenge Tailoring
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- Scheduling in Wireless Networks with Rayleigh-Fading Interference
- Accelerating Multiagent Reinforcement Learning by Equilibrium Transfer
- Robust Multiuser Sequential Channel Sensing and Access in Dynamic Cognitive Radio Networks: Potential Games and Stochastic Learning
- Intelligent Mobile Video Surveillance System as a Bayesian Coalition Game in Vehicular Sensor Networks: Learning Automata Approach
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- Game-Theoretic Formulation of Power Dispatch With Guaranteed Convergence and Prioritized BestResponse
- Approximate N -Player Nonzero-Sum Game Solution for an Uncertain Continuous Nonlinear System
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- Mimicking Human Camera Operators
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- Effects of Carbon Emission Taxes on Transportation Mode Selections and Social Welfare
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- Translating the Quantum World to Human Scale: An Art-Science Collaboration
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- The Pong game implementation with the FRIQ-learning reinforcement learning algorithm
- Statistical modeling of the average channel gain and delay spread in in-home PLC channels
- A Data-Driven Probabilistic CTU Splitting Algorithm for Fast H.264/HEVC Video Transcoding
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- Distributed learning algorithms for spectrum sharing in spatial random access networks
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- Database-Assisted Spectrum Access in Dynamic Networks: A Distributed Learning Solution
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- Interference-Based Pricing for Opportunistic Multicarrier Cognitive Radio Systems
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- Enhancing EDA education through gamification
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- Efficient obstructive sleep apnea classification based on EEG signals
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- The application of formative e-assessment data in final exam results modeling using neural networks
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- Code Hunt: Experience with Coding Contests at Scale
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- Teaching exploration and reform of program design course for digital media art students
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- The study of fear-induced power modulations for Cognitive Man-Machine Communication
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- Shaping in reinforcement learning via knowledge transferred from human-demonstrations
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- Band narrowing with sparsity regularization for spectroscopic data
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- Learning skills development with Gamification Mechanism for Thai juveniles
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- On Heuristic Randomization and Reuse as an Enabler of Domain Transference
- Adopting Metamorphic Relations to Verify Non-Testable Graph theory Algorithms
- An Improved Discrete Firefly and t-Test based Algorithm for Blind Image Steganalysis
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- Beatmap generator for Osu Game using machine learning approach
- Correct-by-synthesis reinforcement learning with temporal logic constraints
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- Natural language and programming: Designing effective environments for novices
- AMEG: Adaptive mechanism for educational games based on IMSLD and artificial intelligence
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- Teaching and learning through creating games in ScratchJr: Who needs variables anyway!
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- Trax solver on Zynq with Deep Q-Network
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- A Neuroevolution Approach to General Atari Game Playing

- Agent-based simulation for simultaneous ultimatum games
- The need for a Real Time Strategy game language
- Image annotation via learning the image-label interrelations
- An online learning approach to QoE-fair distributed rate allocation in multi-user video streaming
- Serious games for motivating into programming
- Adapting the local clusters for execution parallel applications and training
- Data-Driven Computer Go Based on Hadoop
- Guest Editorial: Computational Narrative and Games
- Robust Clustering Based on Dominant Sets
- An optimal day-ahead dispatch strategy for deferrable loads
- Extensions of Kmeans-Type Algorithms: A New Clustering Framework by Integrating Intracluster Compactness and Intercluster Separation
- Gamification for Engaging Computer Science Students in Learning Activities: A Case Study
- Retrospective spectrum access protocol: A payoff-based learning algorithm for cognitive radio networks
- Which game tells a story to children?
- Reinforcement learning to control a commander for capture the flag
- Distributed learning for utility maximization over CSMA-based wireless multihop networks
- Multi-Channel Sensing and Access Game: Bayesian Social Learning with Negative Network Externality
- Evolutionary Dynamics of Information Diffusion Over Social Networks
- Virtual reality game for safety education
- A mobile-device based serious gaming approach for teaching and learning Java programming
- Haptic simulations for training plumbing skills
- EMG based biofeedback with the smarting system
- Blackwell's approachability in stackelberg stochastic games: A learning version
- Concurrent learning-based approximate feedback-Nash equilibrium solution of N-player nonzero-sum differential games
- Approximate Message Passing With Consistent Parameter Estimation and Applications to Sparse Learning
- Leveraging machine learning for optimize predictive classification and scheduling E-Health traffic
- Supply-demand function equilibrium for double sided bandwidth-auction games
- Approximate Bayesian computation, stochastic algorithms and non-local means for complex noise models
- Optimality of black to white ratio and information complexity for robust marker recognition
- Classification of Markers in the ARTool Kit Library to Reduce Inter-marker Confusion
- Cognitive mechanism in synchronized motion: An internal predictive model for manual tracking control (special session)
- Learning to recommend game contents for real-time strategy gamers
- Rapid prototyping framework for robot-assisted training of autistic children
- JPEG-AR Standard Enabling Augmented Marketing
- Gamma-Ray Irradiation-Induced Optical Attenuation in Co Fe Co-Doped Alumino-Silicate Optical Fiber for Dosimeter Application
- Real Time Assessment of Computational Thinking
- Enhancing education for IT literacy using spoken tutorials
- Agent-based simulation analysis for networks formation using PSO
- A Tutorial on Interactive Sensing in Social Networks
- SDR based MIMO link adaptation for Cognitive Radio application
- Fast intra block copy (IntraBC) search for HEVC screen content coding
- IndustrySim: Finding the Fun in Industrial Simulations
- Vertical Semantic Discovery: The SICH Approach on NPS
- Toward the Adaptive and Context-Aware Serious Game Design
- Learning a Super Mario controller from examples of human play
- Gidget: An online debugging game for learning and engagement in computing education
- A demonstration of gidget, a debugging game for computing education
- Principles of a debugging-first puzzle game for computing education
- Games: An approach to introduce computer programming for upper primary school students
- Taking it to the next interface level: Advancing game design for higher education STEM applications
- Educational platform for learning programming via controlling mobile robots
- Reinforcement learning aided smart-home decision-making in an interactive smart grid
- Integral Reinforcement Learning for Linear Continuous-Time Zero-Sum Games With Completely Unknown Dynamics
- Large scale image understanding with non-convex multi-task learning
- Decoupling Coupled Constraints Through Utility Design
- Object-oriented Sokoban solver: A serious game project for OOAD and AI education
- Consensus based on learning game theory

- The design and optimization of Connect6 computer game system
- Online Synchronous Approximate Optimal Learning Algorithm for Multi-Player Non-Zero-Sum Games With Unknown Dynamics
- Energy-efficient resource allocation in full-duplex relaying networks
- Students touch space in Zero Robotics programming competition with free downloadable curriculum
- Notes
- A maximum likelihood gamma positioning method with accurate calibration of the mean detector response function in a clinical SPECT detector
- A congestion game-based routing algorithm for communicating VANETs
- Integrating Learning Analytics in an Educational MMORPG for Computer Programming
- Hammer: An Android based application for end-user industrial robot programming
- Development of a serious game for children with hemophilia
- Understanding career aspirations of Information Technology students at Deakin University
- Using advanced ML for improving surveillance accuracy
- Designing location-based experiences
- Creation of custom-made serious games with user-generated learning content
- Fuzzy logic decision making for autonomous robotic applications
- Distributive wireless network resource allocation with nash equilibrium and internal-regret-learning of non-stationary actions
- A new course on creativity in an engineering program: Foundations and issues
- Game model and algorithm for electric vehicle aggregations in pool market and retail market
- A survey of cognitive beamforming techniques
- Simulative analysis of multimedia traffic over LTE with real time scenarios in network simulator-3
- Human-robot cooperation through force adaptation using dynamic motion primitives and iterative learning
- Social robot as an assistive tool in the classroom
- Mobile robotic wireless sensor networks for efficient spatial prediction
- Spatially-distributed prediction with mobile robotic wireless sensor networks
- Computational Models of Players' Physiological-Based Emotional Reactions: A Digital Games Case Study
- An experiment on teaching coordination in a globally distributed software engineering class
- Linking Recognition Accuracy and User Experience in an Affective Feedback Loop
- Implementing flower multi-objective algorithm for selection of university academic credits
- LabelMovie: Semi-supervised machine annotation tool with quality assurance and crowd-sourcing options for videos
- Learning by game creation in introductory programming course: 5-Year-long study
- Learning to play fighting game using massive play data
- Virtual-C - a programming environment for teaching C in undergraduate programming courses
- Virtual-C - a programming environment for teaching C in undergraduate programming courses
- Fast H.264/AVC to HEVC transcoding based on machine learning
- Utilizing a Serious Game via Open Sim Standalone Server and Scratch4OS for Introductory Programming Courses in Secondary Education: Their Effect on Student Engagement
- Teaching elementary school students new method of music performance with Leap Motion
- Solving the Physical Traveling Salesman Problem: Tree Search and Macro Actions
- About including a virtual teacher in a competitive or collaborative context in AlgoPath
- A deeper understanding of technology is needed for workforce readiness #x2014; Playing games, texting, and tweets aren't enough to make students Tech-Savvy
- A Bag-of-Features approach to acoustic event detection
- e2-Diagnoser: A System for Monitoring, Forecasting and Diagnosing Energy Usage
- Unsupervised learning of electrocorticography motifs with binary descriptors of wavelet features and hierarchical clustering
- Practical experience with task-driven case studies
- A hybrid seeking approach for robust learning in multi-agent systems
- Embedded standards-based digital gaming assessments: Pilot study with teachers
- The Perception System of Soccer Playing Robots Helps Students to Understand Human Perception
- General videogame learning with neural-evolution
- Game theory control solution for sensor coverage problem in unknown environment
- Learning to rank for top mobile games prediction
- Ranking prediction for time-series data using learning to rank (Case Study: Top mobile games prediction)
- Preliminary results of a freshmen capstone project to design educational modules for teachers in the dominican republic
- Spatially-Aware Temporal Anomaly Mapping of Gamma Spectra
- Beyond Minecraft: Facilitating Computational Thinking through Modeling and Programming in 3D
- Designing a blended learning curriculum in the development of video games

- A Survey on Intrusive Load Monitoring for Appliance Recognition
- Benefits of an introductory course in computer game development
- Educational games for improving the teaching-learning process of a CLIL subject: Physics and chemistry in secondary education
- Test data generation framework for Automatic Programming Assessment
- Teaching Computational Thinking by Playing Games and Building Robots
- Self-Organization in Decentralized Networks: A Trial and Error Learning Approach
- ROS-based remote controlled robotic arm workcell
- Building SCORM embedded WebLabs with LMS interaction
- Opportunistic sleep mode strategies in wireless small cell networks
- Dynamic clustering and sleep mode strategies for small cell networks
- Rolling horizon methods for games with continuous states and actions
- Gamification: Cognitive impact and creating a meaningful experience in learning
- Constrained control of non-playing characters using Monte Carlo Tree Search
- Minimax guided reinforcement learning for turn-based strategy games
- Go-bot, go
- An Extensible Description Language for Video Games
- Competitive coevolutionary training of simple soccer agents from zero knowledge
- Architecture Considerations for Spaced Repetition Based Mobile Learning Games on iOS
- Evaluating Digital Applications for Language Learning: Outcomes and Insights
- The use of a digital game-based safety program for ATV operational knowledge of youthful riders
- Increasing throughput and fairness for users in heterogeneous semi coordinated deployments
- A Survey of Quantitative Models of Terror Group Behavior and an Analysis of Strategic Disclosure of Behavioral Models
- A game engine to learn computer science languages
- Teaching Parallel Programming Using Java
- Energy-aware power control for a multiple-relay cooperative network using Q-learning
- A Q-learning game-theory-based algorithm to improve the energy efficiency of a multiple relay-aided network
- Exemplar-Based Human Action Pose Correction
- Utility-Based Resource Allocation for Multi-Channel Decentralized Networks
- A statistical learning reputation system for opportunistic networks
- How to teach basic university-level programming concepts to first graders?
- Distributed interference mitigation in two-tier wireless networks using correlated equilibrium and regret-matching learning
- Incremental discovery of prominent situational facts
- Distributed power control for device-to-device network using stackelberg game
- A coalitional game based interference management in cloud small cell networks
- Interference coordination in small cell networks using coalition formation game
- Strong convergence to mixed equilibria in fictitious play
- Game-theoretic learning in a distributed-information setting: Distributed convergence to mean-centric equilibria
- Self-Adaptation of Playing Strategies in General Game Playing
- Temporal difference learning of N-tuple networks for the game 2048
- A toolkit for motion authoring and motor skill learning in serious games
- Joint pricing and proactive caching for data services: Global and user-centric approaches
- Cell selection in two-tier femtocell networks using Q-learning algorithm
- Proving convergence of log-linear learning in potential games
- Log-linear learning: Convergence in discrete and continuous strategy potential games
- Finite-time behavior of log-linear learning in potential games
- Integrating Motivated Learning and k-Winner-Take-All to Coordinate Multi-agent Reinforcement Learning
- An efficient Naive Bayes approach to category-level object detection
- Utility of Turning Spot Learning under complex goal search and the limit of memory usage
- Competitive co-evolutionary approach to stochastic modeling in deregulated electricity market
- Project SIGMA - An Online Tool to Aid Students in Math Lessons with Gamification Concepts
- Option and constraint generation using Work Domain Analysis
- Collaborative puzzles for the study of the periodic table of elements in a virtual world
- Distributed Channel selection in multilink MISO networks: Stochastic learning under time-varying channel states
- Distributed spectrum trading in multiple-seller cognitive radio networks
- Interactive navigation of humans from a game theoretic perspective
- A review of games designed to improve introductory computer programming competencies
- Time-varying stochastic multi-armed bandit problems

- Sensor dynamics in high dimensional phase spaces via nonlinear transformations: Application to helicopter loads monitoring
- HPC/PDC Immunization in the Introductory Computer Science Sequence
- Sabotage Games and Computation
- Novice Programmers Talking about Projects: What Automated Text Analysis Reveals about Online Scratch Users' Comments
- A system learning of connection with humans by online social networking #x2014; A rapport by means of creating usable customer intelligence from social media data: Clustering the social communities
- An Empirical-Bayes Approach to Recovering Linearly Constrained Non-Negative Sparse Signals
- Spin-transfer torque magnetic memory as a stochastic memristive synapse
- Enhancing upper confidence bounds for trees with temporal difference values
- Teaching Game Programming in Family Workshops
- Distributed Adaptive Model Rules for mining big data streams
- A decentralized network selection algorithm for group vertical handover in heterogeneous networks
- On Sparse Feature Attacks in Adversarial Learning
- Reinforcement learning transfer based on subgoal discovery and subtask similarity
- Adaptive and Dynamic Service Composition via Multi-agent Reinforcement Learning
- Performance diagnosis of elite table tennis competition based on rough set theory
- Learning in hide-and-seek
- Distributed Cooperative Sensing in Cognitive Radio Networks: An Overlapping Coalition Formation Approach
- A stochastic game for privacy preserving context sensing on mobile phone
- Routing based on layered stochastic games for multi-hop cognitive radio networks
- A routing game in Cognitive Radio Networks against Routing-toward-Primary-User Attacks
- On Training Targets for Supervised Speech Separation
- Game-Theoretic Power Control for Interference Mitigation in Two-Tier Small Cell Networks
- On Optimally Reducing Power Loss in Micro-grids With Power Storage Devices
- Evaluating Network Rigidity in Realistic Systems: Decentralization, Asynchronicity, and Parallelization
- Use computer game to learn Object-Oriented programming in computer science courses
- Energy-Aware Dynamic Cooperative Strategy Selection for Relay-Assisted Cellular Networks: An Evolutionary Game Approach
- Power control for limited feedback precoding: Achievable SINRs and optimal capacity analysis
- Tagging Driven by Interactive Image Discovery: Tagging-Tracking-Learning
- Don't Hide the Code!: Empowering Novice and Beginner Programmers Using a HTML Game Editor
- Finite horizon stochastic optimal control of nonlinear two-player zero-sum games under communication constraint
- Information Security in Big Data: Privacy and Data Mining
- How Game Experiences Affect Game Behavioral Patterns in a MMORPG-based Learning Environment?
- Random subcarrier allocation with supermodular game in cognitive heterogeneous networks
- Learning in Mean-Field Games
- Optimal Scheduling Simulation of Software for Multi-tenant in Cloud Computing Environment
- Coalitional game-based adaboost
- Collective Learning for the Emergence of Social Norms in Networked Multiagent Systems
- Personalized Interactive Narratives via Sequential Recommendation of Plot Points
- PHEV Charging and Discharging Cooperation in V2G Networks: A Coalition Game Approach
- Improvement on Amazons Search Algorithm
- Chasing the Most Popular Video: An Evolutionary Video Clip Selection
- Adventure-Style Game-Based Learning for a Biology Lab
- Elite engineering education programme development based on CDIO standarts
- Online Adaptive Policy Learning Algorithm for H_∞ State Feedback Control of Unknown Affine Nonlinear Discrete-Time Systems
- Using a game-like module to reinforce student understanding of recursion
- Last-Position Elimination-Based Learning Automata
- A Minimum Resource Neural Network Framework for Solving Multiconstraint Shortest Path Problems
- Poster paper: A green transmission power control scheme for cellular networks in smart grid
- Multiple-Scale Salient-Region Detection of SAR Image Based on Gamma Distribution and Local Intensity Variation
- Hierarchic Power Allocation for Spectrum Sharing in OFDM-Based Cognitive Radio Networks
- Clique-based cooperative multiagent reinforcement learning using factor graphs
- QoS-aware energy-efficient power control in two-tier femtocell networks based on Q-learning
- Distributed Channel Selection for Interference Mitigation in Dynamic Environment: A Game-Theoretic Stochastic Learning Solution

- A Game-Theoretic Approach to Exploit Partially Overlapping Channels in Dynamic and Distributed Networks
- MAC-layer interference mitigation in dynamic and distributed environment: dynamic graphic game with stochastic learning
- Relay Selection and Discrete Power Control for Cognitive Relay Networks via Potential Game
- Digital watermarking based on chaos game representation and discrete cosine transform
- EEG-based emotion recognition using discriminative graph regularized extreme learning machine
- Distributed demand response algorithms against semi-honest adversaries
- Binary linear classification and feature selection via generalized approximate message passing
- A course for teaching integrated system design to computer engineering students

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- Strategic bidding of ancillary services for a hydro power producer
- Multi-agent discrete-time graphical games: interactive Nash equilibrium and value iteration solution
- Approximate dynamic programming solutions of multi-agent graphical games using actor-critic network structures
- Multi-agent differential graphical games: Nash online adaptive learning solutions
- Ethic in Massively Multiplayer Online Role-Playing Games
- Using a Serious Game Approach to Teach 'Operator Precedence' to Introductory Programming Students
- Design of activities for CS1: A competences oriented approach (unpacking the Informed Design Teaching and Learning Matrix)
- Multiple Intelligence approach and competencies applied to Computer Science 1
- Carrier aggregation as a repeated game: Learning algorithms for efficient convergence to a Nash equilibrium
- Accelerating Q-Learning through Kalman Filter Estimations Applied in a RoboCup SSL Simulation
- Kernel-Based Machine Learning for Background Estimation of NaI Low-Count Gamma-Ray Spectra
- The Effect of Designing e-Activities within the Multi-Intelligence Theory on Satisfaction and Achievement of Postgraduate Students at the Arabian Gulf University
- Machine Learning Based Knowledge Acquisition on Spectrum Usage for LTE Femtocells
- Emergent and Adaptive Systems of Systems
- Implementing Computer-Aided Language Learning Tool Using Hybrid Agile Method: A Case Study
- Modelling and Analysis of Release Order of Security Algorithms Using Stochastic Petri Nets
- Evaluation of videogames for mathematics education with young children
- Enhancing Computer Accessibility for Disabled Users: A Kinect-Based Approach for Users with Motor Skills Disorder
- Adaptive Behavior with User Modeling and Storyboarding in Serious Games
- Exponential moving average Q-learning algorithm
- Multi-layer hybrid machine learning techniques for anomalies detection and classification approach
- Application of reinforcement learning to the card game Wizard
- Idea garden tuning and generalization
- A game-theoretic framework with reinforcement learning for multinode cooperation in wireless networks
- Finding robust strategies to defeat specific opponents using case-injected coevolution
- A community college blended learning classroom experience through Artificial Intelligence in Games
- How to Write a Good SBIR/STTR Grant Proposal with a Specific Focus on Gaming: An Opportunity for Digital Media Products Funding
- Stability of the Nash equilibrium under gradient ascent learning algorithms in two-agent two-action games
- Pavlov's Dog Associative Learning Demonstrated on Synaptic-Like Organic Transistors
- Evolutionary Feature Evaluation for Online Reinforcement Learning
- Creating adaptive quests to support personalized learning experiences when learning software languages
- Reinforcement learning to train Ms. Pac-Man using higher-order action-relative inputs
- Fast convergence in semi-anonymous potential games
- Offline GA-Based Optimization for Heterogeneous Modular Multiconfigurably Chained Microbots
- Intra motion compensation and entropy coding improvements for HEVC screen content coding
- Approaches to Simulation of Mouse Behaviour in the Morris Water Maze
- Measure optimized cost-sensitive neural network ensemble for multiclass imbalance data learning
- A QoS-oriented routing game for smart meter data collection
- Lean Learning Academy: An innovative framework for lean manufacturing training
- Incentive mechanisms based on Minority Games in heterogeneous Delay Tolerant Networks
- Primary education for the specially-abled
- Pairwise Regression with Upper Confidence Bound for Contextual Bandit with Multiple Actions
- Network Formation: Neighborhood Structures, Establishment Costs, and Distributed Learning
- Concurrent Particle Filtering and Data Association Using Game Theory for Tracking Multiple Maneuvering Targets
- Distributed data association for multiple-target tracking using game theory

- Evolutionarily Stable Spectrum Access
- Distributed Spectrum Access with Spatial Reuse
- Access Point Selection under QoS Requirements in Variable Channel-Width WLANs
- Combined learning for energy efficiency in heterogeneous cellular networks
- Improving energy efficiency in Green femtocell networks: A hierarchical reinforcement learning framework
- Stochastic Power Adaptation with Multiagent Reinforcement Learning for Cognitive Wireless Mesh Networks
- GURU: An Experimental Interactive Environment for Teachers/Learners
- Comparison of human and AI bots in StarCraft with replay data mining
- Replay-based strategy prediction and build order adaptation for StarCraft AI bots
- Learning Classifier System Improvement Based on Probability Driven and Neural Network Driven Approaches
- Moving target defense for adaptive adversaries
- Open source plethysmographic application for monitoring of cardiovascular parameters
- An ensemble based Genetic Programming system to predict English football premier league games
- Semi-automated serious educational game generation: A component-based game engineering approach
- Teaching computer programming based on patterns with activities and collaborative games using concrete materials for high school students
- The connection between movie making and software development (Keynote)
- QL-BT: Enhancing behaviour tree design and implementation with Q-learning
- Support for independent learning in evolving computer science disciplines
- STEM collaboration in virtual world academy
- Introducing programming concepts through video game creation
- Helping High Schoolers Move the (Virtual) World
- Bayesian Quadratic Network Game filters
- Distributed filters for Bayesian network games
- Application of reinforcement learning on self-tuning PID controller for soccer robot multi-agent system
- A Biologically Inspired Architecture for Multiagent Games
- Leveraging 2nd life as a communications media: An effective tool for security awareness training
- N-FUELS and SOPRANO: Educational tools for simulation, analysis and processing of satellite navigation signals
- Strategic Pricing and Production Planning Using a Stackelberg Differential Game With Unknown Demand Parameters
- Collaborative multi-agent reinforcement learning based on experience propagation
- Evaluation Methodology for Multiclass Novelty Detection Algorithms
- A novel adaptive agent-based algorithm to find mixed Nash equilibrium in static games
- Generic opponent modelling approach for real time strategy games
- Optimal Bounds on Approximation of Submodular and XOS Functions by Juntas
- Cell selection in two-tier femtocell networks with open/closed access using evolutionary game
- Leveraging the learning process in health through clinical cases simulator
- A satisfaction game for heating, ventilation and air conditioning control of smart buildings
- Automatic Nile Tilapia fish classification approach using machine learning techniques
- Teacher's Guide for Selecting Proper Digital Technology to Support Didactic Strategies Compatible with Students' Learning Styles
- Serious Game Design: Motivating Students through a Balance of Fun and Learning
- Timesharing-tracking: A new framework for decentralized reinforcement learning in cooperative multi-agent systems
- Stochastic Game for Wireless Network Virtualization
- Adaptive planning in unknown environments using grammatical inference
- A new environment for algorithm research using gamification
- On issues and effects of education using qualification exam measures in practical training programs for IT engineers
- Assessing individual performance in Agile undergraduate software engineering teams
- Reporting web solution for proper payment of ITC services, for national including digital program in elementary schools in Mexico
- Modulation of motor primitives using force feedback: Interaction with the environment and bimanual tasks
- Data mining in hybrid learning: Possibility to predict the final exam result
- Swiping fingers on a screen is not enough! Dusting off toy blocks to build new gaming experiences through mobile apps
- Probabilistic neuromorphic system using binary phase-change memory (PCM) synapses: Detailed power consumption analysis
- Efficient management of last-level caches in graphics processors for 3D scene rendering workloads
- Games-based learning: Teacher's perspectives and application of new literacy practice
- Diffusion based collaborative decision making in noncooperative social network games
- Distributed Energy-Aware Diffusion Least Mean Squares: Game-Theoretic Learning
- Game-theoretic learning for activation of diffusion least mean squares

- Channel selection for heterogeneous nodes in cognitive networks
- Dynamic feedback synthesis for finite-time consensus under unknown directed graphs
- Object Oriented Design through game development in XNA
- The evolution of neural networks for decision making in non-cooperative repetitive games
- Digital game playing habits of graphic design students and the factors affecting their game choices
- Teaching software maintenance with open source software: Experiences and lessons
- Reducing the oscillations between overlay routing and traffic engineering by repeated game theory
- The Use of Video-Gaming Devices as a Motivation for Learning Embedded Systems Programming
- Artificial evolution for the detection of group identities in complex artificial societies
- Operations research and simulation in master's degrees: A case study regarding different universities in Spain
- Observations on strategies for Goofspiel
- A cooperative game based allocation for sharing data center networks
- Dynamic Coalition Formation for Network MIMO in Small Cell Networks
- A Practice for Providing Additional Support in CS1
- Community detection in social networks by using Bayesian network and Expectation Maximization technique
- Empirical Study on the Effect of Achievement Badges in TRAKLA2 Online Learning Environment
- A proposal for development of software to support specific learning difficulties
- On the coordination system for the dimensionality-reduced inputs of mario
- Mutual Chip Authentication
- Genetic algorithms in repeated matrix games: the effects of algorithmic modifications and human input with various associates
- Game theoretic cooperative control of PTZ visual sensor networks for environmental change monitoring
- Spectrum Coordination and Learning in Energy Efficient Cognitive Radio Networks
- Microgrid generation expansion planning using agent-based simulation
- Music as a game controller
- Programming board game strategies in CS2
- The Open Innovation Exchange Platform: Experiences of Implementing a Business Community Engagement Platform for Channeling IP Development and Collaboration with Local Businesses
- Reversal Learning Based on Somatic Markers
- A game-theoretic view on the physical layer security of cognitive radio networks
- To Develop the Virtual Physics Laboratory by Integrating Kinect with Gesture Classification Algorithm
- A hierarchical organized memory model using spiking neurons
- Stable multiuser channel allocations in opportunistic spectrum access
- Adding Active Learning to LWR for Ping-Pong Playing Robot
- Production of various strategies and position control for Monte-Carlo Go #x2014; Entertaining human players
- A new infrared 3D camera for Gesture Control
- A new NIR camera for gesture control of electronic devices
- A mobile robot platform for open learning based on serious games and remote laboratories
- Computer Science and Interdisciplinarity: A Case Study on an Undergraduate Program
- Predicting application performance using supervised learning on communication features
- Fuzzy modeling system based on hybrid evolutionary approach
- Game based learning vs. gamification from the higher education students' perspective
- NBA All-Star Lineup Prediction Based on Neural Networks
- Joint Spectrum Sensing and Access Evolutionary Game in Cognitive Radio Networks
- Indian Buffet Game with non-Bayesian social learning
- Evolutionary game for joint spectrum sensing and access in cognitive radio networks
- On the solution of stochastic optimization problems in imperfect information regimes
- Learning pairwise comparisons of items with bigram content features for recommending
- A competition-based recommender system
- Kinecting to Mathematics through Embodied Interactions
- Computer Science Curriculum 2013- An example
- Multicultural pragmatic learning through total students' engagement
- Autonomic learning through stochastic games for rational allocation of scarce medical resources
- A Bayesian mean field game approach to supply demand analysis of the smart grid
- Autocalibrated signal reconstruction from linear measurements using adaptive GAMP
- Using games to teach programming
- Presentation of a Learning Game for Programming Languages Education
- A learning version of Pacman game
- Designing optimal bidding curve in electricity pay-as-bid markets

- The problem of data persistency in distributed real-time interactive applications
- Game-based inner approximation of maximal output admissible sets under references unknown in advance
- Application of game-theoretic learning to gray-box modeling of McKibben pneumatic artificial muscle systems
- Case study-based collaborative eLearning
- Social learning and bayesian games in multiagent signal processing: how do local and global decision makers interact?
- Harmonized Q-Learning for radio resource management in LTE based networks
- Acquiring task models for imitation learning through games with a purpose
- Adding social elements to game-based learning - An exploration
- Game-Console-Based Projects for Learning the Computer Input/Output Subsystem
- Database-Driven Real-Time Heuristic Search in Video-Game Pathfinding
- Adaptive assessment system for human performance evaluation on game of go
- T2FML-based adaptive assessment system for computer game of Go
- Neural Network Approximations of Solution Concepts for Multiagent Coalitions
- REAPSG: Work safety and health games for construction sector
- A convenient testbed for applying marine technology to shipwreck investigations And a tool for contagious STEM focused education in marine exploration and research
- Feature Selection for Neuro-Dynamic Programming
- Linearly Solvable Optimal Control
- Hybrid Learning in Stochastic Games and Its Application in Network Security
- Integral Reinforcement Learning for Online Computation of Nash Strategies of Nonzero-Sum Differential Games
- Online Learning Algorithms for Optimal Control and Dynamic Games
- Designing Games for Distributed Optimization
- Online learning with games: The university of the Philippines Open University setting
- Gamification interaction design of online education
- Using CIGAR for finding effective group behaviors in RTS game
- A corporal and LDA analysis of abstracts of academic conference papers
- Efficient power control in heterogeneous Femto-Macro cell networks
- Understanding How Learning Affects Agreement Process in Social Networks
- Software Tools Research: SPLASH Panel Discussion
- Building on the Case Teaching Method to Generate Learning Games Relevant to Numerous Educational Fields
- Learning deep physiological models of affect
- Achieving dynamic AI difficulty by using reinforcement learning and fuzzy logic skill metering
- A distributed learning algorithm with bit-valued communications for multi-agent welfare optimization
- Teaching graphics for games using Microsoft XNA
- Spatial prisoner's dilemma with stochastic reaction strategies
- Digital Intellectual Property as a Service (DIPaaS): For Mobile Cloud Users
- Interactive learning of modeling and discrete-events simulation through Lego #x00AE; parts
- A game concept using conflictive animations for learning programming
- Hardware-based parallel firefly algorithm for embedded applications
- Sparking creativity in computer science for interdisciplinary students
- Decentralized dynamics to optimal and stable states in the assignment game
- Velocity adaptation for self-improvement of skills learned from user demonstrations
- Persian handwritten digits recognition by using zoning and histogram projection
- A Preliminary Study on Preventive Care System Based on Game Playing with Communication Robots
- Active forms of learning in the disciplines of specialization
- Design of a university-based information service centre with SMS notification (Obafemi Awolowo University as a case study)
- On embedded programming education with a tiny Lisp
- Countering malware evolution using cloud-based learning
- An AI controller for Infinite Mario Bros using evolution strategy
- Physical Interactive Contents for the Converged Wellness Education
- Opponent modeling with incremental active learning: A case study of Iterative Prisoner's Dilemma
- Soft computing for content generation: Trading market in a basketball management video game
- D.E.E.P. learning: Promoting informal STEM learning through ocean research videogames
- Design and implementation learning methods HTML5 on iCode application
- Design games to solve distributed optimization problem with application in electric vehicle charge management
- Online and offline learning in multi-objective Monte Carlo Tree Search
- On adequate and constructive models of processing of meanings
- Bandits all the way down: UCB1 as a simulation policy in Monte Carlo Tree Search

- Network selection in wireless heterogeneous networks
- An inertial sensor-based system to develop motor capacity in children with cerebral palsy
- Immunity to Device Variations in a Spiking Neural Network With Memristive Nanodevices
- Kroster-MHP Game for Digital TV. Developing Process, Design, and Programming Considerations Against Technical Issues
- Learning from failed demonstrations in unreliable systems
- Load balancing for resource provisioning using Batch Mode Heuristic Priority in Round Robin (PBRR) Scheduling
- Development of a Platform for Lean Manufacturing Simulation Games
- Assessing the impact of video game based design projects in a first year engineering design course
- Making Programming Accessible and Exciting
- Bayesian networks for user modeling: Predicting the user's preferences
- Motor learning of the upper limb in children with cerebral palsy after virtual and physical training intervention
- Synthesis of incidental detail as composable components in a functional language
- Achieving Pareto optimal equilibria in energy efficient clustered ad hoc networks
- Color de-rendering using coupled dictionary learning
- A new System for TV program contents improvement using a semantic matching technique
- Goal-oriented requirements analysis and an extended design pattern using scala for artificial intelligence programming contests
- Enhancing cybersecurity learning through an augmented reality-based serious game
- Backhaul-Aware Interference Management in the Uplink of Wireless Small Cell Networks
- Coevolving Game-Playing Agents: Measuring Performance and Intransitivities
- Scrum in a software engineering course: An in-depth praxis report
- A video game description language for model-based or interactive learning
- Multi Category Content Selection in Spaced Repetition Based Mobile Learning Games
- Methodology of Teaching Software Engineering: Game-Based Learning Cycle
- Depth-Aware Image Seam Carving
- Dynamic Spectrum Leasing under uncertainty: A stochastic variational inequality approach
- A competitive-collaborative approach for introducing software engineering in a CS2 class
- Coordination minority games in delay tolerant networks
- Behavior evolution in Tomb Raider Underworld
- C# interpreter and unity 3D for educational programming games
- Using Minority Game and learning automata in case base reasoning at problems of resource allocation
- Joint Sparse Learning for 3-D Facial Expression Generation
- Rule-based systems made easy with battleship games: A well-received classroom experience
- Innovation and technology in engineering education system based on Android
- Human Tails: Ownership and Control of Extended Humanoid Avatars
- Discriminative Exemplar Coding for Sign Language Recognition With Kinect
- Impact of PCM resistance-drift in neuromorphic systems and drift-mitigation strategy
- Bio-Inspired Stochastic Computing Using Binary CBRAM Synapses
- Mean-centric equilibrium: An equilibrium concept for learning in large-scale games
- On Scalability, Generalization, and Hybridization of Coevolutionary Learning: A Case Study for Othello
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- Work in progress - Introducing information technology through game design
- The Tablet PC classroom: Erasing borders, stimulating activity, enhancing communication
- Game teleporter: A development tool for everyone
- Teaching of MATLAB programming using complex game
- Battleship - A senior design preparatory experience
- Work in progress - Enhancing the functioning of undergraduate teams
- Evolving Game Agents Based on Adaptive Constraint of Evolution
- Realtime Coarse Pose Recognition Using a Multi-scaled Local Integral Histograms
- VR edutainment materials platform for elementary dynamics experiment with HI input devices
- Stochastic Nash games with state-dependent noise
- Proposal and evaluation of the penalty avoiding rational policy making algorithm with penalty level
- Multiple timescales PIA for cooperative reinforcement learning based on MDP model
- Influence of selection and replacement strategies on linkage learning in BOA
- Neural-based agents cooperate to survive in the defend and gather computer game
- Applying GA to self-allotment of rewards in event-driven hybrid learning classifier systems
- LS-Draughts - A Draughts Learning System based on genetic algorithms, neural network and temporal differences
- State evaluation strategy for exemplar-based policy optimization of dynamic decision problems
- Cooperative Algorithm for Multi-agent Foraging Task Based on Modified Hawk-Dove Game
- Emergence of Norms with Biased Interactions in Heterogeneous Agent Societies
- An Efficient Baseball Playfield Segmentation Based on Learning Vector Quantization
- The Bowl-Throwing Result Analysis for Bowling Game
- Non-Cooperative Coexistence of Co-located Independent Wireless Mesh Networks
- A minimax theorem with applications to machine learning, signal processing, and finance
- An Application of Ant Colony Optimization to Decision Making on Affective Virtual Entities
- Modeling of Suppliers' Learning Behaviors in an Electricity Market Environment
- Agent-Based Analysis of Monopoly Power in Electricity Markets
- Evolving Buyer's Bidding Strategies Using Game-theoretic Co-Evolutionary Algorithm
- Interactive music synthesis according to the diffractive light from a hologram
- Model-Free H-Infinity Load-Frequency Controller Design for Power Systems
- Mimicking Dribble Trajectories by Neural Networks for RoboCup Soccer Simulation
- Machine Learning based Cognitive Communications in White as Well as the Gray Space
- Learning: An Effective Approach in Endgame Chess Board Evaluation
- Template-Based Scene Classification for Baseball Videos Using Efficient Playfield Segmentation
- Constructing a Role Playing Interactive Learning Content Model
- The Differential Effects of Computer Use on Academic Performance of Students from Immigrant and Gender Groups: Implications on Multimedia Enabled Education
- Reinforcement Learning for Routing in Ad Hoc Networks
- Internet based robot competition and education
- The Frequency-Time Pre-Allocation in Unlicensed Spectrum Based on the Games Learning
- Canalization of the Genotype-Phenotype Map: A Coding Theoretic Perspective
- A robot simulator classification system for HRI
- Features extraction for illicit web pages identifications using independent component analysis
- No-regret Algorithms for Online Convex Programs
- Convex Repeated Games and Fenchel Duality
- The Effects of Cultural Learning in Populations of Neural Networks
- Induced Gamma Band Responses Predict Recognition Delays during Object Identification
- Model-free Q-learning designs for discrete-time zero-sum games with application to H-infinity control
- Connections between cooperative control and potential games illustrated on the consensus problem
- Distributed dynamic reinforcement of efficient outcomes in multiagent coordination
- Cepstral features for classification of an impulse response with varying sample size dataset

Ano 2006 – Base IEEE

- Learning tactical human behavior through observation of human performance
- Guest Editors' Introduction: Monte Carlo Methods
- Learning dynamic prices in MultiSeller electronic retail markets with price sensitive customers, stochastic demands, and inventory replenishments
- Context-aware resource management in multi-inhabitant smart homes a Nash H-learning based approach

- Characterizing warfare in red teaming
- Innovations in Nanoscience Education at Kenyon College
- Boosting Blackjack Returns with Machine Learned Betting Criteria
- KDX: an indexer for support vector machines
- A two-distribution compounded statistical model for Radar HRRP target recognition
- Reliable classification of childhood acute leukaemia from gene expression data using confidence machines
- Motivating Rehabilitation by Distorting Reality
- Semi-automated blastocyst microinjection
- Educating the next generation of game developers
- Play-centric games education
- Game design education: integrating computation and culture
- Building a game development program
- Evolving the artist-technologist
- Towards universal and statistical-driven heuristics for automatic classification of sports video events
- A semi-supervised incremental learning framework for sports video view classification
- Extreme construction: making agile accessible
- Ensemble based systems in decision making
- Learning weighted linguistic fuzzy rules with estimation of distribution algorithms
- The Incremental Evolution of Attack Agents in Xpilot
- Using a Queue Genetic Algorithm to Evolve Xpilot Control Strategies on a Distributed System
- Generation of Unconstrained Looping Programs for Control of Xpilot Agents
- On Two Mechanisms Associated To Learning: A Mathematical Point Of View
- Discriminatory versus uniform electricity auctions in a duopolistic competition scenario with learning agents
- Games for formal design and verification of reactive systems
- AgentCubes: Raising the Ceiling of End-User Development in Education through Incremental 3D
- Script Cards: A Visual Programming Language for Games Authoring by Young People
- Bayesian Imitation of Human Behavior in Interactive Computer Games
- A Novel Multiagent Reinforcement Learning Algorithm Combination with Quantum Computation
- Learning Evasive Maneuvers Using Genetic-Annealing Algorithms
- Comparison of Artificial Neural Network Architectures and Training Algorithms for Solving the Knight's Tours
- Application of the Levenberg-Marquardt method to the training of spiking neural networks
- Extend Single-agent Reinforcement Learning Approach to a Multi-robot Cooperative Task in an Unknown Dynamic Environment
- Biasing Coevolutionary Search for Optimal Multiagent Behaviors
- Enhancing Remote Walkthrough for E-learning Environments on Mobile Devices over Heterogeneous Networks
- [Front cover]
- An Empirical Comparison of Non-adaptive, Adaptive and Self-Adaptive Co-evolution for Evolving Artificial Neural Network Game Players
- Using an Evolutionary Algorithm for the Tuning of a Chess Evaluation Function Based on a Dynamic Boundary Strategy
- Idioms for Composing Games with EToys
- An XML-based Microworld Simulator for Business Modeling Education
- SABER -- Simulator for Agent Based Educational Architecture --
- A strategy for improving performance of Q-learning with prediction information
- A Cognitive Model for Learning Autonomous Nonplayer Characters
- A Computer-Games-Based AI Research Environment
- Equilibrium Efficiency Improvement in MIMO Interference Systems: A Decentralized Stream Control Approach
- Robust Multi-Objective Filtering for a Class of Neutral System with Bounded Noise and Parametric Uncertainty
- Risk Management for Online Simplified Bahncard Problem
- Selection of Parameters Based on Fuzzy Extension Matrix
- The Convergence of Optimal Values and Optimal Solutions of Approximation of Fuzzy Mixed Integre Programming
- The Convergence of Optimal Values and Optimal Solutions of Approximation of Fuzzy Mixed Integre Programming
- Uncertainty Loom for Early-Warning
- Parallel Algorithm for Grid Resource Allocation Based on Nash Equilibrium
- Algorithms for on-line differentiation of neuroelectric activities
- 47th Annual IEEE Symposium on Foundations of Computer Science-Title
- Using Decision-Tree to Automatically Construct Learned-Heuristics for Events Classification in Sports Video
- Explaining Winning Poker--A Data Mining Approach
- International Conference on Computational Intelligence for Modelling Control and Automation and International Conference on Intelligent Agents Web Technologies and International Commerce - Title

- Tiancalli06: An Agent for the Supply Chain Management Game 2006
- Efficient Bidding Strategies for Simultaneous Cliff-Edge Environments
- Scale Estimation for Kernel-Based Classification
- Biologically Inspired Multimodal Integration: Interferences in a Human-Robot Interaction Game
- A Quantum Reinforcement Learning Method for Repeated Game Theory
- A Co-evolutionary Game Optimization Method for Layout Design of Satellite Module
- Research of Component-Based Hybrid Design Pattern for Real-Time Microkernel
- Understanding Open Source Software through Software Archaeology: The Case of Nethack
- Research on the Surface EMG Signal for Human Body Motion Recognizing Based on Arm Wrestling Robot
- Grid-Robot Drivers: an Evolutionary Multi-agent Virtual Robotics Task
- Integration and Evaluation of Exploration-Based Learning in Games
- Training Bao Game-Playing Agents using Coevolutionary Particle Swarm Optimization
- Evolving Adaptive Play for the Game of Spoof Using Genetic Programming
- A Comparison of Different Adaptive Learning Techniques for Opponent Modelling in the Game of Guess It
- Monte-Carlo Go Reinforcement Learning Experiments
- Optimal Strategies of the Iterated Prisoner's Dilemma Problem for Multiple Conflicting Objectives
- The Blondie25 Chess Program Competes Against Fritz 8.0 and a Human Chess Master
- Automated Task Negotiation in Multi-agent Based Virtual Enterprise
- A Study of Multiagent Reinforcement Learning based on Quantum Theory
- Linking Speech and Gesture in Multimodal Instruction Systems
- Teaching a Humanoid Robot to Recognize and Reproduce Social Cues
- Multi-Functional Intelligent Robot DOC-2
- The Effectiveness of Games as Assignments in an Introductory Programming Course
- Work in Progress: Cultural Borders in CS1.
- Pedagogical Possibilities for the N-Puzzle Problem
- Work In Progress: Course, Interrupted!
- An Effective Agile Teaching Environment for Java Programming Courses
- Work in Progress: Bayesian Networks for Edutainment
- Multi-Agent Learning Model with Bargaining
- UdeCans Team Description
- Design of a Receiver Pilot to Improve the Cross Layer Performance of Communication
- Multi-Agent Reinforcement Learning: A Survey
- Distributed Vehicle-Target Assignment Using Learning in Games
- Stochastic Approximation Based Tracking of Correlated Equilibria for Game-Theoretic Reconfigurable Sensor Network Deployment
- An Investigation of Minimax Search for Evolving Ayo/Awari Player
- Fuzzy Rule Base Influence on Genetic-Fuzzy Reconstruction of CMM 3D Triggering Probe Error characteristics
- DCT-Domain Coder for Digital Video Applications
- Goal Evolution based on Adaptive Q-learning for Intelligent Agent
- Case Studies on the Development of Games Using Augmented Reality
- A Study of Multiagent Reinforcement Learning based on Quantum Theory
- Embedded Assessment Algorithms within Home-Based Cognitive Computer Game Exercises for Elders
- Development of reinforcement learning methods in control and decision making in the large scale dynamic game environments
- Learning Tetris Using the Noisy Cross-Entropy Method

Ano 2016 – Base Science

- Brain in situ hybridization maps as a source for reverse-engineering transcriptional regulatory networks: Alzheimer's disease insights
- Machine-learning identifies substance-specific behavioral markers for opiate and stimulant dependence
- Expect the Unexpected: Simulation Games as a Teaching Strategy
- Coexistence in heterogeneous spectrum through distributed correlated equilibrium in cognitive radio networks
- Learning correlated equilibria: An evolutionary approach
- Arbitrary Memory Improvement in Older Preschoolers Using Didactic Games
- HIV\ incidence among people who inject drugs (PWIDs) in Ukraine: results from a clustered randomised trial
- Multi-armed bandit problem with known trend
- An update to the systematic literature review of empirical evidence of the impacts and outcomes of computer games and serious games

- Benefits of educational games as an introductory activity in industrial engineering education
- Examining preservice teachers' conceptual and practical understandings of adopting iPads into their teaching of young children
- Using Scratch to foster creativity behind bars: Two positive experiences in jail
- Pills, Thrills, and Pharmacology Drills! Strategies to Increase Student Retention in an Entry-Level Nursing Pharmacology Course
- Playout policy adaptation with move features
- BCI\ Framework Based on Games to Teach People With Cognitive and Motor Limitations
- Reinforcement learning in a bio-connectionist model based in the thalamo-cortical neural circuit
- An improved SVM\ classifier based on double chains quantum genetic algorithm and its application in analogue circuit diagnosis
- Generalized mirror descents in congestion games
- Convergence analysis for pure stationary strategies in repeated potential games: Nash, Lyapunov and correlated equilibria
- Value in mental healthcare: The patient aspect
- Online finite-horizon optimal learning algorithm for nonzero-sum games with partially unknown dynamics and constrained inputs
- Do emotions matter in technology training? Exploring their effects on individual perceptions and willingness to learn
- 123 The serum behavior of lipoproteins and inflammatory substrates in the mediate and late puerperium in preeclampsia: Immune and inflammatory mechanisms
- Jogos recreativos para a terceira idade: uma análise a partir da percepção dos idosos
- A rolling horizon approach for stochastic mixed complementarity problems with endogenous learning: Application to natural gas markets
- A hierarchical-coevolutionary-MapReduce-based knowledge reduction algorithm with robust ensemble Pareto equilibrium
- Dynamics of service selection and provider pricing game in heterogeneous cloud market
- Transferability of species distribution models: The case of *Phytophthora cinnamomi* in Southwest Spain and Southwest Australia
- Structure and Activities of Nuclear Medicine in Kuwait
- In synch but not in step: Circadian clock circuits regulating plasticity in daily rhythms
- Genetics of long-term treatment outcome in bipolar disorder
- Chapter 8 - Automating Learner Feedback in an eTextbook for Data Structures and Algorithms Courses
- Teacher's Readiness to Work with Children While Playing
- "I think we've got too many tests!": Prenatal providers' reflections on ethical and clinical challenges in the practice integration of cell-free DNA\ screening
- Objective Assessment of General Surgery Residents Followed by Remediation
- The silent reading supported by adaptive learning technology: Influence in the children outcomes
- Learning healthy lifestyles through active videogames, motor games and the gamification of educational activities
- Knowledge discovery of game design features by mining user-generated feedback
- Compulsive buying disorder clustering based on sex, age, onset and personality traits
- Intra-specific competitive co-evolutionary artificial neural network for data classification
- Applying an online game-based formative assessment in a flowchart-based intelligent tutoring system for improving problem-solving skills
- Low-latency compression of mocap data using learned spatial decorrelation transform
- Hybrid learning style identification and developing adaptive problem-solving learning activities
- Asymmetry of Strategies in Proposal: Gale-Shapley Algorithm on Diagrams
- Decoding of object categories from brain signals using cross frequency coupling methods
- How lateral inhibition and fast retinogeniculo-cortical oscillations create vision: A new hypothesis
- Multi-agent zero-sum differential graphical games for disturbance rejection in distributed control
- Editorial
- Comparing human behavior models in repeated Stackelberg security games: An extended study
- Radio access technology selection in heterogeneous networks
- Cognitive Engineering for Process Safety: Effective Training for Process Operators Using Eye Gaze Patterns
- Cosmic bandits: Exploration versus exploitation in CMB\ B-mode experiments
- Computations Underlying Social Hierarchy Learning: Distinct Neural Mechanisms for Updating and Representing Self-Relevant Information
- Serious games for the job training of persons with developmental disabilities
- Dealing with uncertainty in the smart grid: A learning game approach
- Neural Basis of Strategic Decision Making
- Repeated exposure to neurotoxic levels of chlorpyrifos alters hippocampal expression of neurotrophins and neuropeptides
- Estimator Goore Game based quality of service control with incomplete information for wireless sensor networks

- Development of the theory-based Chinese primary school children physical activity and dietary behaviour changes intervention (CHIRPY DRAGON): development of a cluster-randomised controlled trial
- Suivi longitudinal (3 ans) et développement de 4 enfants avec autisme sans retard mental après 90 séances d'entraînement aux habiletés sociales
- OpenMP, OpenMP/MPI, and CUDA/MPI C programs for solving the time-dependent dipolar Gross–Pitaevskii equation
- Efectividad de un programa de juego basado en realidad virtual para la mejora cognitiva en la esquizofrenia
- Social media and gamification: Engaging vulnerable parents in an online evidence-based parenting program
- Entraînement à la prise de décision avec un serious gaming : délibération et conflits de valeurs
- Livelihood diversification under severe food insecurity scenario among smallholder farmers in Kadida Gamela District, Southern Ethiopia
- Effectiveness of Game Jam-based iterative program for game production in Japan
- A three-way decision making approach to malware analysis using probabilistic rough sets
- Construction of a Player Agent for a Card Game Using an Ensemble Method
- Human Cognitive Control Mode Estimation Using JINS\MEME\
- Sediment classification using neural networks: An example from the site-U1344A of IODP\ Expedition 323 in the Bering Sea
- Business simulation games with and without supervision: An analysis based on the TAM\ model
- Evaluation of a secondary school cosmetology safety and health training's effectiveness after implementation of a hierarchy of controls “pyramid game” using the “salon safety quiz”
- Learning curve and intra/interobserver agreement of transient elastography in chronic hepatitis C patients with or without HIV\ co-infection
- Curva de aprendizaje en ecocardiografía. Utilidad de un programa docente interespecialidad
- Optimized Adaptive Scheduling of a Manufacturing Process System with Multi-skill Workforce and Multiple Machine Types: An Ontology-based, Multi-agent Reinforcement Learning Approach
- EP\ 121. Motor sequence learning in patients with limb apraxia – The effects of long-term training
- Predictors of adverse gambling related consequences among adolescent boys
- Humans vs machines: the future of facial recognition
- Hybrid OpenMP/MPI programs for solving the time-dependent Gross–Pitaevskii equation in a fully anisotropic trap
- Kernel Recursive Least Squares Function Approximation in Game Theory Based Control
- Advanced educational tool for remote control study*
- Patient education, engagement and shared decision making: APM\ patients need to have skin in the game
- MMO\ Smart Servers Using Neural Networks for Intelligent, Client-handling Decisions and Interactions
- SiGMA: A software framework for integrating advanced mathematical capabilities in serious game development
- Fictitious play for cooperative action selection in robot teams
- Training compliance control yields improved drawing in 5–11 year old children with motor difficulties
- A practical efficient human computer interface based on saccadic eye movements for people with disabilities
- The rules of the game in graduate entry nursing: A longitudinal case study
- Learning efficacy and user acceptance of a game-based social skills learning environment
- The evaluation of grinding process using artificial neural network
- Chapter Ten - Model-Free Learning of Nash Games With Applications to Network Security
- Mapping the spatial distribution and activity of ²²⁶Ra at legacy sites through Machine Learning interpretation of gamma-ray spectrometry data
- An overview of self-adaptive technologies within virtual reality training
- Multi-sensor radiation detection, imaging, and fusion
- Feature recognition and shape design in sneakers
- Event-based input-constrained nonlinear H_∞ state feedback with adaptive critic and neural implementation
- Musculoskeletal impact of the use of various types of electronic devices on university students in Hong Kong: An evaluation by means of self-reported questionnaire
- Individualized identification of euthymic bipolar disorder using the Cambridge Neuropsychological Test Automated Battery (CANTAB) and machine learning
- Policy-oriented, school-based physical activity intervention to prevent childhood obesity in China (the health legacy project of the second Summer Youth Olympic Games): a cluster randomised trial
- Learning methodologies for wireless big data networks: A Markovian game-theoretic perspective
- The highly intelligent virtual agents for modeling financial markets
- Rapid and Creative Course Design: As Easy as ABC?
- Action recognition by joint learning
- Distribution of cuticular proteins in different structures of adult *Anopheles gambiae*
- Distributed robust adaptive equilibrium computation for generalized convex games

Ano 2015 – Base Science

- A work point count system coupled with back-propagation for solving double dummy bridge problem
- A gamified collaborative course in entrepreneurship: Focus on objectives and tools
- Prosocial norms in the classroom: The role of self-regulation in following norms of giving
- Orbitofrontal Cortex Uses Distinct Codes for Different Choice Attributes in Decisions Motivated by Curiosity
- Bounding the inefficiency of outcomes in generalized second price auctions
- An approach to complex agent-based negotiations via effectively modeling unknown opponents
- Eye-hand coordination strategies during active video game playing: An eye-tracking study
- Parental Guidance Advised: Associations Between Parental Television Limits and Health Behaviors Among Obese Children
- Current state and future perspectives of the Latin American Society for Immunodeficiencies (LASID)
- Virtual Reality Application for Simulation and Off-line Programming of the Mitsubishi Movemaster RV-M1 Robot Integrated with the Oculus Rift to Improve Students Training
- Near-optimal no-regret algorithms for zero-sum games
- Digital badges in afterschool learning: Documenting the perspectives and experiences of students and educators
- Decreasing Failure in Programming Subject with Augmented Reality Tool
- Chapter 19 - Economic and Social Impacts of the Media
- Differential segmentation responses to an alcohol social marketing program
- Chapter 10 - Parallel programming illustrated through Conway's Game of Life
- Sociocultural Competence Training in Higher Engineering Education: The Role of Gaming Simulation
- Preventing substance abuse and relationship violence: Proof-of-concept evaluation of a social, multi-user, tablet-based game
- Chapter 12 - Themes of Complexity in the History of Economic Thought: Glimpses at A. Smith, T.B. Veblen, J.A. Schumpeter, and Others
- Investigating Turkey High School Graduates' Attitudes towards Technology
- Online training and educational games for malaria diagnosis
- PPAR α gene expression correlates with severity and histological treatment response in patients with non-alcoholic steatohepatitis
- Seven key investments for health equity across the lifecourse: Scotland versus the rest of the UK\
- TRANSVAC\ research infrastructure – Results and lessons learned from the European network of vaccine research and development
- Optimal minimum bids and inventory scrapping in sequential, single-unit, Vickrey auctions with demand learning
- A novel clustering approach for short-term solar radiation forecasting
- Les « jeux de non-oxygénation » chez les jeunes collégiens français : résultats d'une étude pilote
- Controlling the Midfield: Treating Patients With Chronic Pain Using Alternative Payment Models
- Automatic image annotation using semi-supervised generative modeling
- Chapter 4 - Problem Solving Through "Cheating" in Video Games
- A30\ Encouraging active travel to tackle health deprivation in Thurrock communities
- Modeling believable agents using a descriptive approach
- Dyadic instruction for middle school students: Liking promotes learning
- Young Workers' Occupational Safety Knowledge Creation and Habits
- Detection of physical activities using a physical activity monitor system for wheelchair users
- Transcriptional profiles underpin microsatellite status and associated features in colon cancer
- Optimization of Stirling engine design parameters using neural networks
- Learning to communicate computationally with Flip: A bi-modal programming language for game creation
- Chapter 3 - Games on Networks
- Mindfulness based stress reduction improves psychological well-being and restores immune function in women with breast cancer, from diagnosis through 6-months post-cancer treatment
- On-line Puzzle Game Based Assessment & Training for Adhd
- Tsunami Evacuation Drill System Using Smart Glasses
- Enhancing Tactical Skills in Soccer: Advances from the Naturalistic Decision Making Approach
- The ACEWEM\ framework: An integrated agent-based and statistical modelling laboratory for repeated power auctions
- Fly-The-Bee: A Game Imitating Concept Learning in Bees
- Gamification of Business Processes: Re-designing Work in Production and Service Industry
- Providing healthcare services on-the-fly using multi-player cooperation game theory in Internet of Vehicles (IoV) environment
- Identifying baseline and ceiling thresholds within the Qualistar Early Learning Quality Rating and Improvement System
- Development of recursive decision making model in bilateral construction procurement negotiation
- Consensus based on learning game theory with a UAV\ rendezvous application
- Secure cloud computing algorithms for discrete constrained potential games*

- Overspecified references: An experiment on lexical acquisition in a virtual environment
- Human activity data discovery from triaxial accelerometer sensor: Non-supervised learning sensitivity to feature extraction parametrization
- Alignment in vision-based syntactic language games for teams of robots using stochastic regular grammars and reinforcement learning: The fully autonomous case and the human supervised case
- Chapter 16 - Game Theory and Distributed Control**
- One Size Doesn't Fit All: Screening, Brief Intervention, and Referral to Treatment (Sbirt) Education for Medical Professionals
- The effect of a multidisciplinary intervention program on hepatic adiposity in overweight-obese children: protocol of the EFIGRO\ study
- Effectiveness of Conventional Versus Virtual Reality–Based Balance Exercises in Vestibular Rehabilitation for Unilateral Peripheral Vestibular Loss: Results of a Randomized Controlled Trial
- The PLUNGE\ randomized controlled trial: Evaluation of a games-based physical activity professional learning program in primary school physical education
- Web-based System for Designing Game-based Evacuation Drills
- Gamification in thoracic surgical education: Using competition to fuel performance
- NR2B\ subunit in the prefrontal cortex: A double-edged sword for working memory function and psychiatric disorders
- Generative and accumulative recursion made fun for beginners
- An eco-dialogical study of second language learners' World of Warcraft (WoW) gameplay
- A fuzzy-rough nearest neighbor classifier combined with consistency-based subset evaluation and instance selection for automated diagnosis of breast cancer
- Learning Basic Programming Concepts by Creating Games with Scratch Programming Environment
- Results of Enhanced Learning with the Edutainment Format
- Reception of medical students to internship, the prospective students to medical residency programs: opportunity for reflection
- Efficacy of It's Your Game-Tech: A Computer-Based Sexual Health Education Program for Middle School Youth
- Remapping residual coordination for controlling assistive devices and recovering motor functions
- Evolutionary collective behavior decomposition model for time series data mining
- Fire simulation-based adaptation of SmartRescue App for serious game: Design, setup and user experience
- Motor Games, Social Learning Alternative Content in Physical Education Lesson
- Delivery of a urology online course using moodle versus didactic lectures methods
- Incorporating weights into real-time heuristic search
- Defining Personas of University Students for the Development of a Digital Educational Game to Learn Portuguese as a Foreign Language
- Real Time Strategy Games: A Reinforcement Learning Approach
- Effects of the Quest to Lava Mountain Computer Game on Dietary and Physical Activity Behaviors of Elementary School Children: A Pilot Group-Randomized Controlled Trial
- Macroeconomies as constructively rational games
- Discrimination of crop types with TerraSAR-X-derived information
- Gamma oscillations in the midbrain spatial attention network: linking circuits to function
- Transcriptomics of mRNA and egg quality in farmed fish: Some recent developments and future directions
- A probabilistic approach for automated discovery of perturbed genes using expression data from microarray or RNA-Seq
- LRP8-Reelin-Regulated Neuronal Enhancer Signature Underlying Learning and Memory Formation
- Optimization Model of Interactive Forms of Education for Formation Innovative and Research Competence
- Virtual Tool for the Development of Strategies to Reduce the Stress in Students
- Alcohol use, smoking and gambling in relation to immigrants of Ukrainian nationality in the Czech Republic
- Non-zero sum Nash Q-learning for unknown deterministic continuous-time linear systems
- Remediating radium contaminated legacy sites: Advances made through machine learning in routine monitoring of “hot” particles
- The impact of an exergame-based intervention on children's fundamental motor skills
- MapReduce SVM\ Game
- Learning to Win in Evolutionary Two-person Boolean Game with Fixed Strategy Updating Rule*
- Applying Qualitative Data Derived from a Rapid Assessment and Response (RAR) Approach to Develop a Community-based HIV\ Prevention Program for Adolescents in Thailand
- Assessment of web-based interactive game system methodology for dissemination and diffusion to improve firefighter safety and wellness
- An Online Survey Investigating Australian Radiation Therapists' Responses to Hypothetical Dilemmas Concerning Impaired Fitness to Practise
- A novel multi-agent decentralized win or learn fast policy hill-climbing with eligibility trace algorithm for smart generation control of interconnected complex power grids

- Technology-enhanced game-based team learning for improving intake of food groups and nutritional elements
- Game Programming for Complex System Development and Abet Accreditation Assessment
- Use of Robots and Tangible Programming for Informal Computer Science Introduction
- SimGreen: A Serious Game to Learn how to Improve Environmental Integration into Companies
- Self administration of oxycodone alters synaptic plasticity gene expression in the hippocampus differentially in male adolescent and adult mice

Ano 2014 – Base Science

- State space mixed models for binary responses with scale mixture of normal distributions links
- Multi-agent discrete-time graphical games and reinforcement learning solutions
- Cognitive outcomes from the Game-Design and Learning (GDL) after-school program
- An Educational Resource for Spatial Intuition
- The effects of epilepsy on child education in Sierra Leone
- La sexologie en Norvège entre 2001 et 2011: une étude comparative
- Safe science classrooms: Teacher training through serious educational games
- The interconnection of adventure education with adventure learning to promote physical activities on children
- A robust approach for multi-agent natural resource allocation based on stochastic optimization algorithms
- « Apprenti-moteur » : un programme québécois de littératie physique de niveau parascolaire
- Error-correction learning for artificial neural networks using the Bayesian paradigm. Application to automated medical diagnosis
- Training strategic thinking: Experimental evidence
- Création d'un jeu interactif : « Qui veut gagner des POURQUOI ? » Nouvelle approche pédagogique pour questionner les professionnels sur le « prendre soin » au quotidien
- Resident iPad Use: Has It Really Changed the Game?
- Due Diligence to Assess and Validate the Students Entrepreneurs and their Business Plans – An Investors' Contemporary Approach
- Citizenship education goes digital
- Gamification and serious game approaches for adult literacy tablet software
- Comparison of emerging metaheuristic algorithms for optimal hydrothermal system operation
- Simulation in the Internet age: The place of Web-based simulation in nursing education. An integrative review
- More physical activity and less sitting in children: Why and how?
- Modeling in E-learning System
- Team knowledge with motivation in a successful MMORPG\ game team: A case study
- Optimal lot-sizing integration policy under learning and rework effects in a manufacturer–retailer chain
- Assessment of land use factors associated with dengue cases in Malaysia using Boosted Regression Trees
- Affective computing vs. affective placebo: Study of a biofeedback-controlled game for relaxation training
- Chapter 7 - Construction of Odor Representations by Olfactory Bulb Microcircuits
- Genetic correlations within and between isolated tsetse populations: What can we learn?
- LEGO\ Training. An Educational Program for Vocational Professions
- How Gamification Applies for Educational Purpose Specially with College Algebra
- Collaborative multi-agent reinforcement learning based on a novel coordination tree frame with dynamic partition
- Investigating the Interaction Between Traffic Flow and Vehicle Platooning Using a Congestion Game
- Learn the game but don't play it: Nurses' perspectives on learning and applying statistics in practice
- Design and analysis of collaborative interactions in social educational videogames
- Modeling of daily pan evaporation in sub tropical climates using ANN, LS-SVR, Fuzzy Logic, and ANFIS\
- Aggregate Reinforcement Learning for multi-agent territory division: The Hide-and-Seek game
- Drowsy Driving Detection by EEG\ Analysis Using Wavelet Transform and K-means Clustering
- Determinants of willingness to pay for self-paid vaccines in China
- League Championship Algorithm (LCA): An algorithm for global optimization inspired by sport championships
- Easy gesture recognition for Kinect
- Development and Evaluation of a Computerized Multimedia Approach to Educate Older Adults about Safe Medication
- The Importance of Group Sports Activities in Adult Lifelong Education and in Improving the Quality of Life
- Using meta-regression data mining to improve predictions of performance based on heart rate dynamics for Australian football
- Evolution of knowledge sharing behavior in social commerce: An agent-based computational approach
- Variegated competing peer-to-peer systems with selfish peers
- Learning collaborative team behavior from observation
- The Treasury Bill Rate, the Great Recession, and Neural Networks Estimates of Real Business Sales

- O52\ Étude LUDIDIAB\ : Impact du logiciel ludo-éducatif « l'affaire Birman » sur les connaissances et les compétences de jeunes sujets diabétiques de type1
- An implementation of design-based learning through creating educational computer games: A case study on mathematics learning during design and computing
- Learning based bandwidth management algorithms by using bargaining and fictitious play approaches
- Serious games in medical education. Do they have a role in anaesthetic training
- Acquiring diagnostic experience in placenta pathology through HIPON\ web course
- An actor-critic algorithm for multi-agent learning in queue-based stochastic games
- Motor-prediction improvements after virtual rehabilitation in geriatrics: Frail patients reveal different learning curves for movement and postural control
- CTArcade: Computational thinking with games in school age children
- Combined Effect of Serum Gamma-glutamyltransferase and Uric Acid on Framingham Risk Score
- Chapter 26 - Brain Circuitry for Social Decision Making in Non-Human Primates
- Adaptive learning algorithm of self-organizing teams
- The Research Domain Criteria (RDoC): An analysis of methodological and conceptual challenges
- An 8-week stress management program in pathological gamblers: A pilot randomized controlled trial
- 2-D defect profile reconstruction from ultrasonic guided wave signals based on QGA-kernelized ELM\
- Social learning and health insurance enrollment: Evidence from China's New Cooperative Medical Scheme
- Aspects of Logical Reasoning for Candidates Enrolled in the Admission Programme for Higher Education (18-27 Years)
- Distributed Regret Matching Algorithm for Dynamic Congestion Games with Information Provision
- A game theory-reinforcement learning (GT-RL) method to develop optimal operation policies for multi-operator reservoir systems
- Teambuilding across healthcare professions: The ELDER\ project
- "Critic-proofing" of the cognitive aspects of simple games
- Effectiveness of virtual reality-based instruction on students' learning outcomes in K-12 and higher education: A meta-analysis
- Chapter 7 - Jeffrey Asked Us to "Do Something"! Our Journey
- MPPPhys—A many-particle simulation package for computational physics education
- The Role of New Technologies for Enhancing Teaching and Learning in Arts Education
- Frontotemporal oxyhemoglobin dynamics predict performance accuracy of dance simulation gameplay: Temporal characteristics of top-down and bottom-up cortical activities
- An approach for modeling a new single machine scheduling problem with deteriorating and learning effects
- Percepción sobre factores estresantes en estudiantes de Medicina de primer semestre, sus padres y sus maestros
- Learning to play the game: Student publishing as an indicator of future scholarly success
- An approach to implement data fusion techniques in wireless sensor networks using genetic machine learning algorithms
- Incentive Design and Utility Learning via Energy Disaggregation
- Sustaining Baby Friendly Excellence With Innovative Strategies
- A game-based approach to the teaching of object-oriented programming languages
- Acceptability of health information technology aimed at environmental health education in a prenatal clinic
- The acceptability and efficacy of an intelligent social tutoring system
- Alignment of game design features and state mathematics standards: Do results reflect intentions?
- Perception of the new competition formats in the Innsbruck 2012 Youth Olympic Games sports programme—A spectators' perspective
- Computer Game as Learning and Teaching Tool for Object Oriented Programming in Higher Education Institution
- Cooperative game theoretic approach using fuzzy Q-learning for detecting and preventing intrusions in wireless sensor networks
- Learning local factor analysis versus mixture of factor analyzers with automatic model selection
- Nursing and Service-Learning Partnerships: Implementation of a Community Breast Cancer Awareness Outreach
- Temporal multimodal data synchronisation for the analysis of a game driving task using EEG\
- Coordination of control in robot teams using game-theoretic learning
- Dopamine Reward Prediction Error Responses Reflect Marginal Utility
- Peroxisome Proliferator-activated Receptor Gamma: Genetic Polymorphisms Are Not Associated With Metabolic Syndrome in Taiwan
- Time Perception in Aging: Age-related Cognitive and Temporal Decline is Reduced by Intensive Temporal Training
- Fast Distributed Strategic Learning for Global Optima in Queueing Access Games
- A Non-formal Education Program to Enhance Drug Abuse Resilience Quotient of Youth At-risk of Drug Relapse: The Approaching of the Transformative Learning Theory and the Cognitive Behavioral Modification Concept
- Efecto de un curso-taller de formación docente sobre los referentes pedagógicos de profesores de Embriología

- Longitudinal evaluation of a World Wide Web–based antimicrobial stewardship program: Assessing factors associated with approval patterns and trends over time
- Simulated Annealing Approach to Solve Nonogram Puzzles with Multiple Solutions
- A Modified Q-Learning Algorithm for Potential Games
- The History and Rationale of the American Urological Association Residency Matching Program
- A Proficiency-Based Skills Training Curriculum for the SAGES\ Surgical Training For Endoscopic Proficiency (STEP) Program
- Interactive teaching methods in contemporary higher education
- Automatic annotation of tennis games: An integration of audio, vision, and learning
- Machine learning-based assessment tool for imbalance and vestibular dysfunction with virtual reality rehabilitation system
- Optimal set of EEG\ features for emotional state classification and trajectory visualization in Parkinson's disease
- The Effect of Variable and Stable Practice on Performance and Learning the Header Skill of Young Athletes in Soccer
- Effects of Pro12Ala polymorphism in peroxisome proliferator-activated receptor- γ 2 gene on metabolic syndrome risk: A meta-analysis

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- Forecasting the cyanotoxins presence in fresh waters: A new model based on genetic algorithms combined with the MARS\ technique
- Optimization of Approximate Inhibitory Rules Relative to Number of Misclassifications
- Toward a classification of finite partial-monitoring games
- The algorithmics of solitaire-like games
- Effects of a computer-based cognitive exercise program on age-related cognitive decline
- The impeding role of initial unrealistic goal-setting on videogame-based training performance: Identifying underpinning processes and a solution
- Factores de riesgo asociados a la presencia de hígado graso no alcohólico: un estudio de casos y controles
- Robotic and virtual World Programming labs to Stimulate Reasoning and visual-spatial Abilities
- Natural killer cell biology: An update and future directions
- Effects of 2-stage and total versus fenceline weaning on the physiology and performance of beef steers¹²³
- Empowering students through digital game authorship: Enhancing concentration, critical thinking, and academic achievement
- 3D Gesture classification with linear acceleration and angular velocity sensing devices for video games
- Solving Five Instances of the Artificial Ant Problem with Ant Colony Optimization
- Trading privacy with incentives in mobile commerce: A game theoretic approach
- Play to Learn, Learn to Play. Creating Better Opportunities for Learning in Early Childhood
- Customer churn prediction in the online gambling industry: The beneficial effect of ensemble learning
- Using support vector regression to estimate sonic log distributions: A case study from the Anadarko Basin, Oklahoma
- Co-evolution of Antagonistic Intelligent Agents Using Genetic Algorithms
- Surveys, collaborative art and virtual currencies: Children programming with online data
- Effective and efficient forgetting of learned knowledge in Soar's working and procedural memories
- Prediction of road accidents: A Bayesian hierarchical approach
- Technology Applications Used by First Year Undergraduates in a Malaysian Public University
- Perceptual Models in Volleyball Players Training
- Los Algoritmos Genéticos en el Modelo de Cournot
- Problem solving by 5–6 years old kindergarten children in a computer programming environment: A case study
- An examination of evolved behavior in two reinforcement learning systems
- Associations among children's situational motivation, physical activity participation, and enjoyment in an active dance video game
- Adaptive Resonance Theory: How a brain learns to consciously attend, learn, and recognize a changing world
- Emotional mapping of the archaeologist game
- A surrogate model based evolutionary game-theoretic approach for optimizing non-isothermal compression RTM\ processes
- Early gamma oscillations during rapid auditory processing in children with a language-learning impairment: Changes in neural mass activity after training
- Identifying latent classes and testing their determinants in early adolescents' use of computers and Internet for learning
- Better manufacturing process organization using multi-agent self-organization and co-evolutionary classifier systems: The multibar problem
- Improved hand hygiene technique and compliance in healthcare workers using gaming technology
- The correlates of preschoolers' compliance with screen recommendations exist across multiple domains
- Teaching Basic Mathematics by Using TuxMath in Primary Education

- Discrimination of English and French orthographic patterns by biliterate children
- Meeting the commitments of the ICPD\ Programme of Action to young people
- Modeling information exchange opportunities for effective human–computer teamwork
- Computer-game-based tutoring of mathematics
- Personalized Interactive Storyboarding utilizing Content Based Multimedia Retrieval
- Development of an environmental radiation analysis research capability in the UAE\
- The influence of an educational course on language expression and treatment of gaming addiction for massive multiplayer online role-playing game (MMORPG) players
- Teaching Programming in the Higher Education not for Engineering Students
- Customizing by doing for responsive video game characters
- P 80. Corticospinal synchrony might mediate feature extraction in implicit motor learning
- Motivational aspects of different learning contexts: “My mom won’t let me play this game...”
- Modeling of gamma ray energy-absorption buildup factors for thermoluminescent dosimetric materials using multilayer perceptron neural network: A comparative study
- Applying hybrid learning approach to RoboCup’s strategy
- Cost of Talking Parents, Healthy Teens: A Worksite-based Intervention to Promote Parent–Adolescent Sexual Health Communication
- The TrimTots programme for prevention and treatment of obesity in preschool children: evidence from two randomised controlled trials
- Spécificités de l’éducation thérapeutique chez l’enfant
- Approximation by multivariate Bernstein–Durrmeyer operators and learning rates of least-squares regularized regression with multivariate polynomial kernels
- Adaptive Dynamic Programming for Solving Non-Zero-Sum Differential Games
- Data mining for providing a personalized learning path in creativity: An application of decision trees
- A stochastic game framework for joint frequency and power allocation in dynamic decentralized cognitive radio networks
- A Systematic Review of the Mysterious Caterpillar Fungus *Ophiocordyceps sinensis* in DongChongXiaCao (冬蟲夏草 *Dōng Chóng Xià Cǎo*) and Related Bioactive Ingredients
- Mate Marote: A flexible automated framework for large-scale educational interventions
- Metabolic syndrome components are associated with DNA\ hypomethylation
- A Switching Q-Learning Approach Focusing on Partial States
- IAEA\ Support to Medical Physics in Nuclear Medicine
- The complex interaction between obesity, metabolic syndrome and reproductive axis: A narrative review
- Adaptive Learning Algorithms for Traffic Games with Naive Users
- The Influence of the Sporting Game (Basketball) on the General Education of Children Aged 9–11
- Comprehensive preference optimization of an irreversible thermal engine using pareto based mutable smart bee algorithm and generalized regression neural network
- Collaborative gaming and competition for CS-STEM education using SPHERES\ Zero Robotics
- Creative thinking in digital game design and development: A case study
- A new enhanced bat-inspired algorithm for finding linear supply function equilibrium of GENCOs\ in the competitive electricity market
- Imitating human playing styles in Super Mario Bros
- The effect of uncertainty on learning in game-like environments
- A detector insert based on continuous scintillators for hybrid MR–PET imaging of the human brain
- Application of adaptive neuro-fuzzy inference system in prediction of fluid density for a gamma ray densitometer in petroleum products monitoring
- Improving CPAP\ use with telemonitoring and social media
- Automatic recognition of epileptic EEG\ patterns via Extreme Learning Machine and multiresolution feature extraction
- El artículo 3o. constitucional: un debate por el control de las conciencias
- Preventing Cancer: A Community-Based Program for Youths in Public Housing
- Mercaptoacetamide-based class II\ HDAC\ inhibitor lowers A β levels and improves learning and memory in a mouse model of Alzheimer’s disease
- Chapter 7 - Fast ForWord®: The Birth of the Neurocognitive Training Revolution
- Early Experience in Establishing and Evaluating an ACGME-Approved International General Surgery Rotation
- Stable growing neural gas: A topology learning algorithm based on player tracking in video games
- Parallel approaches to machine learning—A comprehensive survey
- Online behavior change detection in computer games
- Decoding the memorization of individual stimuli with direct human brain recordings
- An evolutionary algorithm with a history mechanism for tuning a chess evaluation function
- Objective investigation of vision impairments using single trial pattern reversal visually evoked potentials

- Diversity courses in management education: A game experimental approach to the assessment of course needs
- SCRUMIA—An educational game for teaching SCRUM\ in computing courses
- Short-Term Effects of a School-Based Program on Gambling Prevention in Adolescents
- Hybrid learning based Gaussian ARTMAP\ network for tool condition monitoring using selected force harmonic features
- Impact of a nurse-directed, coordinated school health program to enhance physical activity behaviors and reduce body mass index among minority children: A parallel-group, randomized control trial
- Simultaneous policy update algorithms for learning the solution of linear continuous-time H_∞ state feedback control
- Forecasting of turbine heat rate with online least squares support vector machine based on gravitational search algorithm
- Laboratory Experiences in Software Engineering from a Constructivist Perspective

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- Study of Light Scalars in Photon-Photon Collisions, the learned Lessons
- Computer watches you play a game – and then beats you at it
- A finite mixture model for simultaneous high-dimensional clustering, localized feature selection and outlier rejection
- Expectation-based learning in two-person finite games*
- Immune based fuzzy agent plays checkers game
- Interactive augmented reality system for enhancing library instruction in elementary schools
- Reconciling performance and interpretability in customer churn prediction using ensemble learning based on generalized additive models
- Chapter 1 - The Art of Programming Mechanics
- Building a Comprehensive Community on Serious Games
- The Examination of Science and Technology Questions in Level Determining Exam (SBS) in Terms of Some of the Variables
- Computer games created by middle school girls: Can they be used to measure understanding of computer science concepts?
- Smart edutainment game for algorithmic thinking
- Making Instance-based Learning Theory usable and understandable: The Instance-based Learning Tool
- Distributed resource allocation in cognitive radio networks with a game learning approach to improve aggregate system capacity
- Exploring the behavioral patterns of learners in an educational massively multiple online role-playing game (MMORPG)
- Combinatorial optimization in Biology using Probability Collectives Multi-agent Systems
- “LeFCA”: Learning Framework for Children with Autism
- 024 <http://www.gluciweb.com>: un nouveau site internet hébergeant des serious games support d'éducation thérapeutique pour l'insulinothérapie fonctionnelle, la pompe à insuline et la technologie du glucose en continu
- Mesolimbic dopamine release is linked to symptom severity in pathological gambling
- Chapter Three - Mathematics Make Microbes Beautiful, Beneficial, and Bountiful
- A Serious Game for Developing Computational Thinking and Learning Introductory Computer Programming
- Learning Programming at the Computational Thinking Level via Digital Game-Play
- An Online Spaced-Education Game to Teach and Assess Residents: A Multi-Institutional Prospective Trial
- Generalization of TORCS\ car racing controllers with artificial neural networks and linear regression analysis
- Evaluating user experience of adaptive digital educational games with Activity Theory
- Learning with stochastic inputs and adversarial outputs
- Genetic fuzzy markup language for game of NoGo
- Multi-agent based experimental analysis on bidding mechanism in electricity auction markets
- Excessive Emotional Reactivity – Leadership Attitude and their Connection with Physical Education in the Students' University Programme
- Conducting vaccine clinical trials in sub-Saharan Africa: Operational challenges and lessons learned from the Meningitis Vaccine Project
- State based potential games
- Revisiting log-linear learning: Asynchrony, completeness and payoff-based implementation
- Robotic Mission to Mars: Hands-on, minds-on, web-based learning
- Farmers use intuition to reinvent analytic decision support for managing seasonal climatic variability
- Algorithms for strategyproof classification
- An assessment of strategies for choosing between competitive marketplaces
- Strategic execution in the presence of an uninformed arbitrageur
- Economic impact assessment and operational decision making in emission and transmission constrained electricity markets
- Trajectory analysis for user verification and recognition
- Model Problems of Aircraft Guidance in Education Program on Optimal Control and Differential Games
- SociaBillyQuiz, un jeu pour l'entraînement aux habiletés sociales chez l'enfant et l'adolescent : étude exploratoire

- Artificial Movements Inspired for Global Optimization
- Fatty liver index as an indicator of metabolic syndrome
- Dyna-: A heuristic planning reinforcement learning algorithm applied to role-playing game strategy decision systems
- The pharmacogenetic background of hepatitis C treatment
- Learning about learning in games through experimental control of strategic interdependence
- IAEA-447: A new certified reference material for environmental radioactivity measurements
- Review the Effectiveness of a Course Selected Exercise Training on Fitness Factors among Male Students at the Ages of 9 to 11 in Section of Primary School inBabol
- Zero tolerance cue angle analysis and its effect on successive sink rate of a low cost billiard reposition control tutoring system
- A game dynamic model for vaccine skeptics and vaccine believers: Measles as an example
- The role of selective attention on academic foundations: A cognitive neuroscience perspective
- An application of artificial bee colony algorithm with least squares support vector machine for real and reactive power tracing in deregulated power system
- Feature evaluation and selection with cooperative game theory
- Using cooperative game theory to optimize the feature selection problem
- Integration of a specific nutrition program into a comprehensive program of therapeutic education
- The Factors Effecting Students' PC\ Game Types Preferences
- Multi-agent differential graphical games: Online adaptive learning solution for synchronization with optimality
- Conceptual modeling for simulation-based serious gaming
- L'impact d'un programme de prise en charge ambulatoire de l'obésité infantile sur les performances académiques, le sommeil et la composition corporelle
- The impact of Nintendo Wii to physical education students' balance compared to the traditional approaches
- DELIVER! – An educational game for teaching Earned Value Management in computing courses
- Evaluation of a school-based sexual abuse prevention curriculum in Malaysia
- Orbitofrontal reward sensitivity and impulsivity in adult attention deficit hyperactivity disorder
- Adaptive mixture-of-experts models for data glove interface with multiple users
- Efficient and effective algorithms for training single-hidden-layer neural networks
- Adapting Robot Soccer Game in Student Self-centered Learning
- Self-teaching adaptive dynamic programming for Gomoku

Ano 2011 – Base Science

- Distributed Coding of Actual and Hypothetical Outcomes in the Orbital and Dorsolateral Prefrontal Cortex
- Set systems: Order types, continuous nondeterministic deformations, and quasi-orders
- Real-time computer graphics simulation of blockplay in early childhood
- Impaired decision making among morbidly obese adults
- Learning from other people's experience: A neuroimaging study of decisional interactive-learning
- 4 - Channeling the Information
- Laser Safety: The Game Is On
- Predicting high-tech equipment fabrication cost with a novel evolutionary SVM\ inference model
- Detecting fraud in online games of chance and lotteries
- Human Protein Atlas of redox systems — What can be learnt?
- Self-learning fuzzy logic controllers for pursuit–evasion differential games
- P01-83 - The role of parents' divorce in adolescents' internet addiction
- Sampled fictitious play for approximate dynamic programming
- Improving our legacy: Incorporation of adaptive management into state wildlife action plans
- Learning from private information in noisy repeated games
- End-user programming of a social robot by dialog
- Chapter 15 - Learning in Networks
- A novel linear multi-secret sharing scheme for group communication in wireless mesh networks
- Decision support system based on hierarchical co-evolutionary fuzzy approach: A case study in detecting gamma ray signals
- Cloning, sequence identification and expression profile analysis of α -l-fucosidase gene from the Mediterranean fruit fly *Ceratitis capitata*
- Chapter 12 - An Overview of Social Networks and Economic Applications*
- Chapter 14 - Diffusion, Strategic Interaction, and Social Structure
- Bargaining strategies designed by evolutionary algorithms
- Fantasy sport participation as a complement to traditional sport consumption

- Video Gaming Enhances Psychomotor Skills But Not Visuospatial and Perceptual Abilities in Surgical Trainees
- Decentralized activation in sensor networks – global games and adaptive filtering games
- Mental number line training in children with developmental dyscalculia
- Chapter 5 - Partially Distributed Learning Algorithms
- Chapter 6 - Fully Distributed Learning Algorithms
- Chapter 8 - Power Allocation Games and Learning in MIMO\ Multiuser Channels*
- Serum amylase and risk of the metabolic syndrome in Korean adults
- Reinforcement learning of competitive and cooperative skills in soccer agents
- Activity-regulated genes as mediators of neural circuit plasticity
- Generalized spatial dynamic factor models
- Study regarding the impact of motion games in the intellectual/motoric development of preschool children
- Capacity building for the modified filarial hydrocelectomy technique in West Africa
- A visual language for the creation of narrative educational games
- Lipid Targets During Statin Treatment in Dyslipidemic Patients Affected by Nonalcoholic Fatty Liver Disease
- Forecasting of global and direct solar irradiance using stochastic learning methods, ground experiments and the NWS\ database
- Speeding up learning automata based multi agent systems using the concepts of stigmergy and entropy
- Mars mission program for primary students: Building student and teacher skills in science, technology, engineering and mathematics
- A game theoretic trust model for on-line distributed evolution of cooperation in MANETs
- New methods of analysis of narrative and semantics in support of interactivity
- LAIF: A logging and interaction framework for gaze-based interfaces in virtual entertainment environments
- Foresighted tree configuration games in resource constrained distributed stream mining sensors
- Uncertainty and sensitivity analysis of a LBLOCA\ in a PWR\ Nuclear Power Plant: Results of the Phase V of the BEMUSE\ programme
- Using the Internet and social media to promote condom use in Turkey
- A multi-site analysis of the association between black carbon concentrations and vehicular idling, traffic, background pollution, and meteorology during school dismissals
- Gebietsweiterbildung Allgemeinmedizin in Deutschland: Eine bundesweite Umfrage unter Ärztinnen und Ärzten in Weiterbildung
- Low High Density Lipoprotein Cholesterol: Prevalence and Associated Risk-Factors in a Large French Population
- Quest for the Golden Rule: An effective social skills promotion and bullying prevention program
- ‘The Ward’: A simulation game for nursing students
- ACR/ABR Clinical Statement on Credentialing and Privileging of Radiologists for Diagnostic Nuclear Medicine, Including Multimodality Hybrid Imaging
- Core-generating approximate minimum entropy discretization for rough set feature selection in pattern classification
- Drama education and improvisation as a resource of teacher student's creativity
- Multi-player non-zero-sum games: Online adaptive learning solution of coupled Hamilton–Jacobi equations
- Exploring Ancient Landscapes Under Lake Huron Using Cultural Algorithms
- An evolutionary game approach to analyzing bidding strategies in electricity markets with elastic demand

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- Model-based Reinforcement Learning in Multiagent Systems in Extensive Forms with Perfect Information
- Playing monotone games to understand learning behaviors
- Co-evolution of learning complexity and social foraging strategies
- Chapter 33 - Tiger Education in the Primorsky Region of Russia
- eGames: Is imagination the forgotten ingredient?
- Evolutionary ultimatum game on complex networks under incomplete information
- Computer-game construction: A gender-neutral attractor to Computing Science
- How to explain receptivity to conjunction-fallacy inhibition training: Evidence from the Iowa Gambling Task
- Ciguatera risk management in French Polynesia: The case study of Raivavae Island (Australes Archipelago)
- Intrinsic motivation and learning in a schizophrenia spectrum sample
- Origins of learned reciprocity in solitary ciliates searching grouped ‘courting’ assurances at quantum efficiencies
- A payoff-based learning procedure and its application to traffic games
- Educating technophile artists and artophile technologists: A successful experiment in higher education
- P02-277 - Link between physical education and language acquisition in childhood
- Ensemble classification based on generalized additive models
- Theta-Coupled Periodic Replay in Working Memory

- Simplification and hierarchical representations of mixtures of exponential families
- Mathematics and Artificial Intelligence, two branches of the same tree
- Injury and Illness in College Outdoor Education
- CHAPTER\ 6 - Bad Encryption
- Empirical Bayes Methods
- Jeopardy!©: An innovative approach to teach psychosocial aspects of pediatrics
- Intelligent task planning and action selection of a mobile robot in a multi-agent system through a fuzzy neural network approach
- Meta-learning approach to neural network optimization
- A Bayesian-optimal principle for learner-friendly adaptation in learning games
- Obtaining the best value for money in adaptive sequential estimation
- Approximate dynamic programming approach for process control
- A novel clustering algorithm based upon games on evolving network
- Computer agents versus avatars: Responses to interactive game characters controlled by a computer or other player
- Synthetic target systems in control education: lessons teachers are learning from students
- Explaining how to play real-time strategy games
- Teaching to teach with technology - a project to encourage take-up of advanced technology in education
- Construction trial of a practical education curriculum for game development by industry–university collaboration in Japan
- Learning with continuous experts using drifting games
- Learning intransitive reciprocal relations with kernel methods
- Astrocytes and human cognition: Modeling information integration and modulation of neuronal activity
- Longitudinal increase in γ -glutamyltransferase within the reference interval predicts metabolic syndrome in middle-aged Korean men
- Synergizing reinforcement learning and game theory—A new direction for control
- Voice activity detection based on statistical models and machine learning approaches
- Chapter 34 - Tics and Gilles de la Tourette Syndrome
- Using a Computer Programming Environment and an Interactive Whiteboard to Investigate Some Mathematical Thinking
- It's Your Game: Keep It Real: Delaying Sexual Behavior with an Effective Middle School Program
- Taking Action against Obesity in Nova Scotia
- Mechanisms Underlying Dopamine-Mediated Reward Bias in Compulsive Behaviors
- A transitivity analysis of bipartite rankings in pairwise multi-class classification
- Troubleshooting assessment: an authentic problem solving activity for it education
- An identification method of malignant and benign liver tumors from ultrasonography based on GLCM\ texture features and fuzzy SVM
- On oligopoly spectrum allocation game in cognitive radio networks with capacity constraints

Ano 2009 – Base Science

- Programming Robosoccer agents by modeling human behavior
- Benchmarking classifiers to optimally integrate terrain analysis and multispectral remote sensing in automatic rock glacier detection
- Effective learning in the presence of adaptive counterparts
- Evolutionary support vector machine inference system for construction management
- Policy gradient learning for a humanoid soccer robot
- Effectiveness of using a video game to teach a course in mechanical engineering
- Development and evaluation of a virtual campus on Second Life: The case of SecondDMI
- Chapter 6 - Decomposing brain signals involved in value-based decision making
- Hardness of approximate two-level logic minimization and learning with membership queries
- A simple reinforcement learning scheme for two-player zero-sum Markov games
- Comparison of snow water equivalent retrieved from passive microwave data using artificial neural network, projection pursuit and nonlinear regressions
- Finding the evolutionarily stable learning rule for frequency-dependent foraging
- Efficient climate policies under technology and climate uncertainty
- Factors Correlated With Surgery Resident Choice to Practice General Surgery in a Rural Area
- Globalising initiatives for gender equality and poverty reduction: Exploring 'failure' with reference to education and work among urban youth in The Gambia and Ghana
- AG-ART: An adaptive approach to evolving ART\ architectures
- Valuation of uncertain and delayed rewards in primate prefrontal cortex
- Non-cooperative competition among revenue maximizing service providers with demand learning

- Competition and open source with perfect software compatibility
- Approximate dynamic programming approach for process control
- Chapter 5 - Early Approaches to Group and Milieu Therapy
- Dynamic Decision Model in Evolutionary Games Based on Reinforcement Learning
- User strategy learning when pricing a RED\ buffer
- Robust Detection and Estimation in Dynamic Systems and Statistical Signal Processing: Intersections, Parallel Paths and Applications
- Simulation
- Speech-enabled card games for incidental vocabulary acquisition in a foreign language
- Coordinating multi-business sales through management simulators
- A numeric comparison of variable selection algorithms for supervised learning
- Exploring the potential of computer and video games for health and physical education: A literature review
- “Making your own animation is fun”: Urban youth becoming technologically fluent through computer programming
- γ -C plane and robustness in static reservoir for nonlinear regression estimation
- An application of the genetic programming technique to strategy development
- Evaluating Computational Performance of Backpropagation Learning on Graphics Hardware
- Convergence in the finite Cournot oligopoly with social and individual learning
- A new learning paradigm: Learning using privileged information
- Metabolic syndrome and associated cardiovascular risk factors in the treatment of persons with human immunodeficiency virus and severe mental illness
- On calibration error of randomized forecasting algorithms
- Balancing tourism education and training

Ano 2008 – Base Science

- The neurosteroid system: Implication in the pathophysiology of hepatic encephalopathy
- Repairing self-confident active-transductive learners using systematic exploration
- A sequent calculus for limit computable mathematics
- Synaptic plasticity in the basal ganglia: A similar code for physiological and pathological conditions
- Performance analysis of GAME: A generic automated marking environment
- The role of practice in chess: A longitudinal study
- Interactive story authoring: A viable form of creative expression for the classroom
- Ajustements cognitivoémotionnels familiaux face au Trouble Déficit de l'Attention et Hyperactivité (TDAH)
- A reinforcement learning model for supply chain ordering management: An application to the beer game
- A Pilot Study of an Online Workplace Nutrition Program: The Value of Participant Input in Program Development
- Children's and parents' perspectives on the purposes of playschool in Iceland
- Computational aspects of monotone dualization: A brief survey
- BayesChess: A computer chess program based on Bayesian networks
- Improved Attainment of Blood Pressure and Cholesterol Goals Using Single-Pill Amlodipine/Atorvastatin in African Americans: The CAPABLE
- Séjour éducatif pour enfants asthmatiques en Ardèche : un programme innovant
- Spikes, synchrony, and attentive learning by laminar thalamocortical circuits
- Does Training Novices to Criteria and Does Rapid Acquisition of Skills on Laparoscopic Simulators Have Predictive Validity or Are We Just Playing Video Games?
- Deterministic calibration and Nash equilibrium
- The weak aggregating algorithm and weak mixability
- A case study of computer gaming for math: Engaged learning from gameplay?
- Population heterogeneity and color stimulus heterogeneity in agent-based color categorization
- Trust-based evolutionary game model assisting AODV\ routing against selfishness
- Literature-Related Discovery (LRD): Introduction and background
- Modeling of gamma-ray energy absorption buildup factors using neural network
- Bringing Commercial Games into the Classroom
- Valuation of the SF-6D Health States Is Feasible, Acceptable, Reliable, and Valid in a Chinese Population
- Incremental margin algorithm for large margin classifiers
- An improved error-correcting output coding framework with kernel-based decoding
- Behavioral contingency analysis
- Epigenetic principles and mechanisms underlying nervous system functions in health and disease
- Préparation centralisée des chimiothérapies : mise en place d'une formation continue régionale

- Dietary trans fatty acid intake is associated with increased fetal loss
- Educational Games in Control
- Sexual Abuse: prevention is possible? The How and Why of Child Sexual Abuse (CSA) primary prevention
- The Potential for Gaming Techniques in Radiology Education and Practice
- Effects of treadmill running on short-term pre-synaptic plasticity at dentate gyrus of streptozotocin-induced diabetic rats
- Models for Describing Relations Among the Various Statin Drugs, Low-Density Lipoprotein Cholesterol Lowering, Pleiotropic Effects, and Cardiovascular Risk†
- Adaptive State Feedback Nash Strategies for Linear Quadratic Discrete-Time Games
- Simple counts of ADL\ dependencies do not adequately reflect older adults' preferences toward states of functional impairment
- What the discourse tells us: Talk and indicators of high-level comprehension
- Evolutionary stability affected by energy flow in the bio-network architecture
- Application of reinforcement learning to the game of Othello
- Use of a simulation game in delivering blended lifelong learning in the construction industry – Opportunities and Challenges
- The impact of two universal randomized first- and second-grade classroom interventions on young adult suicide ideation and attempts
- Learning to play Go using recursive neural networks
- An adaptive policy gradient in learning Nash equilibria

Ano 2007 – Base Science

- Designing interaction protocols using noughts and crosses type games
- Teaching Economics in a Changing Environment: The Case of Introductory Postgraduate Economic Statistics*
- Model-free Q-learning designs for linear discrete-time zero-sum games with application to H-infinity control
- Bounds for the expected duration of the monopolist game
- Re-purposing existing generic games and simulations for e-learning
- A systematic review of randomized control trials evaluating the effectiveness of interactive computerized asthma patient education programs
- Investigation of retention behaviour of non-steroidal anti-inflammatory drugs in high-performance liquid chromatography by using quantitative structure–retention relationships
- No regrets about no-regret
- A video game for cyber security training and awareness
- Application of reinforcement learning in robot soccer
- GAMES: Growing and adaptive meshes for fully automatic shape modeling and analysis
- Early Adolescent Peer Leader Development in HIV\ Prevention Using Youth-Adult Partnership With Schools Approach
- Metabolic Syndrome and Risk of Incident Cardiovascular Events and Death: A Systematic Review and Meta-Analysis of Longitudinal Studies
- The Cracow code—an interactive method of sophisticated online analysis
- Experimental interpretation and code validation based on the PHEBUS-FP programme: Lessons learnt from the analysis of the containment scenario of FPT1\ and FPT2\ tests
- 2.3 - Learning By Constructing and Sharing Models
- Transient and asymptotic dynamics of reinforcement learning in games
- Role game as a method to increase cross-functional understanding in a supply chain
- ProfileXpert : plateforme de génomique au service de la recherche et de la clinique
- LEARNING\ TO\ COORDINATE\ IN\ TOPOLOGICAL\ NAVIGATION\ TASKS\
- Molecular mechanisms of insulin resistance and associated diseases
- Persistent elevation of liver function enzymes within the reference range is associated with increased cardiovascular risk in young adults: the Bogalusa Heart Study
- Knowledge acquisition for adaptive game AI\
- Innovative introduction to surgery in the preclinical years
- Automated instrument design and optimisation using a genetic algorithm running on a distributed processing network
- Incidence and Risk Factors for Metabolic Syndrome in Korean Male Workers, Ages 30 to 39
- Chaotic time series prediction for the game, Rock-Paper-Scissors
- Perspectives on multiagent learning
- Evolutionary Dynamics for Firm's Organizational Mode based on Theory of Learning in Games
- Support vector regression model for the estimation of γ -ray buildup factors for multi-layer shields
- Innovations in multi-agent systems
- Chapter 2 - Children and the Internet

- A two-layered multi-agent reinforcement learning model and algorithm
- Adipose tissue arachidonic acid and the metabolic syndrome in Costa Rican adults
- Markov game for autonomic joint radio resource management in a multi-operator scenario
- Needs assessment for those donating to stem cell research

Ano 2006 – Base Science

- An initial implementation of the Turing tournament to learning in repeated two-person games
- Simulating sellers in online exchanges
- Design and Development of Bioterrorism Response Education Programs
- Definition of metabolic syndrome in preadolescent girls
- Context-aware resource management in multi-inhabitant smart homes: A framework based on Nash -learning
- Contribution de l'activité physique et sportive au bien-être des personnes déficientes visuelles
- Simplex optimization of artificial neural networks for the prediction of minimum detectable activity in gamma-ray spectrometry
- Chapter 26 - Conclusion: Becoming a Professional Interactive Writer
- Chapter 5 On Boundedly Rational Rules for Playing Normal Form Games
- Atherogenic dyslipidemia associated with metabolic syndrome and insulin resistance
- How to whack moles
- Comparison of Didactic Versus Interactive Teaching Strategies for Category A Agents of Bioterrorism
- Tagging b jets associated with heavy neutral MSSM\ Higgs bosons
- “10 Tips To Prevent Infection”: An Interactive Tutorial for Preventing Infections
- Creation of standardized tools for therapeutic education specifically dedicated to chronic heart failure patients: The French I-CARE project
- Non-consciously controlled decision making for fast motor reactions in sports—A priming approach for motor responses to non-consciously perceived movement features
- Household Decision-Making Process and Childhood Cerebral Malaria in The Gambia
- CALPHAD\ XXXIV\ 2005 conference summary
- Second Chance Game: local (university-community) partnerships for global awareness and responsibility
- Neural mechanism for stochastic behaviour during a competitive game
- An RNA-centered view of eukaryotic cells
- Network boosting on different networks
- Radiologist Assessment of PACS\ User Interface Devices

Ano 2016 – Base Village

- 2016 IEEE 8th International Conference on Engineering Education: Enhancing Engineering Education Through Academia-Industry Collaboration, ICEED 2016
- Educators as game developers model-driven visual programming of serious games
- Learning programming patterns using games
- Developing Computer Science Learning System with Hybrid Instructional Method
- A BIM-based educational gaming prototype for undergraduate research and education in design for sustainable aging
- Code bits: An inexpensive tangible computational thinking toolkit for K-12 curriculum
- Evaluating peer versus teacher robot within educational scenario of programming learning
- Design insights into the creation and evaluation of a computer science educational game
- How to use open source software in education
- Piloting computer science education week in Mexico
- Programming for girls
- Robot ON!: A Serious Game for Improving Programming Comprehension
- From video games to debugging code
- 10th International Conference on E-Learning and Games, Edutainment 2016
- Evaluating play-personas of an educational 3D digital game for university students to learn Portuguese as a foreign Language
- 2nd International KES conference on Smart Education and e-Learning, 2015
- A serious game to promote object oriented programming and software engineering basic concepts learning
- 5th International Workshop on Learning Technology for Education in Cloud, LTEC 2016
- Teaching programming fundamentals to modern university students
- Enki: A pedagogical services aggregator for learning programming languages
- Influence of the programming environment on programming education

- Teaching the first programming course with python's turtle graphic library
- Teaching abstraction, function and reuse in the first class of CS1 - A lightbot experience
- Programming moves: Design and evaluation of applying embodied interaction in virtual environments to enhance computational thinking in middle school students
- A toolkit for presenting advanced mathematics in serious games
- Using Computer Programming Competition for Cyber Education
- Game-based technologies in teaching programming in higher education: Theory and practices
- A rule-based approach to teach mathematics using animation
- Gamifying mobile micro-learning for continuing education in a corporate IT environment
- Artificial intelligence meets software engineering in computing education
- No lives left: How common game features can undermine persistence, challenge-seeking, and learning to program
- "Learn Braille": A serious game mobile app for sighted Braille learners
- Kodr: A customizable learning platform for computer science education
- A propriety game-based learning game as learning tool to learn object-oriented programming paradigm
- Recommendations to improve programming skills of students of computer science
- Digital games in programming education
- Using robotics for teaching and learning programming concepts: An experience report
- Teaching computer programming with the help of digital games for 2nd and 3rd year students in the elementary school
- Programming teaching experience and application of educational digital games
- "Learn Braille": A serious game mobile app for sighted Braille learners
- How do different cognitive styles affect learning programming? Insights from a game-based approach in Greek schools
- Educational resource based on games for the reinforcement of engineering learning programming in mobile devices
- Sharing as a means for reflection: Seeing differences, understanding affordances of peers' programming solutions
- Improving programming education through gameful, formative feedback
- Learning programming through games and contests: Overview, characterisation and discussion
- Oii-web: An interactive online programming contest training system
- Informing content-driven design of computer programming games: A problems analysis and a game review
- Suggesting and supporting examples for novice programmers
- Types of assessing student-programming knowledge
- Music education meets computer science and engineering education
- Teaching genetic algorithm-based parameter optimization using Pacman
- An empirical study of online K-12 education for programming games
- Preliminary analysis of code hunt data set from a contest
- Olympiads in Informatics
- 2016 Research on Equity and Sustained Participation in Engineering, Computing, and Technology, RESPECT 2016 and 2nd Annual Conference of the IEEE Computer Society's Special Technical Community on Broadening Participation, STCBP 2016 - Co-located with the STARS Celebration Annual Conference of STARSComputingCorps.org
- 2nd International Joint Conference on Serious Games, JCSG 2016
- Sing master: An intelligent mobile game for teaching singing
- International Conference on Mobile and Wireless Technology, ICMWT 2016
- ACM International Conference Proceeding Series
- International Conference on Human Factors, Software, and Systems Engineering, AHFE 2016
- 13th International Conference on Mobile Web and Intelligent Information Systems, MobiWIS 2016
- 11th European Conference on Technology Enhanced Learning, EC-TEL 2016
- ACM International Conference Proceeding Series
- CEUR Workshop Proceedings
- Proceedings - 2016 International Conference on Computational Science and Computational Intelligence, CSCI 2016
- Proceedings of 2016 IEEE International Conference on Teaching, Assessment and Learning for Engineering, TALE 2016
- World Conference on Information Systems and Technologies, WorldCIST 2016
- IEEE Region 10 Humanitarian Technology Conference 2016, R10-HTC 2016 - Proceedings
- Brazilian Symposium on Games and Digital Entertainment, SBGAMES
- Proceedings - 2016 9th International Conference on Developments in eSystems Engineering, DeSE 2016
- Using the data-service framework to design a distributed multi-levels computer game for insect education
- Computational thinking in pre-university education
- Practice of Programming Education Using Scratch and NanoBoardAG for High School Students
- Motivating students in Component-Based Programming courses
- JLegends: Online game to train programming skills
- Proceedings - IEEE 8th International Conference on Technology for Education, T4E 2016
- Musicbot: Edutainment with A reconfigurable robotic system

- Teaching and learning computational thinking through solving problems in Artificial Intelligence: On designing introductory engineering and computing courses
- Impact of Applying WebGL Technology to Develop a Web Digital Game-Based Learning System for Computer Programming Course in Flipped Classroom
- Analysis of the learning effects between text-based and visual-based beginner programming environments
- Implementation of the Cellular Automata Algorithm for developing an educational game
- Math Education Game for primary school
- Developing Game-Based Learning requirements to increase female middle school students interest in computer science
- Using stories to teach human values to artificial agents
- Bayesian networks with prior knowledge for malware phylogenetics
- Measuring code behavioral similarity for programming and software engineering education
- Attracting students' engagement in programming courses with gamification
- Gamification-Based E-Learning Strategies for Computer Programming Education
- Principles of a casual serious game to support introductory programming learning in higher education
- The introductory programming course: A game design approach for the e-learning environment
- Applying gamification in a parallel programming course
- Game-based approaches, gamification, and programming language training
- Pedagogical mini-games integrated into hybrid course to improve understanding of computer programming: Skill building without the coding constraints
- Using game frameworks to teach computer programming
- Playing with programming: A serious game to start programming
- Scripting environments of gamified learning management systems for programming education
- Design and implementation of an IDE for learning programming languages using a gamification service
- Design and implementation of intelligent remote multimedia physical education teaching system
- Reinforcement learning as a framework for ethical decision making
- Online policy iteration solution for dynamic graphical games
- Effect of different adaptations by a robot on children's long-term engagement: An exploratory study
- Symbiotic cognitive computing through iteratively supervised lexicon induction
- Example-Tracing Tutors: Intelligent Tutor Development for Non-programmers
- U-Arabic: Design perspective of context-aware ubiquitous Arabic vocabularies learning system
- Deep activity recognition models with triaxial accelerometers
- Kalman fuzzy actor-critic learning automaton algorithm for the pursuit-evasion differential game
- Learning to REDUCE: A reduced electricity consumption prediction ensemble
- Mimic A: A general framework for self-learning companion AI behavior
- Computational thinking beyond STEM: An introduction to "moral machines" and programming decision making in Ethics classroom
- Classification of Expert-Novice Level of Mobile Game Players Using Electroencephalography
- An Autonomous Learning-Based Algorithm for Joint Channel and Power Level Selection by D2D Pairs in Heterogeneous Cellular Networks
- A Decentralized Fuzzy Learning Algorithm for Pursuit-Evasion Differential Games with Superior Evaders
- Decentralized learning in pursuit-evasion differential games with multi-pursuer and single-superior evader
- Exponential moving average based multiagent reinforcement learning algorithms
- Design and implementation of BIOLOID humanoid robot
- Scalable causal learning for predicting adverse events in smart buildings
- Satisfiability and model counting in open universes
- Studio project: E-cannons and other robot weapons
- Studio workshop: E-cannons and other robot weapons
- Playing games with observation, dependency and agency in a new environment for making construals
- We're all going on a: Science holiday
- Seven semesters of android game programming in CS2
- Solving QBF instances with nested SAT solvers
- Using "The Machine stops" for teaching ethics in artificial intelligence and computer science
- Integrating creative writing and computational thinking to develop interdisciplinary connections
- Design of a machine vision applied to educational board game
- Boosting the development of ASP-based applications in mobile and general scenarios
- Payout policy adaptation with move features
- Toward a teaching strategy design for game-based learning
- A friendly game development tool for game designer
- Object detection in 20 questions

- Chinese Relation extraction by Multiple instance learning
- Learning online smooth predictors for realtime camera planning using recurrent decision trees
- Learning online smooth predictors for realtime camera planning using recurrent decision trees
- MOF: Creating an educational game on nanotechnology through simulation-driven optimization
- Towards a generic gamification of sorting algorithms
- Minimum interference channel assignment algorithm for multicast in a wireless mesh network
- Can Monte-Carlo Tree Search learn to sacrifice?
- Learning higher-order logic programs through abstraction and invention
- Production of digital games using scratch: An experience in high school with students in the technical course Support and Maintenance of Informatics
- Video games in teacher training: Design, implementation and assessment of an educational proposal
- Data mining algorithms for communication networks control: Concepts, survey and guidelines
- Remote Neuro-Cognitive Impairment Sensing Based on P300 Spatio-Temporal Monitoring
- From Interactive Open Learner Modelling to Intelligent Mentoring: STyLE-OLM and beyond
- Cooperative face-to-face learning with connected mobile devices: The future of classroom learning?
- Automating Learner Feedback in an eTextbook for Data Structures and Algorithms Courses
- Understanding the benefits of game jams: Exploring the potential for engaging young learners in STEM
- Online Solution of Two-Player Zero-Sum Games for Continuous-Time Nonlinear Systems with Completely Unknown Dynamics
- Adaptive two-stage learning algorithm for repeated games
- ToTCompute: A Novel EEG-Based TimeOnTask Threshold Computation Mechanism for Engagement Modelling and Monitoring
- Learning engineering skills through creativity and collaboration: A game-based proposal
- Affective personalization of a social robot tutor for children's second language skills
- AlphaGo - Mastering the game of go with deep neural networks and tree search
- Slimshot: Probabilistic inference for Web-Scale knowledge Bases
- An educational game for teaching search algorithms
- An Innovative Educational Environment Based on Virtual Reality and Gamification for Learning Search Algorithms
- Deep learning for reward design to improve Monte Carlo tree search in ATARI games
- Bandits for cybersecurity: Adaptive intrusion detection using honeypots
- Moving beyond "Just tell me what to code": Inducting tertiary ICT students into research methods with aboriginal participants via games design
- Using a PLC+Flowchart programming to engage STEM interest
- Towards learning from stories: An approach to interactive machine learning
- The computational power of optimization in online learning
- Identifying and tracking switching, non-stationary opponents: A Bayesian approach
- Development of mobile serious game for self-assessment as base for a game-editor for teachers
- PAC algorithms for detecting nash equilibrium play in social networks: From twitter to energy markets
- Applying an online game-based formative assessment in a flowchart-based intelligent tutoring system for improving problem-solving skills
- Stem5: An initiative shaping the STEM narrative in Pakistan
- Teaching and Learning Object-Oriented Analysis and Design with 3D Game
- Supporting computational thinking through gamification
- Playing games across the superintelligence divide
- Coevolutionary CMA-ES for Knowledge-Free Learning of Game Position Evaluation
- A simple multi-player video game framework for experimenting and teaching cultural understanding
- A cloud software system for visualization of game-based learning data collected on mobile devices
- Beginning SOLID principles and design patterns for ASP.NET developers
- Computing as a new compulsory subject in the Macedonian primary schools curriculum
- Holistic game development curriculum
- Learning constraints and optimization criteria
- Development of Soft-Hardware Platform for Training System Design of Electrotechnical Complexes and Electric Drives
- Virtual reality for pediatric neuro-rehabilitation: Adaptive visual feedback of movement to engage the mirror neuron system
- Deduction of fighting game countermeasures using Neuroevolution of Augmenting Topologies
- Using a text adventure game for an extended series of assignments in CS2
- Evolving neural network as a decision support system - Controller for a game of '2048' case study
- Impact of Bayesian learning and externalities on strategic investment
- A Summer Computing Camp Using ChainReaction and jABC
- A fast evaluation method for RTS game strategy using fuzzy extreme learning machine

- Socially-aware multiagent learning: Towards socially optimal outcomes
- Discovering relevant hashtags for health concepts: A case study of twitter
- State of the art control of atari games using shallow reinforcement learning
- Task learning through visual demonstration and situated dialogue
- The interest-driven creator theory and computational thinking
- Coupled semi-supervised learning for Chinese knowledge extraction
- Simultaneous influencing and mapping for health interventions
- Reducing congestions in decentralized matching by using preference signaling
- Extending biology models with deep NLP over scientific articles
- Online learning of robot soccer free kick plans using a bandit approach
- User Association in Heterogeneous Networks: A Social Interaction Approach
- Personalizing game selection for mobile learning with a view towards creating an off-line learning environment for children
- Teaching tip an introduction to the business game "flowers for the world"
- Project and Preliminary Evaluation of VR-MED, a Domain-Specific Language for Serious Games in Family Medicine Teaching
- Optimal allocation of police patrol resources using a continuous-time crime model
- Framework for learner assessment in learning games
- Understanding learners behaviors in serious games
- Learning Maintenance, Repair and Operations (MRO) concepts in offshore wind industry through game-based learning
- Hackathons as an informal learning platform
- Protecting wildlife under imperfect observation
- Using game theory to battle jammer in control channels of cognitive radio ad hoc networks
- Einstein's riddle as a tool for profiling students
- Learning computer science languages in enki
- Game-theoretic models identify useful principles for peer collaboration in online learning platforms
- Engaging students with Computer Science through creativity: Toward better understanding and improved methods
- Explosive hazard detection with feature and decision level fusion, multiple kernel learning, and fuzzy integrals
- A scalable course project to accommodate academic variation
- Optimized Adaptive Scheduling of a Manufacturing Process System with Multi-skill Workforce and Multiple Machine Types: An Ontology-based, Multi-agent Reinforcement Learning Approach
- Gender differences in computing programs: Colombian case study
- Program with Ixquic: Educative games and learning in augmented and virtual environments
- A learning invader for the guarding a territory game
- A Learning Invader for the Guarding a Territory Game: A Reinforcement Learning Problem
- Blind channel selection strategies for distributed cognitive MAC
- On the development of a dynamic virtual reality system using audio and visual scenes
- Gamifying an online approach for promoting game development Learning and contest: An experience report
- Relationships among tasks, collaborative inquiry processes, inquiry resolutions, and knowledge outcomes in adolescents during guided discovery-based game design in school
- Moodle game-based tool triviodle to support the learning of programming languages and paradigms
- Code Defenders: A Mutation Testing Game
- Randomized Prediction Games for Adversarial Machine Learning
- DPCM-Based Edge Prediction for Lossless Screen Content Coding in HEVC
- Child-centred motion-based age and gender estimation with neural network learning
- Enhancing Video Games Policy Based on Least-Squares Continuous Action Policy Iteration: Case Study on StarCraft Brood War and Glest RTS Games and the 8 Queens Board Game
- Traffic-Aware Cloud RAN: A Key for Green 5G Networks
- Computational thinking and social skills in Virtuoso: An immersive, digital game-based learning environment for youth with autism spectrum disorder
- Culminating phase of open source programmable logic controller software development initiative for high school students, two- and four-year colleges, and displaced workers
- Learning human search strategies from a crowdsourcing game
- An improved polygon clipping algorithm based on affine transformation
- Sparse Bayesian learning boosted by partial erroneous support knowledge
- Modeling topic-level academic influence in scientific literatures
- Teaching statistics and risk management with card games
- JOthelloT: A Java-based open source Othello framework for artificial intelligence undergraduate classes
- Examining the intermediate programmers understanding of the learning process
- SIGMA: A software framework for integrating advanced mathematical capabilities in serious game development

- Defining human values for value learners
- Affect-aware student models for robot tutors
- Needs, Pains, and Motivations in Autonomous Agents
- Exploration from demonstration for interactive reinforcement learning
- Predicting 30-day risk and cost of "all-cause" hospital readmissions
- Estimating task difficulty in educational games
- Adaptive ensemble learning with confidence bounds for personalized diagnosis
- Learning to be energy-efficient in cooperative networks
- Day ahead a electricity market analysis through a neuroevolution algorithm
- Brainwave enabled multifunctional, communication, controlling and speech signal generating system
- Creating action heuristics for general game playing agents
- Of elephants and nested loops: How to introduce computing to youth in rural India
- Towards a constructionist serious game engine
- Qualitative spatial reasoning for soccer pass prediction
- Strategic attentive writer for learning macro-actions
- Learning in hide-and-seek
- The framework design of intelligent checkers
- Probably approximately correct learning in stochastic games with temporal logic specifications
- A better understanding of how gamification can help improve digital lifestyles
- The design of an intelligent soccer-playing robot
- Infinite author topic model based on mixed gamma-negative binomial process
- Poker-CNN: A pattern learning strategy for making draws and bets in poker games using convolutional networks
- Learning Game Design and Software Engineering through a Game Prototyping Experience: A Case Study
- Efficient average reward reinforcement learning using constant shifting values
- Action recognition by joint learning
- A review of modelling languages for adventure educational games
- Kalman filters with Bayesian quadratic game fusion in networks
- Using abstractions to solve opportunistic crime security games at scale
- Learning-Aided Unary Error Correction Codes for Non-Stationary and Unknown Sources
- Using qualitative data analysis to measure user experience in a serious game for premed students

Ano 2015 – Base Village

- An educational software tool to teach hyper-heuristics to engineering students based on the bubble breaker puzzle
- 2nd International KES Conference on Smart Education and Smart e-Learning, SEEL 2015
- Games: An approach to introduce computer programming for upper primary school students
- Virtual reality game for safety education
- Note Code - A tangible music programming puzzle tool
- The study of gamification application architecture for programming language course
- The signal game: Missions and playground to motivate vocational education students toward periodic signals
- Scalable game design: A strategy to bring systemic computer science education to schools through game design and simulation creation
- My program, my world: Insights from linfst/inf-person reflective programming in EUD education
- A novel multi-agent decentralized win or learn fast policy hill-climbing with eligibility trace algorithm for smart generation control of interconnected complex power grids
- Amiro: A mini robot for scientific applications
- Development of a video game that teaches the fundamentals of computer programming
- An educational game for mobile learning - Some essential design factors
- Reactive game engine programming for STEM outreach
- Closing the cyberlearning loop: Enabling teachers to formatively assess student programming projects
- What does it take to do computer programming? Surveying the K-12 students' conceptions
- Collaborative learning in computer programming courses that adopted the flipped classroom
- ISEC 2015 - 5th IEEE Integrated STEM Education Conference
- Towards a 3D virtual game for learning object-oriented programming fundamentals and C++ language: Theoretical considerations and empirical results
- Evaluating the quality of games designed for learning programming by students with different educational background: An empirical study
- Inspecting quality of games designed for learning programming
- Building a Scalable Game Engine to Teach Computer Science Languages

- Creating data-driven feedback for novices in goal-driven programming projects
- Educational exploration based on computational thinking capacity cultivating
- An expectation-maximization algorithm to compute a stochastic factorization from data
- A framework for automatically generating interactive instructional scaffolding
- International Conference on Web-Based Learning, ICWL 2013 held with 1st International Workshop on Ubiquitous Social Learning, USL 2013, International Workshop on Smart Living and Learning, IWSLL 2013, 3rd International Symposium on Knowledge Management and E-Learning, KMEL 2013, International Workshop on Cloud Computing for Web-Based Learning, IWCWL 2013, International Workshop on Web Intelligence and Learning, WIL 2013, International Workshop on E-book and Education Cloud, IWEEC 2013
- Proceedings - 2015 International Conference of Educational Innovation Through Technology, EITT 2015
- Proceedings of the International Conference on e-Learning 2015, E-LEARNING 2015 - Part of the Multi Conference on Computer Science and Information Systems 2015
- CEUR Workshop Proceedings
- Proceedings - 4th International Workshop on Games and Software Engineering, GAS 2015
- ACM International Conference Proceeding Series
- Proceedings of 2015 International Conference on Interactive Mobile Communication Technologies and Learning, IMCL 2015
- 2015 Power Generation Systems and Renewable Energy Technologies, PGSRET 2015
- 9th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2015 Held as Part of 17th International Conference on Human-Computer Interaction, HCI International 2015
- Proceeding of the 2015 9th International Conference on Telecommunication Systems Services and Applications, TSSA 2015
- International Conference on Future Communication, Information and Computer Science, FCICS 2014
- SIGMIS-CPR 2015 - Proceedings of the 2015 ACM SIGMIS Conference on Computers and People Research
- 3rd International Conference on Distributed, Ambient, and Pervasive Interactions, DAPI 2015 Held as Part of 17th International Conference on Human-Computer Interaction, HCI International 2015
- ACM International Conference Proceeding Series
- Annual Conference on Innovation and Technology in Computer Science Education, ITiCSE
- Using unity to teach game development: When you've never Written a game
- Facilitating programming success in data science courses through gamified scaffolding and Learn2Mine
- A TUI-based programming tool for children
- Program with Ixquic: How to Learn Object-Oriented Programming with a Game
- Designing location-based gaming applications with teenagers to address early school leaving
- Learning AI techniques through bot programming for a turn-based strategy game
- Gamifying activities in a higher education course
- Teachers' experiences using KODU as a teaching tool
- Analysing the enjoyment of a serious game for programming learning with two unrelated higher education audiences
- Concealing education into games
- Am: An environment to learn and analyze adversarial search algorithms using stochastic card games
- A research on one product from the special pedagogical approach of the game development speciality
- A project-based approach for teaching C++ object-oriented programming language
- Virtual blended learning enriched by gamification and social aspects in programming education
- The primegame revolutions : A cloud-based collaborative environment for teaching introductory programming
- Microworlds, Games and Collaboration: Three effective approaches to support novices in learning programming
- Use of the Alice visual environment in teaching and learning object-oriented programming
- Launching swiss computer science education week
- Comparing the effectiveness of online learning approaches on CS1 learning outcomes
- Integrating intelligent feedback into block programming environments
- Informal CS learning through games - benefits to formal education?
- Natural language and programming: Designing effective environments for novices
- Collaboration and Computational Thinking: A classroom structure
- Teaching K-12 students STEM-C related topics through playing and conducting research
- Online game-based programming learning for high school students - A case study
- Learning programming with peer support, games, challenges and scratch
- Empowering teachers to teach CS - Exploring a social constructivist approach for CS CPD, using the Bridge21 model
- Syntax circuitry: A mobile game for practicing programming language syntax
- Playing and learning with gamification: An in-class concurrent and distributed programming activity
- Teaching programming concepts to elementary students
- Work in progress: Programming is a SNAP! Increasing knowledge and interest in computer science

- Anukarna: A software engineering simulation game for teaching practical decision making in peer code review
- A Unity 3D framework for algorithm animation
- Virtual Reality Application for Simulation and Off-line Programming of the Mitsubishi Movemaster RV-M1 Robot Integrated with the Oculus Rift to Improve Students Training
- Decreasing Failure in Programming Subject with Augmented Reality Tool
- Pocket game jams: A constructionist approach at schools
- A strongly typed GP-based video game player
- An interactive serious game via visualization of real life scenarios to learn programming concepts
- Game-theme based instructional module for teaching object oriented programming
- Introductory game development course: A mix of programming and art
- The effectiveness of digital game for introductory programming concepts
- APE: A Data-Driven, Behavioral Model-Based Anti-Poaching Engine
- Approaches for teaching computational thinking strategies in an educational game: A position paper
- Enhancing the programming skill in high school engineering education via flipped classroom and peer assessment
- Multimodal robots as educational tools in primary and lower secondary education
- Joining the game and the experiment in peer-to-peer remote laboratories for STEM education
- Programming unplugged: Bridging CS unplugged activities gap for learning key programming concepts
- Gamifying software security education and training via secure coding duels in code hunt
- Teaching Primary School Children the Concept of Computer Programming
- Discrete-time dynamic graphical games: model-free reinforcement learning solution
- Can digital game-based learning be incorporated in Serbian primary school curricula's?
- Peter the fashionista? Computer programming games and gender-oriented cultural forms
- Diversity based improved bagging algorithm
- GLIESE-A Framework for Experimental Game Development
- A Non-cooperative game for faster convergence in cooperative coevolution for multi-objective optimization
- A platform for supporting the development of mixed reality environments for educational games
- The residual gradient FACL algorithm for differential games
- A game engine in pure python for CS1: Design, experience, and limits
- Applied computer history: Experience teaching systems topics through retrogames
- Efficient cooperative spectrum sensing in Cognitive Radio using coalitional game model
- A domain specific language to retrieve objective indicators for foreign language learning in virtual worlds
- Learning levels of mario AI using genetic algorithms
- Improving cognitive radio wireless network performances using clustering schemes and coalitional games
- Inclusive gaming creation by design in formal learning environments: girly-girls user group in no one left behind
- Cognitive radio networks management using an ANFIS approach with QoS/QoE mapping scheme
- An approach to multi-agent pursuit evasion games using reinforcement learning
- Trends in ICT for relief and development: From mobile data collection to data driven decision making
- Designing a game generator as an educational technology for the deaf learners
- Liverdefense: An educational tower defense game as an evaluation platform
- On combining gamification theory and ABET criteria for teaching and learning engineering
- Playout policy adaptation for games
- The creating serious games for historical subjects at the 1st level of primary school and such as a part of exhibition chosen historical buildings
- Mimicking human camera operators
- Research about minecraft as interactive program for 3D virtual digital art
- Reinforcement learning for nash equilibrium generation
- Virtual reality simulator for robotics learning
- Network Adaptive Textured Mesh Generation for Collaborative 3D Tele-Immersion
- A Multi-Modal 3D capturing platform for learning and preservation of traditional sports and games
- Learning to Win in Evolutionary Two-person Boolean Game with Fixed Strategy Updating Rule
- Gaming and robotics to transforming learning
- Characterizing predicate Arity and spatial structure for inductive learning of game rules
- A dynamic role-playing platform for simulations in legal and political education
- Team formation dynamics: A study using online learning data
- Real time bidirectional translator of Portuguese sign language
- Open Data Motion Capture: MOCAP-ULL Database
- Support knowledge-aided sparse Bayesian learning for compressed sensing
- Learning equilibria of games via payoff queries
- Using the Kinect sensor with open source tools for the development of educational games for kids in pre-school age

- Enabling motivated believable agents with reinforcement learning
- From hiscore to high marks: Empirical study of teaching programming through gamification
- Creating games as authentic learning in the information technology classroom
- Serious Game Development as a Creative Learning Experience: Lessons Learnt
- Optimal minimum bids and inventory scrapping in sequential, single-unit, Vickrey auctions with demand learning
- Bayesian active learning-based robot tutor for children's word-reading skills
- VerilogTown: Cars, crashes and hardware design
- To write not select, a new text entry method using joystick
- Automatic image annotation using semi-supervised generative modeling
- Discovering knowledge models in an open-ended educational game using concept formation
- A stochastic multi-channel spectrum access game with incomplete information
- Teaching advanced touch sensing technologies using ARM cortex-M based microcontroller
- Linked data-enabled gamification in EPUB 3 for educational digital textbooks
- Yes dear, that belongs into the shelf! - Exploratory studies with elderly people who learn to train an adaptive robot companion
- You and your robot companion - A framework for creating robotic applications usable by non-experts
- Improving web-based problem solving skills of students with a novel game-based Intelligent Tutoring System
- Web application for support in basketball game analysis
- Learning in multi-agent systems with sparse interactions by knowledge transfer and game abstraction
- Machine-learning of shape names for the game of go
- A GP-based video game player
- Cloud based dynamical digital game learning scenario corresponding to individual learner big data
- Indian buffet game with negative network externality and non-bayesian social learning
- Rest: A reliable estimation of stopping time algorithm for social game experiments
- Learning outcome enhancement via serious game: Implementing game-based learning framework in blended learning environment
- EMG based biofeedback with the smarting system
- Data Statistic and Analysis System of College Track and Field Games Based on Web
- Constructionist gaming beyond the screen: Middle school students' Crafting and computing of touchpads, Board games, And controllers
- An adaptive serious neuro-game using a mobile version of a bio-feedback device
- Optimality of black to white ratio and information complexity for robust marker recognition
- Regret bounds of a distributed saddle point algorithm
- A tambourine support system to improve the atmosphere of Karaoke
- Strategies to Integrate Writing in Problem-Solving Courses: Promoting Learning Transfer in an Interdisciplinary Context
- Increasing student and faculty participation and student learning in an undergraduate STEM summer research program in a government institution through a higher education partnership
- How does Bayesian knowledge tracing model emergence of knowledge about a mechanical system?
- On the role of gamification and localization in an open online learning environment: javala experiences
- A model to analyze and design educational games with pedagogical foundations
- On importing computer games into course of algorithm design and analysis
- Swarm intelligence to coordinate decentralized learning automata in identical payoff games
- Reward points calculation based on sequential pattern analysis in an educational mobile app
- Serious game mechanics, workshop on the ludo-pedagogical mechanism
- Large-scale educational campaigns
- Who are with us: MOOC learners on a FutureLearn course
- Visualizing Loops and Data Structures in Xylem: The Code of Plants
- Pro Android 5
- Advanced dynamic scripting for fighting game AI
- Towards hierarchies of search tasks and subtasks
- Wireless network recommendation system in heterogeneous networks
- Generative and accumulative recursion made fun for beginners
- Language understanding for text-based games using deep reinforcement learning
- Astro PI: Launch your code into space
- Making the most of our regrets: Regret-based solutions to handle payoff uncertainty and elicitation in green security games
- How can teachers develop pervasive games for learning?
- Teaching syllogistics through gamification and interactive proofs
- A coalitional-game-based incentive mechanism for content caching in heterogeneous Delay Tolerant Networks
- Educational games for early childhood: Using tabletop surface computers for teaching the Arabic alphabet

- Reinforcement learning vs human programming in tetherball robot games
- Cyber protection of critical infrastructures using supervised learning
- Feature and decision level fusion using multiple kernel learning and fuzzy integrals
- Muse: A music-making Sandbox environment for real-time collaborative play
- Code and tell: Assessing young children's learning of computational thinking using peer video interviews with ScratchJr
- The Pransky interview: Dr Esben Ostergaard, inventor, co-founder and CTO of Universal Robots
- To handle, to learn and to manipulate the attacker's (uncertain) payoffs in security games (doctoral consortium)
- Simultaneously learning at different levels of abstraction
- Natural listening over headphones in augmented reality using adaptive filtering techniques
- A Markov Game model for valuing player actions in ice Hockey
- Work in progress: A comparison of programming way: Illustration-based programming and text-based programming
- The evolution of ordering strategies under Damaged Beer Game
- Transferring skills at solving word problems from computing to algebra through bootstrap
- An evolutionary game for distributed resource allocation in self-organizing small cells
- A resource allocation mechanism for video mixing as a cloud computing service in multimedia conferencing applications
- Enhancing the CS1 student experience with gamification
- Improving exploration in UCT using local manifolds
- Girls learning computer science principles with after school games
- Optimizing the CVaR via sampling
- A game-based curriculum and learning management mobile application for college students
- On the tactical and strategic behaviour of MCTS when biasing random simulations
- On the tactical and strategic behaviour of mcts when biasing random simulations
- Simulation of action theories and an application to general game-playing robots
- Supporting Computational Algorithmic Thinking (SCAT): Exploring the difficulties African-American middle school girls face while enacting computational algorithmic thinking
- A project-based computer engineering curriculum
- Evaluation of SiGMa, an empiric study with Math teachers
- A Stackelberg game approach for incentivizing participation in online educational forums with heterogeneous student population
- Adoption of a new project-based learning (PBL) curriculum in information technology
- A tangible programming system conveying event handling concept
- Learning and motivational processes when students design curriculum-based digital learning games
- Design for aging with bim and game engine integration
- Software crowdsourcing for developing Software-as-a-Service
- Constantine capital of Arab culture for 2015
- Assessing the Attention Levels of Students by Using a Novel Attention Aware System Based on Brainwave Signals
- Technology-enhanced game-based team learning for improving intake of food groups and nutritional elements
- Word out! Learning the alphabet through full body interactions
- WTA Hash-Based Multimodal Feature Fusion for 3D Human Action Recognition
- Sort Attack: Visualization and Gamification of Sorting Algorithm Learning
- Variational Bayes learning of multiscale graphical models
- Discovering the influence of socioeconomic factors on online game behaviors
- Sim Green: A serious game to learn how to improve environmental integration into companies
- Reinforcing student understanding of linked list operations in a game
- Keeping pace with criminals: Designing patrol allocation against adaptive opportunistic criminals
- Binary Linear Classification and Feature Selection via Generalized Approximate Message Passing
- Augmented creativity: Bridging the real and virtual worlds to enhance creative play

Ano 2014 – Base Village

- SIGCSE 2014 - Proceedings of the 45th ACM Technical Symposium on Computer Science Education
- Serious games, remote laboratories and augmented reality to develop and assess programming skills
- Heritage multimedia and children edutainment: Assessment and recommendations
- LEGO-based robotics in higher education: 15 years of student creativity
- Undergraduates teach game programming using scratch
- Introductory programming meets the real world: Using real problems and data in CS1
- Using a software framework to enhance online teaching of shader-based OpenGL

- Challenging stereotypes and changing attitudes: The effect of a brief programming encounter on adults' attitudes toward programming
- The auxiliary role of information technology in teaching: Enhancing programming course using Alice
- STEM education: Students touch space through free robotics programming competition
- 2013 International Conference on Information and Communication Technology for Education, ICTE 2013
- Use computer game to learn Object-Oriented programming in computer science courses
- 2014 IEEE Global Engineering Education Conference: Engineering Education Towards Openness and Sustainability, IEEE EDUCON 2014
- Game programming for improving learning experience
- Playing with metaphors: A methodology to design video games for learning abstract programming concepts
- Student projects course for computer engineering majors
- Building games to learn from their players: Generating hints in a serious game
- Teaching game programming in family workshops
- Implementation of smart-learning education system using robotic pet
- Principles of a debugging-first puzzle game for computing education
- Gidget: An online debugging game for learning and engagement in computing education
- A demonstration of Gidget, a debugging game for computing education
- How to teach basic university-level programming concepts to first graders?
- Increasing collaborative communications in a programming course with gamification: A case study
- Integrating learning analytics in an educational MMORPG for computer programming
- Computational thinking, code complexity, and prior experience in a videogame-building assignment
- Utilizing a serious game via open sim standalone server and Scratch4OS for introductory programming courses in secondary education: Their effect on student engagement
- Don't hide the code!: Empowering novice and beginner programmers using a HTML game editor
- 4th Conference on European Immersive Education Summit, EiED 2014
- 2014 International Symposium on Computers in Education, SIIE 2014
- eLmL - International Conference on Mobile, Hybrid, and On-line Learning
- CEUR Workshop Proceedings
- Proceedings - 2014 IEEE Symposium on Visual Languages and Human-Centric Computing, VL/HCC 2014
- 2014 International conference on Mechatronics and Intelligent Materials, MIM 2014
- 11th Joint Conference on Knowledge-Based Software Engineering, JCKBSE 2014
- 2013 International Conference on Sport Science and Computer Science, CCCS 2013
- 2014 International Conference on Mechatronics Engineering and Computing Technology, ICMECT 2014
- International Computer-Assisted Assessment Conference, CAA 2014
- 3rd International Conference on Green Communications and Networks, GCN 2013
- ACM International Conference Proceeding Series
- 2013 International Conference on Human Health and Medical Engineering, HHME 2013
- 1st Euro-China Conference on Intelligent Data Analysis and Applications, ECC 2014
- 13th International Scientific Conference on Information Technologies and Mathematical Modelling, ITMM 2014
- Proceedings - 7th International Conference on Control and Automation, CA 2014
- Proceedings of the 2014 3rd ICT International Senior Project Conference, ICT-ISPC 2014
- Innovations conference on Macedonian Society in Information and Communication Technologies, ICT-ACT 2013
- Frontiers in Gaming Simulation - 44th Int. Simulation and Gaming Assoc. Conf., ISAGA 2013 and 17th IFIP WG 5.7 Workshop on Experimental Interactive Learning in Industrial Manage., Revised Selected Papers
- 12th International Symposium on Frontiers of Fundamental Physics, FFP 2011
- Corrupted: A game to teach programming concepts
- Teaching computational thinking by playing games and building robots
- A Present-Day Glass bead Game: A framework for the education of prospective informatics teachers inspired by a reflection on the nature of the discipline
- Code your own game: The case of children with hearing impairments
- Enhancing education for IT literacy using spoken tutorials
- CMX: Implementing an MMORPG for learning programming
- Code hunt-'hunting' to learn programming
- Educational platform for learning programming via controlling mobile robots
- Proceedings - CSERC 2014: Computer Science Education Research Conference
- Development of ecocampus: A prototype system for sustainable building design education
- Wanda: A Framework to Develop Card Based Games to Help Motivate Programming Students
- Serious games for motivating into programming
- Object-oriented Sokoban solver: A serious game project for OOAD and AI education

- A mobile-device based serious gaming approach for teaching and learning Java programming
- A review of games designed to improve introductory computer programming competencies
- A game engine to learn computer science languages
- Informal HCI: Fixing Playability Issues As A Strategy To Improve The Skills Of Novice Programmers
- Play2Learn: A case of game based learning approach in ICT education
- Useful recommendations for successful implementation of programming courses
- Children programming games: A strategy for measuring computational learning
- HTML5 game development insights
- Building up serious games with an artificial life approach: Two case studies
- Machine-learning aided optimal customer decisions in interactive smart grids
- Creative thinking in K-12 education: Game design and development curricula for digital literacies and 21st century learning
- A present-day glass bead game: A framework for the education of prospective informatics teachers inspired by a reflection on the nature of the discipline
- Dynamic graphical games: Online adaptive learning solutions using approximate dynamic programming
- Model-free adaptive learning solutions for discrete-time dynamic graphical games
- A framework for teaching secure coding practices to STEM students with mobile devices
- Observing access control policies using scrabble games
- Analyzing the learning process in online educational game design: A case study
- Enhancing software engineering student team engagement in a high-intensity extreme programming course using gamification
- On convergence and optimality of best-response learning with policy types in multiagent systems
- Scaffolded Arabic language mobile educational game
- A two stage learning technique for dual learning in the pursuit-evasion differential game
- A two stage learning technique using PSO-based FLC and QFIS for the pursuit evasion differential game
- Design of a math learning game using a Minecraft mod
- RaBit EscApe: A board game for computational thinking
- Game development tool essentials
- Learning while building games for teaching
- A fuzzy reinforcement learning algorithm with a prediction mechanism
- Cooperation in wireless networks: A game-theoretic framework with reinforcement learning
- Active learning and best-response dynamics
- Development of structural engineering and educational applications using Gamesalad
- Improving novice programmers' skills through playability and pattern discovery: A descriptive study of a game building workshop
- Graph isomorphism in fuzzy cognitive maps for monitoring of game-based learning
- Two online learning playout policies in Monte Carlo Go: An application of win/loss states
- Opportunistic approachability and generalized no-regret problems
- Drunken Ed: A balance game for public large screen displays
- Assembly of the virtual model with real hands using augmented reality technology
- Evolving a fuzzy goal-driven strategy for the game of Geister: An exercise in teaching computational intelligence
- Gamification in educational software development
- Use and development of entertainment technologies in after school STEM program
- Real-time action model learning with online algorithm 3 SG
- Multiagent learning in the presence of memory-bounded agents
- Opportunistic spectrum access with limited feedback in unknown dynamic environment: A multi-agent learning approach
- Social context, singular focus
- Affective computing vs. Affective placebo: Study of a biofeedback- controlled game for relaxation training
- Lessons learned and recommended strategies for game development components in a computer literacy course
- Towards minimizing disappointment in repeated games
- MakeScape Lite: A prototype learning environment for making and design
- Reinforcement learning with value advice
- Using response functions to measure strategy strength
- Rocket models as motivator agent in teaching sciences and mathematics
- A proposal to program contents for teaching children from 0 to 12 years the basics of programming
- Dynamic uplink-downlink optimization in TDD-based small cell networks
- A hierarchical nonparametric Bayesian approach for medical images and gene expressions classification
- Fast adaptive learning in repeated stochastic games by game abstraction
- Video game bots as a theme for student software competitions
- Modeling paying behavior in game social networks

- Embracing diversity through inclusive learning
- The magic of algorithm design and analysis: Teaching algorithmic skills using magic card tricks
- The karate kid method of problem based learning
- Cochleagram-based audio pattern separation using two-dimensional non-negative matrix factorization with automatic sparsity adaptation
- Teaching intelligent virtual agents programming through simulated children's games
- Affective processes as network hubs
- Playful game jams: Guidelines for designed outcomes
- Learning from natural instructions
- Learning task outcome prediction for robot control from interactive environments
- Python algorithms: Mastering basic algorithms in the python language
- Constructing a non-task-oriented dialogue agent using statistical response method and gamification
- Pump it up! - An online game in the lecture "Computer Science in Mechanical Engineering"
- Blackwell's approachability in stackelberg stochastic games: A learning version
- Mechanism design in large games: Incentives and privacy
- Space Vector: Video Games for Introductory Newtonian Mechanics
- In search of intelligence: evolving a developmental neuron capable of learning
- Classification of Markers in the ARTool Kit Library to Reduce Inter-marker Confusion
- Sharp-edged, de-noised, and distinct (SDD) marker creation for ARToolKit
- Computer vision metrics: Survey, taxonomy, and analysis
- Policy improvements for probabilistic pursuit-evasion game
- Meta-designing interactive outdoor games for children: A case study
- IndustrySim: Finding the fun in industrial simulations
- Designing biomedical engineering summer programs for undergraduates and high school students: A case study of a work-in-progress
- Using interdisciplinary game-based learning to develop problem solving and writing skills
- A structured approach to teaching recursion using cargo-bot
- Integral reinforcement learning for linear continuous-time zero-sum games with completely unknown dynamics
- Adaptive learning algorithm of self-organizing teams
- The design and optimization of Connect6 computer game system
- Construction spaces for the design of learning tasks in virtual worlds
- Computing in the Arts: A model curriculum
- Design games to learn: A new approach to playful learning through digital games
- Q-learning algorithm used by secondary users for QoS support in cognitive radio networks
- "Ruzzle" arm: A low cost educational application in Real-Time Control course
- Effectiveness of virtual reality-based instruction on students' learning outcomes in K-12 and higher education: A meta-analysis
- Teaching and learning in technical IT courses
- Can ILP learn complete and correct game strategies?
- Latest advances in inductive logic programming
- Kikiwake: Participatory design of language play game for children to promote creative activity based on recognition of Japanese phonology
- Information harvest from social network data (Facebook 100 million URLs)
- Cooperative robots used for the learning process in the cooperative work
- A gamification platform for inspiring young students to take an interest in coding
- About including a virtual teacher in a competitive or collaborative context in AlgoPath
- SPOC-supported introduction to programming
- Online learning and planning in resource conservation games
- Online planning for optimal protector strategies in resource conservation games
- Implementation of robocode online platform based on J2EE
- Preliminary results of a freshmen capstone project to design educational modules for teachers in the dominican republic
- Hungry Wolves, creepy sheepies: The gamification of the programmer's classroom
- Designing a blended learning curriculum in the development of video games
- Sepsis fast track: A serious game for medical decision making
- Natural Europe educational games suite: Using structured museum-data for creating mobile educational games
- Rolling horizon methods for games with continuous states and actions
- FoCa: A modular treatment planning system for proton radiotherapy with research and educational purposes
- A direct policy-search algorithm for relational reinforcement learning
- Guess my object - An 'objects first' game on objects' behavior and implementation with BlueJ

- A survey of quantitative models of terror group behavior and an analysis of strategic disclosure of behavioral models
- A case study: From game programming to ICTs
- Exemplar-based human action pose correction
- Cell selection in two-tier femtocell networks using Q-learning algorithm
- Students' perceptions on the use of virtual environments as learning aids in an algorithms course
- Methodology of emotional evaluation in education and rehabilitation activities for people with Down Syndrome
- Implementing racing AI using Q-learning and steering behaviours
- Examining the quality of pedagogy through a Tooth Morphology board game
- On training targets for supervised speech separation
- Game-theoretic power control for interference mitigation in two-tier small cell networks
- Learning in hide-and-seek
- A multiplayer online game for teaching software engineering practices
- The application of multimedia video technology in 3D table tennis games
- Finite horizon stochastic optimal control of nonlinear two-player zero-sum games under communication constraint
- Adaptive resource allocation for wildlife protection against illegal poachers
- Adventure-style game-based learning for a biology lab
- Using a game-like module to reinforce student understanding of recursion
- Algorithm modification approach to improve the Kinect's performance in point cloud processing
- Binary linear classification and feature selection via generalized approximate message passing
- A course for teaching integrated system design to computer engineering students

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- 8th IFIP WG 11.8 World Conference on Information Security Education, WISE 8
- Problem solving by 5-6 years old kindergarten children in a computer programming environment: A case study
- Dealing with loop-based map by line maze robot training kit
- Using computer games as programming assignments for university students and secondary school pupils
- Game based early programming education: The more you play, the more you learn
- Computer science education for social good
- The simulation creation toolkit: An initial exploration into making programming accessible while preserving computational thinking
- The Digital Dream Lab: Tabletop puzzle blocks for exploring programmatic concepts
- Evaluation of videogames for mathematics education with young children
- Algorithmic and logical thinking development: Base of programming skills
- TanPro-Kit: A tangible programming tool for children
- ITiCSE 2013 - Proceedings of the ACM Conference on Innovation and Technology in Computer Science Education
- How can a social debugging game effectively teach computer programming concepts?
- Collaborative gaming and competition for CS-STEM education using SPHERES Zero Robotics
- From robots to gorillas: Computer programming for engineers
- Engaging students with visual impairments in engineering and computer science through robotic game programming (research-to-practice)
- Enhancing K-12 education with engineering outreach
- Innovative pedagogical 'game design/creation' methodology for sustainability education
- Research on application of linkage learning mechanism of "player-learner"- exemplified by programming curriculums
- Presentation of a learning game for programming languages education
- Learning by playing and learning by making
- On embedded programming education with a tiny Lisp
- Using video game development to engage undergraduate students of assembly language programming
- Proceedings - 13th Koli Calling International Conference on Computing Education Research, Koli Calling 2013
- Game design as a game
- C# interpreter and unity 3D for educational programming games
- Towards a new massive multiplayer online role playing game for introductory programming
- Proceedings of the 3rd Interdisciplinary Engineering Design Education Conference, IEDEC 2013
- 6th International Conference on Informatics in Schools: Situation, Evolution, and Perspectives, ISSEP 2013
- Proceedings of IDC 2013 - The 12th International Conference on Interaction Design and Children
- Proceedings - 2013 International Conference on Information Technology and Applications, ITA 2013
- Proceedings - 2013 International Conference on Informatics and Creative Multimedia, ICICM 2013
- 2013 3rd International Workshop on Games and Software Engineering: Engineering Computer Games to Enable Positive, Progressive Change, GAS 2013 - Proceedings

- Game based learning vs. gamification from the higher education students' perspective
- A game-theoretic machine learning approach for revenue maximization in sponsored search
- Using a serious game approach to teach 'operator precedence' to introductory programming students
- Introducing programming concepts through video game creation
- This IS child's play: Creating a "playground" (computer network testbed) for high school students to learn, practice, and compete in cyber defense competitions
- Informal HCI: What may students learn from playability issues during a game design workshop?
- Pex4Fun: A web-based environment for educational gaming via automated test generation
- Using games to teach programming
- Using game mechanics to measure what students learn
- A holistic framework for the development of an educational game aiming to teach computer programming
- Applying ideas from intelligent tutoring systems for teaching programming in game based learning
- Gamification in computer science
- Taking the step from edutainment to eRobotics - A novel approach for an active render-framework to face the challenges of modern, multi-domain VR simulation systems
- Adaptive dynamic programming for solving non-zero-sum differential games
- Learning system for computational thinking using appealing user interface with icon-based programming language on smartphones
- Innovation and technology in engineering education system based on Android
- Approximate dynamic programming finally performs well in the game of Tetris
- Could you help me to change the variables? Comparing instruction to encouragement for teaching programming
- WiPSCE 2013 - 8th Workshop in Primary and Secondary Computing Education, Proceedings
- Design and implementation learning methods HTML5 on iCode application
- A knowledge modeling system for semantic analysis of games applied to programming education
- Using computer games as programming assignments for university students and secondary school pupils
- Interactive topology optimization on hand-held devices
- Multi-agent differential graphical games: Nash online adaptive learning solutions
- Ethic in massively multiplayer online role-playing games
- Accelerating Q-learning through Kalman filter estimations applied in a RoboCup SSL simulation
- Learning computer vision through the development of a camera-trackable game controller
- Pro django: Second edition
- Adversarial leakage in games
- Enhancing Computer Accessibility for Disabled Users: A Kinect-Based Approach for Users with Motor Skills Disorder
- Learning computer science in the "comfort zone of proximal development"
- Killer App: A Eurogame about software quality
- An approach for serious game development for cultural heritage: Case study for an archaeological site and museum
- Adaptive behavior with user modeling and storyboarding in serious games
- Application of reinforcement learning to the card game Wizard
- Reading mobile games throughout the curriculum
- Introduction to the special issue on concurrent and parallel programming
- Development of an educational game for Industrial Engineering freshman students
- Reinforcement learning to train Ms. Pac-Man using higher-order action-relative inputs
- Equilibrium sensing time for distributed opportunistic access incognitive radio networks
- Using gamification to inspire new citizen science volunteers
- Experience with digital game-based embodied learning: The road to create a framework for physically interactive digital games
- Evolutionary visual exploration: Experimental analysis of algorithm behaviour
- GURU: An experimental interactive environment for teachers/learners
- Safer internet: Enhancing good practices on the internet through games based learning for Greek Elementary School students
- Multimedia: From information source to components of transformational games
- Decentralized anti-coordination through multi-agent learning
- Learning in real-time in repeated games using experts
- Simulating the kinematics and motions of robotic manipulators using 3D game development tools
- Computer science and interdisciplinarity: A case study on an undergraduate program
- Mobile app development to increase student engagement and problem solving skills
- Piloting Alice in the upper school
- Helping high schoolers move the (Virtual) world
- Measuring engagement to stimulate critical thinking

- A biologically inspired architecture for multiagent games
- On the nature of fires and how to spark them when you're not there
- Algorithm and simulation of chinese traditional industrial clusters' low carbon evolution based on evolutionary games theory on complex networks
- Learning equilibria of games via payoff queries
- Cell selection in two-tier femtocell networks with open/closed access using evolutionary game
- Improving the efficiency of automatic knowledge generation through games and simulations
- From competition to metacognition: Designing diverse, sustainable educational games
- Ethnographic fieldwork in the study of game production
- A case study: Exploring video deficit effect in 2-year-old children's playing and learning with an iPad
- Distributed energy-aware diffusion least mean squares: Game-theoretic learning
- Learning and incentives in user-generated content: Multi-armed bandits with endogenous arms
- Evaluation of games for teaching Computer Science
- Computational thinking in educational activities: An evaluation of the educational game Light-Bot
- Using game design as a means to make computer science accessible to adolescents
- Using game design as a means to make computer science accessible to adolescents
- Developing threshold conception in statics
- Genetic algorithms in repeated matrix games: The effects of algorithmic modifications and human input with various associates
- Get your head in the game: Digital game-based learning with game maker
- Get your head in the game: Digital game-based learning with game maker
- A mobile robot platform for open learning based on serious games and remote laboratories
- DaNI-K: A vision-based robot control experiment with a dani robot and kinect sensor bundle
- Indian Buffet Game with non-Bayesian social learning
- Pervasiveness in real-world educational games: A case of lego mindstorms and M.I.T app inventor
- Autonomic learning through stochastic games for rational allocation of scarce medical resources
- Deconstructing 'gamified' task-management applications
- Game based learning in mathematics: Teachers' support by a flexible tool
- Visualizing scientific graphics for astronomy and astrophysics
- A learning version of Pacman game
- On adversarial policy switching with experiments in real-time strategy games
- Design of a conscious machine
- High school students' perspective to university CS1
- Toward new data and information management solutions for data-intensive ecological research
- Game-console-based projects for learning the computer input/output subsystem
- In-game assessments increase novice programmers' engagement and level completion speed
- Reinforcement learning for spatial reasoning in strategy games
- Integral policy iteration for zero-sum games with completely unknown nonlinear dynamics
- Using CIGAR for finding effective group behaviors in RTS game
- How to motivate adult learners through e-Learning: Some key insights from research case studies
- Decentralized learning in general-sum matrix games: An LR-llagging anchor algorithm
- Creating games in the classroom - from native gamers to reflective designers
- A game concept using conflictive animations for learning programming
- Let the students construct their own fun and knowledge-learning to program by building computer games
- Creative thinking in digital game design and development: A case study
- Optimization and mathematical modeling in computer architecture
- Countering malware evolution using cloud-based learning
- The simulation-game controversy: What is a ludic simulation?
- Learning from data streams with only positive and unlabeled data
- Making programming accessible and exciting
- Growing a computer science program with a focus on game development
- Goal-oriented requirements analysis and an extended design pattern using scala for artificial intelligence programming contests
- Fast learning of gamma mixture models with k-MLE
- Methodology of teaching software engineering: Game-based learning cycle
- A delay-constrained multicast routing algorithm based on the ant colony algorithm
- Rule-based systems made easy with battleship games: A well-received classroom experience: Combination of activity-based and cooperative learning in a competitive environment
- Stable growing neural gas: A topology learning algorithm based on player tracking in video games

- Chameleon: Online learning for believable behaviors based on humans imitation in computer games
- Virtual radiation detection and measurement laboratory
- Reinforcement learning in the game of Othello: Learning against a fixed opponent and learning from self-play
- Introducing surprising events can stimulate deep learning in a serious game
- An empirical-bayes approach to recovering linearly constrained non-negative sparse signals
- Three gestures, the context does the rest Some ideas to simplify interactions
- "Gaming the system" in Newton's playground
- Gamifying behaviour that leads to learning
- Know your enemy: Learning from in-game opponents
- Simultaneous policy update algorithms for learning the solution of linear continuous-time H state feedback control
- Distributed channel selection in time-varying radio environment: Interference mitigation game with uncoupled stochastic learning
- Educational software engineering: Where software engineering, education, and gaming meet
- The study of reinforcement learning for traffic self-adaptive control under multiagent Markov game environment
- Game-theoretic channel selection for interference mitigation in cognitive radio networks with block-fading channels
- Opportunistic spectrum access with spatial reuse: Graphical game and uncoupled learning solutions
- Educational MMORPG for computer science: Debugger, a virtual lab on PC and smart phones
- Visualizing loops using a game-like instructional module
- Learning the concept of Java inheritance in a game
- EEG-based expert system using complexity measures and probability density function control in alpha sub-band
- Secure relay selection based on learning with negative externality in wireless networks
- Dynamic spectrum access for multi-type buyers in cognitive radio networks

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- SIGCSE'12 - Proceedings of the 43rd ACM Technical Symposium on Computer Science Education
- Assisted creative robot arm assembly and control program design
- Toward an emergent theory of broadening participation in computer science education
- What do students learn about programming from game, music video, and storytelling projects?
- The five year evolution of a game programming course
- Education: Programming goes back to school
- Towards an open source game engine for teaching and research
- Development of interactive and virtual algorithm animation of C Programming Language
- Motivating students to learn programming using game assignments
- Objective-C versus Java for smart phone applications
- Low-cost, high-capability, embedded systems for education and research: A toolbox for the Microsoft Kinect
- Exposing high school students to concurrent programming principles using video game scripting engines
- FPGArcade: Motivating the study of digital hardware
- Enabling cooperative educational game design on the web
- Pex4Fun: Teaching and learning computer science via social gaming
- Binary apple tree: A game approach to tree traversal algorithms
- Support system WinG and an applied programming exercise with board-game strategy
- E-Block: A tangible programming tool for children
- Game based approach to learn martial arts for beginners
- SIGITE'12 - Proceedings of the ACM Special Interest Group for Information Technology Education Conference
- Video games as a medium for software education
- Bridging Game-Programming into theK-12 Curriculum
- Investigating the role of purposeful goals on novices' engagement in a programming game
- Application of NXT based robots for teaching Java-based concurrency
- Proceedings - 2012 25th IEEE Conference on Software Engineering Education and Training, CSEE and T 2012
- Information and Business Intelligence - International Conference, IBI 2011, Proceedings
- Information and Business Intelligence - International Conference, IBI 2011, Proceedings
- Computer Applications for Graphics, Grid Computing, and Industrial Environment - International Conferences, GDC, IESH and CGAG 2012, Held as Part of the Future Generation Information Technology Conference, FGIT 2012, Proceedings
- 18th Americas Conference on Information Systems 2012, AMCIS 2012, Volume 5
- 18th Americas Conference on Information Systems 2012, AMCIS 2012, Volume 1
- 18th Americas Conference on Information Systems 2012, AMCIS 2012, Volume 3
- 18th Americas Conference on Information Systems 2012, AMCIS 2012, Volume 4
- 18th Americas Conference on Information Systems 2012, AMCIS 2012, Volume 6

- 18th Americas Conference on Information Systems 2012, AMCIS 2012, Volume 2
- Advances in Web-Based Learning, ICWL 2012 - 11th International Conference, Proceedings
- Using serious game to simplify algorithm learning
- Serious games for learning programming languages
- An INSPIRED game programming academy for high school students
- Work in progress: Analysis of the relationship between teaching contents and motivation in programming education
- Work in progress: Teaching game design and robotics together: A natural marriage of computing and engineering design in a first-year engineering course
- A game based, financial literacy oriented approach to improving programming education
- Games as a challenge in education
- Educational games for self learning in introductory programming courses - A straightforward design approach with progression mechanisms
- Towards the constructive incorporation of serious games within object oriented programming
- Development of computer games for training programming skills
- Evaluation of computer games developed by primary school children to gauge understanding of programming concepts
- Alternate reality game for university-level computer science education
- An autodidactic programming curriculum application for early education: Pilot studies and improvement suggestions
- Authoring tools for edutainment environments to design active learning activities
- Functional video games in CS1 II: From structural recursion to generative and accumulative recursion
- Helping novice programmers to bootstrap in the cloud: Incorporating support for computational thinking into the game design process
- Security games with limited surveillance: An initial report
- Adaptive virtual infrastructure planning over interconnected IT and optical network resources using evolutionary game theory
- Online bandit learning against an adaptive adversary: From regret to policy regret
- The designing and implementation of a problem based learning in collaborative virtual environments using MMOG Technology
- Work in progress: Learning flow-of-control with FlipLogic: A game-based approach
- Learning coarse correlated equilibria in two-tier wireless networks
- Continuous learning methods in two-buyer pricing problem
- Reinforcement learning algorithm for supporting virtual routers on multiprocessor system
- Software visualisation through video games
- Fair scheduling in common-pool games by aspiration learning
- From paper book to game book
- Demand-matching spectrum sharing in cognitive radio networks: A classified game
- Using rapid game prototyping for exploring requirements discovery and modeling
- Adaptive multi-robot team reconfiguration using a policy-reuse reinforcement learning approach
- Scripted collaboration to guide the pedagogy and architecture of digital learning games
- Computer games created by middle school girls: Can they be used to measure understanding of computer science concepts?
- Combining game based learning with content and language integrated learning approaches: A research proposal utilizing QR codes and google earth in a geography-based game
- Fast learning against adaptive adversarial opponents
- DRE-Bot: A hierarchical first person shooter bot using multiple Sarsa() reinforcement learners
- How to compute in the presence of leakage
- Standing on the shoulders of their peers: Success factors for massive cooperation among children creating open source animations and games on their smartphones
- DSAsketch: Data structures and algorithms drawing game
- Network selection in heterogeneous wireless networks using learning automata
- Using game-based learning in teaching CS algorithms
- Automated verification of epistemic properties for general game playing
- Improving first-year success and retention through interest-based CS0 courses
- Proposing a reinforcement learning based approach for feature selection
- Distributed, real-time bayesian learning in online services
- OpenGL: The directx perspective
- Making Learning Active with Interactive Whiteboards, Podcasts, and Digital Storytelling in ELL Classrooms
- CS1 with games and an emphasis on TDD and unit testing: Piling a trend upon a trend
- Non-academic interventions in STEM training
- Generating pareto-optimal offers in bilateral automated negotiation with one-Side uncertain importance weights
- Learning games from videos guided by descriptive complexity

- A game to test pointers: Path finding
- A sequential Bayesian dialog agent for computational ethnography
- Gesture motion programming by applying robot motion hierarchy structure for the educational/entertainment robot Engkey
- Adversarial policy switching with application to RTS games
- Real-time outdoor rendering using Hybrid Shadow Maps
- Classroom games activities that motivate exploration of foundational understandings of mathematics concepts while inadvertently scaffolding Computational Thinking and engineered design
- File transfer application for sharing femto access
- Using a game-based learning model as a new teaching strategy for computer engineering
- Life two years after a game programming course: Longitudinal viewpoints on K-12 outreach
- Rule-based behavior prediction of opponent agents using Robocup 3D Soccer simulation league logfiles
- Multiagent jamming-resilient control channel game for cognitive radio ad hoc networks
- An energy-efficient power control algorithm in femtocell networks
- A Framework for Understanding Physics Students' Computational Modeling Practices
- A design pattern library for mutual understanding and cooperation in serious game design
- Independent reinforcement learners in cooperative Markov games: A survey regarding coordination problems
- Considerations for the design of mini-games integrating hints for puzzle solving ICT-related concepts
- Intrinsic motivation and introspection in reinforcement learning
- Integrating an educational game in Moodle LMS
- Serious game and students' learning motivation: Effect of context using ProgPlay
- Iterative ranking from pair-wise comparisons
- A proposal of QLearning to control the attack of a 2D robot soccer simulation team
- Research on smart augmentation reality technology in health educational games for elementary students based on android platforms
- Get started imminently: Using tutorials to accelerate learning in automated static analysis
- Neurovisual control in the Quake II environment
- Beyond data management: How to foster data exploitation and better science?
- Using a genetic algorithm for mining patterns from Endgame databases
- Sustainable lean six-sigma green engineering system design educational challenges and interactive multimedia solutions
- Inverse reinforcement learning for decentralized non-cooperative multiagent systems
- Distributed power allocation with SINR constraints using trial and error learning
- Joint strategic spectrum sensing and opportunistic access for cognitive radio networks
- Tangicons 3.0: An educational non-competitive collaborative game
- Programming, PWNed: Using digital game development to enhance learners' competency and self-efficacy in a high school computing science course
- Quantitative analysis of systems using game-theoretic learning
- Interdisciplinary design of videogames: A highly motivating method of learning.
- Exemplar-based human action pose correction and tagging
- Pro android games
- p-Cycle based multicast protection - A new ILP formulation
- Integrating AI and machine learning in software engineering course for high school students
- Mathematical modeling and simulation using LabVIEW and LabVIEW MathScript
- Classifying sports gesture using event-based matching in a multimedia e-learning system
- An evolutionary multi-objective optimization approach to computer Go controller synthesis
- Sustainability a interactive virtual reality game promoting engineering design in pre-engineering curriculum
- Learning to intercept opponents in first person shooter games
- Performance and convergence of multi-user online learning
- Chameleon: A learning virtual bot for believable behaviors in video game
- Reusable game interfaces for people with disabilities
- Practical AVR microcontrollers: Games, gadgets, and home automation with the microcontroller used in Arduino
- Integration of a real-time remote experiment into a multi-player game laboratory environment
- Virtual infrastructure planning: The GEYSERS approach
- Neural-fitted TD-leaf learning for playing othello with structured neural networks
- Optimal adaptive control and differential games by reinforcement learning principles
- Interactivemath learning for STEM students
- Flexible multibody dynamics explicit solver for real-time simulation of an online virtual dynamics lab
- Applying reinforcement learning to small scale combat in the real-time strategy game StarCraft:Broodwar
- Children learning computer science concepts via Alice game-programming
- Evaluating Scala, actors, ontologies for intelligent realtime interactive systems

- Active malware analysis using stochastic games
- Research on key technologies base Unity3D game engine
- Opportunistic spectrum access in unknown dynamic environment: A game-theoretic stochastic learning solution
- Collision mitigation for cognitive radio networks using local congestion game
- Applying temporal difference learning to acquire a high-performance position evaluation function
- Evolutionary learning of goal priorities in a real-time strategy game
- An evaluation system of game-based learning based on data mining
- Ensemble machine learning: Methods and applications
- Self-teaching adaptive dynamic programming for Gomoku
- Dynamic network interdiction games with imperfect information and deception

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- WCCCE 2011 - Proceedings of the 16th Western Canadian Conference on Computing Education
- The design of kodu: A tiny visual programming language for children on the Xbox 360
- Recognizing computational thinking patterns
- K-12 game programming course concept using textual programming
- Towards democratizing computer science education through social game design
- Pex4Fun: Teaching and learning computer science via social gaming
- Collective programming: Making end-user programming (more) social
- EmbedIT - An open robotic kit for education
- T-Maze: A tangible programming tool for children
- Modularizing Scratch code to develop interactive media content
- Game-themed programming assignment modules: A pathway for gradual integration of gaming context into existing introductory programming courses
- Using social networking game to teach operations research and management science fundamentals
- PlayLOGO 3D: A 3D interactive video game for early programming education: Let LOGO be a game
- An online virtual learning environment for higher education
- The application of robot performance technology in physical education
- Using game development to teach software architecture
- Employing software maintenance techniques via a tower-defense serious computer game
- Rebeca through the looking glass: A 3D adventure to learn to program
- Shapemaker: A game-based introduction to programming
- Integrate social simulation content with game designing curriculum to foster computational thinking
- Personifying programming tool feedback improves novice programmers' learning
- End-user programming of a social robot by dialog
- Playing to program: Towards an intelligent programming tutor for RUR-PLE
- Ugen++ an audio library: Teaching game audio design and programming
- SIGITE'11 - Proceedings of the 2011 ACM Special Interest Group for Information Technology Education Conference
- Mastermind - Method of the system approach in the algorithm development and computer simulation
- Assisted instruction case design of robot creative assembly and control program design
- SIGCSE'11 - Proceedings of the 42nd ACM Technical Symposium on Computer Science Education
- CSEDU 2011 - Proceedings of the 3rd International Conference on Computer Supported Education
- CSEDU 2011 - Proceedings of the 3rd International Conference on Computer Supported Education
- 2011 24th IEEE-CS Conference on Software Engineering Education and Training, CSEE and T 2011 - Proceedings
- ICTERI 2011 - Proceedings of the 7th International Conference on ICT in Education, Research and Industrial Applications: Integration, Harmonization and Knowledge Transfer
- Proceedings of the 14th IASTED International Conference on Computers and Advanced Technology in Education, CATE 2011
- Serious Games Development and Applications - Second International Conference, SGDA 2011, Proceedings
- Proceedings of the ISCA 26th International Conference on Computers and Their Applications, CATA 2011
- Proceedings of the 2011 11th IEEE International Conference on Advanced Learning Technologies, ICALT 2011
- Advances in Web-Based Learning, ICWL 2011 - 10th International Conference, Proceedings
- MM'11 - Proceedings of the 2011 ACM Multimedia Conference and Co-Located Workshops - ACM International Workshop on Multimedia Technologies for Distance Learning, MTDL'11
- Game-based concept visualization for learning programming
- Game engines in game programming education-experiences from use of the CAGE game engine
- Proceedings - 11th Koli Calling International Conference on Computing Education Research, Koli Calling'11
- Learning programming languages through corrective feedback and concept visualisation

- Serious game for introductory programming
- SLG: An online educational simulation game to teach programming concepts
- Work in progress - Using social media to teach engineering process
- Work in progress - Using a computer gaming strategy to facilitate undergraduates' learning in a computer programming course: An experimental study
- Introducing object oriented design patterns through a puzzle-based serious computer game
- Industrial robotics applied to education
- Game-based learning in technology management education: A novel business simulation
- The Simonauts - A Mars base simulation game for education, outreach and entertainment
- Game-based learning in technology management education: A novel business simulation
- EmbedIT - An open embedded systems kit for education
- P2N: A pedagogical pattern for teaching computer programming to non-CS majors
- Designing serious games for education: From pedagogical principles to game mechanisms
- Putting edutainment in practice: From courseware authoring to logic games
- The synergy of three: Incorporating games, multimedia and programming in order to improve algorithmic skills
- Evaluation of introducing programming to younger school children using a computer game making tool
- Temporal difference learning with interpolated n-tuples: Initial results from a simulated car racing environment
- Beyond upload and download: Enabling game design 2.0
- Teaching vs. 3D gaming in secondary school
- Empirical valence bond models for reactive potential energy surfaces: A parallel multilevel genetic program approach
- Decentralized cross-tier interference mitigation in cognitive femtocell networks
- Giving instructions in virtual environments by corpus based selection
- Elemental: An insight into the development and evaluation of a secondary education chemistry game using XNA
- Mystery Bug Theater
- Toward a mobile learning environment for introductory courses in computer science
- An intelligent othello player combining machine learning and game specific heuristics
- Laser pointer based constrained input scheme for educational game software framework
- Reaching correlated equilibria through multi-agent learning
- The future of computing performance: Game over or next level?
- Learning in repeated games with minimal information: The effects of learning bias
- Learning to compete, coordinate, and cooperate in repeated games using reinforcement learning
- A robust learning approach to repeated auctions with monitoring and entry fees
- The serious game: WeMakeWords: From developer perspective and from psychological perspective
- Semiotic traces of computational thinking acquisition
- Novative rendering and physics engines to apprehend special relativity
- Teaching introductory programming with popular board games
- Action selection via learning behavior patterns in multi-robot domains
- Say it with systems: Expanding Kodu's expressive power through gender-inclusive mechanics
- Reinforcement learning and the effects of parameter settings in the game of Chung Toi
- Learning of equilibria and misperceptions in hypergames with perfect observations
- Easy authoring of intelligent tutoring systems for synthetic environments
- Learning from natural instructions
- Effects of the didactic game, the age and the gender in the process of teaching of the Industrial Engineering
- Card games for teaching data structures and algorithms
- A game-based learning system for theory of computation using Lego NXT robot
- Infinite mario boss AI using genetic algorithm
- Learning behaviors for coordination in networked systems and a generalized consensus protocol
- Learning action descriptions of opponent behaviour in the robocup 2d simulation environment
- A statistical model for energy intensity
- Using OGRE as a means of teaching C++ programming
- Inferring 3D free-form shapes from complex contour drawings
- Multiagent learning in large anonymous games
- A short introduction to classical cryptology as a way to motivate high school students for informatics
- Sequential targeted optimality as a new criterion for teaching and following in repeated games
- A new application for real-time shadow and sun's position in virtual environment
- Semantic image labelling as a label puzzle game
- Evolving small-board Go players using coevolutionary temporal difference learning with archives
- Model for sharing femto access
- Autonomous Vehicles: A hands-on interdisciplinary freshman course

- MASITS Methodology Supported Development of Agent Based Intelligent Tutoring System MIPITS
- Implementing an affordable high performance computing platform for teaching-oriented computer science curriculum
- Behavior learning in minority games
- A game-theoretic approach for relay assignment over distributed wireless networks
- A game-theoretic approach for relay assignment over distributed wireless networks
- Machine learning in adversarial game using flight chess
- Generalized spatial dynamic factor models
- An educational tool for creating distributed physical games
- Speech synchronization between speech and lip shape movements for service robotics applications
- Engaging high school students in computer science via challenging applications
- Dynamic stochastic general equilibrium game as economic's teaching support
- A novel tutor-guided platform for interactive augmented reality learning
- Learning by teaching simstudent - An initial classroom baseline study comparing with cognitive tutor
- Unwanted and orphan sources: Disposition efforts and challenges
- Reinforcement learning in first person shooter games
- Introducing component-based templates into a game authoring tool
- A game theoretic trust model for on-line distributed evolution of cooperation in MANETS
- Learning CUDA: Lab exercises and experiences, Part 2
- The spheres zero robotics program: Education using games
- Small strategies for safety games
- Fitness Biasing for evolving an Xpilot combat agent
- Innovate in your program computer class: An approach based on a serious game
- Combining multiple pedagogies to boost learning and enthusiasm
- Computing approximate nash equilibria and robust best-responses using sampling
- Graphical speech training system for hearing impaired
- Learning non-random moves for playing Othello: Improving Monte Carlo Tree Search
- Simulating the software engineering interview process using a decision-based serious computer game
- Virtual game show host Dr. Chestr
- Using the online cross-entropy method to learn relational policies for playing different games
- Educational use of virtual worlds for engineering students
- Learning regions for building a world model from clusters in probability distributions
- Market game: Simulation game for business classes
- Expressing computer science concepts through kodu game lab
- Lessons in teaching game design
- A sequential action generation framework for intelligent agents in cyberspace
- Teaching microcontrollers through simulation
- A Bayesian model for opening prediction in RTS games with application to StarCraft
- The design of a web-based multimedia sport instructional system
- Experiences of teaching computer game and multimedia sequence courses in the electrical and computer engineering technology program
- A multi-objective neuro-evolutionary optimization approach to intelligent game AI synthesis
- Neural network ensembles for video game AI using evolutionary multi-objective optimization
- General game playing in AI research and education
- Human-of-interest tracking system for natural interaction
- Data stream mining algorithms for building decision models in a computer roleplaying game simulation
- Code Red: Triage or COgnition-based DEsign Rules Enhancing Decisionmaking TRaining in A Game Environment
- Exploring ancient landscapes under lake huron using cultural algorithms
- Learning group behavior in games: Using cultural algorithms: The land bridge game engine example
- Role and value of quantitative instruments in gauging student perspectives in a computing curriculum
- Lean training via computer: Two flash-based simulation games
- Scratching the subject surface: Infusing computing into K-12 curriculum
- Facilitating computational thinking through game design
- Smooth path algorithm based on a* in games
- Model-free H stochastic optimal design for unknown linear networked control system zero-sum games via Q-learning
- Game theoretic channel selection for opportunistic spectrum access with unknown prior information
- Cooperative packet transferring in MANET
- Evolutionary learning of goal priorities in a real-time strategy game
- A novel method of teaching 3D game development to fresher students
- Multi-agent cooperation by reinforcement learning with teammate modeling and reward allotment

- Dynamic secure routing game in distributed cognitive radio networks

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- Having fun with computer programming and games: Teacher and student experiences
- Proceedings of the 18th International Conference on Computers in Education: Enhancing and Sustaining New Knowledge Through the Use of Digital Technology in Education, ICCE 2010
- Combining digital games with culture: A novel approach towards boosting student interest and skill development in computer science programming
- Game-themed programming assignments for faculty: A case study
- Training a multilingual sportscaster: Using perceptual context to learn language
- Game-like environments for nuclear engineering education using GECK
- Web-based Multiplayer Online Role Playing Game (MORPG) for assessing students' Java programming knowledge and skills
- Learning programming concepts through game design: A PCT perspective
- Learn Java in 3D with the Env3D library
- Proposal for a new strategy to practice programming
- Towards social gaming methods for improving game-based computer science education
- Games for CS education: Computer-supported collaborative learning and multiplayer games
- Using Scalable Game Design to teach computer science from middle school to graduate school
- Enhancing K-12 education with Alice programming adventures
- Designing computer games to teach algorithms
- Revamp computer education with multimedia and game technologies
- Using the Tetris game to teach computing
- Integration of real world teaming into a programming course
- Teaching object oriented programming course using cooperative learning method based on game design and visual object oriented environment
- Teaching programming technique with edutainment robot construction
- Teaching programming with formal models in Greenfoot
- A game playing system for use in computer science education
- Teaching robotics and computer science with pinball machines
- Using educational games in learning introductory Programming: A pilot study on students' perceptions
- P-2-P games for computer science
- Distance learning support system for game programming with Java
- Construction trial of a practical education curriculum for game development by industryuniversity collaboration in Japan
- Effects of computer game-based instruction on students' programming achievement in Taiwan
- The scratch programming language and environment
- CSEDU 2010 - 2nd International Conference on Computer Supported Education, Proceedings
- CSEDU 2010 - 2nd International Conference on Computer Supported Education, Proceedings
- 10th AIAA Aviation Technology, Integration and Operations Conference 2010, ATIO 2010, Volume 2
- 10th AIAA Aviation Technology, Integration and Operations Conference 2010, ATIO 2010, Volume 1
- 10th AIAA Aviation Technology, Integration and Operations Conference 2010, ATIO 2010, Volume 3
- Teaching Fundamental Concepts of Informatics - 4th International Conference on Informatics in Secondary Schools - Evolution and Perspectives, ISSEP 2010, Proceedings
- Dialog with Robots - Papers from the AAAI Fall Symposium, Technical Report
- 2nd International Conference on Mobile, Hybrid, and On-Line Learning, eL and mL 2010
- ACM SIGGRAPH ASIA 2010 Sketches, SA'10
- Proceedings of CGAMES 2010 USA - 15th International Conference on Computer Games: AI, Animation, Mobile, Interactive Multimedia, Educational and Serious Games
- An idea about how to teach OO-programming to students
- The craft of computer programming: Lifting the veil
- Automated static code analysis for classifying android applications using machine learning
- The design of kodu: A tiny visual programming language for children on the Xbox 360
- Using co-evolved RTS opponents to teach spatial tactics
- Doctoral Student Consortium Proceedings of the 18th International Conference on Computers in Education, ICCE 2010
- Seventh grade students' learning attitudes toward game-based programming
- Using Lego MindStorms in higher education: Cognitive strategies in programming a quadruped robot
- Programming learning support system with learning progress monitoring feature
- Using an educational game to learn - are there any gender differences between pre-service teachers?

- An idea about how to teach OO-programming to students
- Using training regimens to teach expanding function approximators
- Journey to the Galapagos Islands - A game-based learning application for children, on the subject of Charles Darwin and his evolution theory
- Synthetic target systems in control education: Lessons teachers are learning from students
- Designing embedded systems with the SIGNAL programming language: Synchronous, reactive specification
- Scratching middle schoolers' creative itch
- Design of a library of motion functions for a humanoid robot for a football game
- An evaluation of the use of a commercial game engine for the development of educational software
- Evaluating the efficiency of the instructional websites "which are oriented to the deaf students" according to the technical criteria
- Learning CUDA: Lab exercises and experiences
- Game-themed instructional modules: A video case study
- Using the Nintendo Wii remote in an engineering context: Presentation of a specific implementation and applications
- Visualizing student game design project similarities
- Visualizing student game design project similarities
- Cyberspace meets brick and mortar: An investigation into how students engage in peer to peer feedback using both cyberlearning and physical infrastructures
- Using Markov decision theory to provide a fair challenge in a roll-and-move board game
- eGames: Is imagination the forgotten ingredient?
- Partial wave analysis using graphics processing units
- Where else do you see cheering crowds in a classroom?
- Mobile gaming and the Zune
- Evolutionary ultimatum game on complex networks under incomplete information
- Learning synchronization in networked complex systems using genetic algorithms
- Planning for resource production in real-time strategy games based on partial order planning, search and learning
- Creating an immersive game world with evolutionary fuzzy cognitive maps
- Lessons from a course on serious games research and prototyping
- Effects of type of learning approach and prior knowledge on novices' motivation, self-efficacy, task anxiety and performance in learning Scratch
- More iPhone cool projects: Cool developers reveal the details of their cooler apps and discuss their iPad development experiences
- Automated recognition of sequential patterns in captured motion streams
- Optimal control of affine nonlinear continuous-time systems using an online Hamilton-Jacobi-Isaacs formulation
- RETRACTED ARTICLE: A SOA based framework for multi-level users oriented training courses for digitalized substation du li-min
- Investigating studio-based learning in a course on game design
- A pilot study of the effect of creating animated stories in visual programming environments for elementary students
- Constructivist pedagogy meets agile development - A case study
- Mathematical programming formulations to compute steady states in two-player extensive-form games
- A brief tutorial on reinforcement learning: The game of Chung Toi
- Ranking games that have competitiveness-based strategies
- Young people's descriptions of computational rules in role-playing games: An empirical study
- The object-oriented trivia show (TOOTS)
- An adaptive robot game
- Recent advances in real-time collision and proximity computations for games and simulations
- Pro android 2
- Creating "creative class"
- What game developers look for in a new graduate: Interviews and surveys at one game company
- A new design for a Turing Test for Bots
- Stochastic control approaches for sensor management in search and exploitation
- Verifying adaptation of neuro-controlled game opponent by cross validation under supervised and unsupervised player modeling
- Using educational games for learning introductory programming: Initial study on students's perceptions
- Learning games using a single developmental neuron
- Using an augmented reality tool to develop educational spatial applications
- Towards the automatic recognition of computational thinking for adaptive visual language learning
- Unreal III based 3-D virtual models for training at nuclear power plants

- Automatic online educational game content creation by identifying similar Chinese characters with radical extraction and graph matching algorithms
- MIPITS: An agent based intelligent tutoring system
- A new multi-agent reinforcement learning approach
- The improvement of the backoff window algorithm based on the game theory in wireless sensor network
- Learning to overtake in TORCS using simple reinforcement learning
- Design and evaluation of physical interactive games for Taiwanese local dialect in elementary school teaching
- An investigation of guarding a territory problem in a grid world
- Detecting cheering events in sports games
- The key technologies for a large-scale real-time interactive video distribution system
- Component-based development of educational games: The case of the user interface
- Tuning cognitive tutors into a platform for learning-by-teaching with SimStudent technology
- Adaptive intelligence for automated game learning
- A comparative study of NEAT and XCS in robocode
- Constructing with movement: Kinematics
- How can ignorant but patient cognitive terminals learn their strategy and utility?
- Collaborative online roleplay for adult learners
- MCRNR: Fast computing of restricted nash responses by means of sampling
- Transfer learning via relational templates
- Problem-based teaching / learning methods and cases for millennial generation engineering students interested in sustainable green engineering
- Automatic guidance tools for enhancing the educative experience in non-immersive virtual worlds: Preliminary results from project V-LeaF
- An unusual CS 1 with high standards and confirming results
- An educational and research kit for activity and context recognition from on-body sensors
- IT-adventures: A program to spark IT interest in high school students using inquiry-based learning with cyber defense, game design, and robotics
- Learning software engineering basic concepts using a five-phase game
- Hedonic coalition formation games for secondary base station cooperation in cognitive radio networks
- Exploratory digital games for advanced skills: Theory and application
- A workflow for designing virtual worlds for collaborative learning
- CS1, arcade games and the free Java book
- Applying behavioral detection on android-based devices
- Training and performance assessment of minority students in STEM
- Relational generalizations of cluster validity indices
- Implicit fitness and heterogeneous preferences in the genetic algorithm
- Networked Graphics
- Programming camps: Letting children discover the computer science
- The power of genetic algorithm in automated assessment of school readiness
- Research on facial expression animation based on 2D mesh morphing driven by pseudo muscle model
- Learning a representation of a believable virtual character's environment with an imitation algorithm
- The challenge of believability in video games: Definitions, agents' models and imitation learning
- Application of learning-by-doing paradigm of education in computer game technology courses
- COgnition-based design rules enhancing decisionmaking training in a game environment (code red triage: Doctoral consortium paper)
- RL-DOT: A reinforcement learning npc team for playing domination games
- The approximability of learning and constraint satisfaction problems
- Towards one shot learning by imitation for humanoid robots
- Experiences from implementing an educational MMORPG
- Coordination of urban intersection agents based on multi-interaction history learning method
- A nonrigid image registration approach based on cooperative game among pixels
- How interactive multimedia authoring transforms object-oriented thinking
- Research on game algorithm for Zhang Chess
- Maintaining defender's reputation in anomaly detection against insider attacks
- A identification method for robotics soccer

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- International Workshop on Technology for Education, T4E'09

- Starting with scratch in CS 1
- Introductory programming courses and computer games
- Learning programming through fashion and design: A pilot summer course in wearable computing for middle school students
- cMotion: A new game design to teach emotion recognition and programming logic to children using virtual humans
- Exploring the potential of computer and video games for health and physical education: A literature review
- Effectiveness of using a video game to teach a course in mechanical engineering
- Towards a serious game to help students learn computer programming
- Learning computer programming with game design
- Education: Alice 3: Concrete to abstract
- Student attitudes towards using culturally-oriented educational games to improve programming proficiency: An exploratory study
- Constructive function-based modeling in multilevel education
- Growing up programming: Democratizing the creation of dynamic, interactive media
- Education programme at eurographics 2009: Event report
- Using different humanoid robots for science edutainment of secondary school pupils
- Code Red: Triage - Or, COgnition-based DEsign Rules Enhancing Decisionmaking TRaining In A Game Environment
- Enhancing self-motivation in learning programming using game-based simulation and metrics
- For me, programming is ...
- Teaching programming through games
- Doctoral Student Consortium Proceedings of the 17th International Conference on Computers in Education, ICCE 2009
- SBGAMES2009 - 8th Brazilian Symposium on Games and Digital Entertainment
- ICAT 2009 - 2009 22nd International Symposium on Information, Communication and Automation Technologies
- 2009 Joint Conferences on Pervasive Computing, JCPC 2009
- Conceptual graphs as a visual programming language for teaching programming
- Using game creation for teaching computer programming to high school students and teachers
- Influence of the familiarization with "scratch" on future teachers' opinions and attitudes about programming and ICT in education
- Alice first: 3D interactive game programming
- WiiRemote programming: Development experiences of interactive techniques that can be applied to education for young engineers
- ITiCSE-2009 - Proceedings of the 2009 ACM SIGCSE Annual Conference on Innovation and Technology in Computer Science Education
- Edutainment robotics as learning tool
- Entertaining education - Using games-based and service-oriented learning to improve STEM education
- Learning difficulties in programming courses: Undergraduates' perspective and perception
- A practice of collaborative project-based learning for mutual edification between programming skill and artistic craftsmanship
- Comparative analysis of 2D games and artwork as the motivation to learn programming
- Hybrid content delivery and learning styles in a computer programming course
- Do multi-user virtual environments really enhance student's motivation in engineering education?
- Making university education more like middle school computer club: Facilitating the flow of inspiration
- Evaluation of a game-based lab assignment
- GPS-enabled mobiles for learning shortest paths: A pilot study
- 21st century game design: A model and prototype for promoting scientific problem solving
- Starting with scratch in CS 1
- Introductory programming courses and computer games
- Introducing computer programming via Gameboy Advance homebrew
- Experimental evaluation of an educational game for improved learning in introductory computing
- Learning programming through fashion and design: A pilot summer course in wearable computing for middle school students
- A course on programming for behavioral sciences students
- Knowledge management issues in teaching extreme programming
- Computer game to teach programming constructs
- Animating DGBL in pre-school, primary and special education: Three case studies
- Developing games for higher education
- 3I-approach for IT educational games development
- Motivating students in engineering ICT education
- Practical formal software engineering: Wanting the software you get

- Pro Django
- A novel architecture for floor control in the IP multimedia subsystem of 3G networks
- Generation of augmented video sequences combining behavioral animation and multi-object tracking
- UCT for tactical assault planning in real-time strategy games
- Learning agents in board games
- Using games in introductory courses: Tips from the trenches
- Using games in introductory courses: Tips from the trenches
- Instructional design as game design
- Introducing PyLighter: Dynamic code highlighter
- On the evolution of artificial Tetris players
- Scratch: Creating and sharing interactive media
- Scratch-Ed: An online community for Scratch educators
- Whither scheme? 21st century approaches to scheme in CS1
- Whither scheme?: 21st century approaches to scheme in CS1
- Effective learning in the presence of adaptive counterparts
- Experimental evaluation of teaching recursion in a video game
- The effects of type of interactivity in experiential game-based learning
- Market simulation programming as a culminating experience for students interested in entrepreneurship and pursuing an M.S. in engineering technology
- The teaching of immunology using educational: Gaming paradigms
- Peer puppeteers: Alternate reality gaming in primary school settings
- Integrating engagement and first year problem solving using game controller technology
- The development of educational games supported by a pedagogical tutor agent
- A novel technique to design a fuzzy logic controller using Q()-learning and genetic algorithms in the pursuit-evasion game
- A novel hybrid learning technique applied to a self-learning multi-robot system
- Experimental evaluation of an educational game for improved learning in introductory computing
- Addressing industry issues in a multi-disciplinary course on game design
- A functional I/O system :Or, fun for freshman kids
- A functional I/O system*: Or, fun for freshman kids
- ENVyMyCar: A multiplayer car racing game for teaching computer graphics
- Teaching design patterns using a family of games
- The OOPSLA trivia show (TOOTS)
- The community environmental monitoring program: A model for stakeholder involvement in environmental monitoring
- Efficient climate policies under technology and climate uncertainty
- Let's make a tennis game! - Introduction to game programming
- Incremental learning algorithm for online action game system
- Truth revealing opportunistic scheduling in cognitive radio systems
- Application of mechanism design in opportunistic scheduling under cognitive radio systems
- Evolving robust strategies for an abstract real-time strategy game
- Graph based learning AI for poker with embedded opponent modeling
- StarLogo TNG: Making agent-based modeling accessible and appealing to novices
- Fine-tuning parameters for emergent environments in games using artificial intelligence
- Engaging students through mobile game development
- Engaging students through mobile game development
- Spatial processing layer effects on the evolution of neural networks to play the game of Othello
- Examining extended dynamic scripting in a tactical game framework
- A simple framework for interactive games in CS1
- An academic kit for integrating mobile devices into the CS curriculum
- iPhone user interface design projects
- iPhone Cool Projects
- Attracting K-12 students to study computing
- Development of simulation games to improve the practice of program management
- Multi-agent reinforcement learning based on bidding
- Fort ancient, Ohio: A Curricular approach to developing mobile games for tourists
- Two novel prolog assignments
- Engagement: Gaming throughout the curriculum
- Engagement: Gaming throughout the curriculum
- Dynamics of network selection in heterogeneous wireless networks: An evolutionary game approach
- QuizFun: Mobile based quiz game for learning

- Media impact: Games in the classroom: Using games as a motivator for studying computing: Part 1
- Media impact. Games in the classroom: Using games as a motivator for the study of computing: Part 2
- RAPUNSEL: Improving self-efficacy and self-esteem with an educational computer game
- Research on pricing method and algorithm for franchising chain-like agents
- The dawn of terascale computing
- Training non-IT teachers to advise and facilitate inquiry-based learning in IT: A pilot study
- IT-adventures: Turning high school students "on" to information technology
- Testing metaphorical educational FPS games
- Simplifying algorithm learning using serious games
- Students create game-based online learning environment that teaches java programing
- Utilizing readily available and open source libraries to Create a 3d Game engine
- Conjectural equilibrium in multiuser power control games
- Conjectural equilibrium in water-filling games
- Mobile robot based online Chinese chess game
- Computer games and traditional CS courses
- A game-theoretic approach to apprenticeship learning
- An evolutionary random search algorithm for double auction markets
- A game-building environment for research in collaborative design
- Traveling-salesman competition with multiple agents and simultaneous move search algorithm
- Intelligent agent modeling as serious game: Towards integrating microworlds, tutoring and evolution
- Intelligent agent modeling as serious game
- Bootstrapping from game tree search
- Serious lectures from funny computer games
- Robot defense: Using the Java instructional game engine in the artificial intelligence classroom
- Conjectural variation-based bidding strategies with Q-learning in electricity markets
- The 19th century official paris salon exhibition digital museum
- Can middle-schoolers use Storytelling Alice to make games? Results of a pilot study
- Characterizing genes by marginal expression distribution
- 3-D virtual reality for education, training and improved human performance in nuclear applications
- Application of multi-agent in manufacturing resource reconfiguration
- Preference learning for cognitive modeling: A case study on entertainment preferences
- Practical palm pre webos projects
- Practical dojo projects
- Learning character behaviors using agent modeling in games

Ano 2008 – Base Village

- Proceedings - 3rd International Conference on Game Development in Computer Science Education, GDCSE 2008
- Performance analysis of GAME: A generic automated marking environment
- Learn adaptive dynamic policy under mixed multi-agent environment
- Introductory C programming language learning with game-based digital learning
- End-user programming to support classroom activities on small devices
- COSAIR: A platform for AI education and research in computer strategy games
- Improving engineering education through creativity, collaboration, and context in a first year course
- Computer applications for engineers: Teaching organizational, problem solving and checking skills to freshmen engineering technology students
- Wu's Castle: Teaching arrays and loops in a game
- Teaching game programming using XNA
- Process improvement of peer code review and behavior analysis of its participants
- 'Scratch' your way to introductory CS
- 2008 21st IEEE-CS Conference on Software Engineering Education and Training Workshop, CSEETW'08
- Proceedings - 21st Conference on Software Engineering Education and Training, CSEET 2008
- Guitar man (An implementation of a rhythm game cooperative musical performance system with actual musical instruments)
- Proceedings of the 7th International Conference on Interaction Design and Children, IDC 2008
- AES 35th international conference audio for games
- IFIP TC 8 WG 8.9 International Conference on Research and Practical Issues of Enterprise Information Systems, CONFENIS 2007

- Advances in Blended Learning Second Workshop on Blended Learning, WBL 2008 Jinhua, China, August 20-22, 2008 Revised Selected Papers
- Teaching programming with a competitive attitude to foster group spirit
- Be a computer scientist for a week the McGill "game programming guru" summer camp
- Hurricane! - a simulation-based program for science education
- Game programming production: A practical approach
- Game programming projects
- Computer game programming course for art design students by using flash software
- A tiny processing system for education and small embedded systems on the FPGAs
- Acelespell, a gestural interactive game to learn and practice finger spelling
- Teaching students to identify common programming errors using a game
- Towards adaptive programming integrating reinforcement learning into a programming language
- Automatic generation of adaptive, educational and multimedia computer games
- Towards adaptive programming integrating reinforcement learning into a programming language
- Using Greenfoot and games to teach rising 9th and 10th grade novice programmers
- Game2Learn: Improving the motivation of CS1 students
- Adding handheld game programming to a computer science curriculum
- The ETH game programming laboratory: A capstone for computer science and Visual Computing
- Assessing game-themed programming assignments for CS1/2 courses
- Game programming and XNA in software engineering education
- Scripted artificially intelligent basic online tactical simulation
- Videogame based learning and the problem of gender equity: Exemplifying an androgynous approach to developing computer science e-learning games in higher education
- Generating diverse opponents with multiobjective evolution
- A scalable adaptive time synchronization protocol for large scale distributed collaborative simulation environment
- Engaging students in computer science through interdisciplinary seminars
- A discriminative framework for clustering via similarity functions
- Learning efficiencies using multi-agent based game simulations
- Transit price negotiation: Decentralized learning of optimal strategies with incomplete information
- Open source portals for online simulation games? The computer-supported business game "Go4C" for realistic IT and business management training
- Game design and development students: Who are they?
- Two-fold learning: Learning by developing and learning by playing
- MB-AIM-FSI: A model based framework for exploiting gradient ascent multi agent learners in strategic interactions
- Sharing the magic circle with spatially inclusive games
- 200 students can't be wrong! GamesCrafters, a computational game theory undergraduate research and development group
- Games, stories, or something more traditional: The types of assignments college students prefer
- An educational component-based digital TV middleware for the brazilian's system
- Distributed, game-based, intelligent tutoring systems - The next step in computer based training?
- Java projects motivated by student interests
- Computer-controlled instrumentation projects by sophomore-level eet students
- Application of reinforcement learning to the game of Othello
- Sydewynder: Rapid prototyping for mobile mixed-reality games
- Ucgame, a Java library for games
- A case study on the critical role of geometric regularity in machine learning
- On games, patterns, and design
- Program obfuscation and one-time programs
- A conceptual framework for application comprehension
- Rapid control prototyping for robot soccer
- Dome displays for educational games and activities in the museum and on the road
- Dome displays for educational games and activities in the museum and on the road
- Gaming for middle school students: Building virtual worlds
- Analysis on types of mobile games played among the IHL students in Malaysia
- Building a player strategy model by analyzing replays of real-time strategy games
- Evolutionary programming for automatic generation of military strategies in RTS games
- There's something about AI exercises
- Using scalable game design to promote 3D fluency: Assessing the AgentCubes Incremental 3D end-user development framework
- Role-play virtual environments: Recreational learning of software design

- Opennero: A game platform for ai research and education
- Analysing the fitness landscape of an abstract real-time strategy game
- Learning and playing in wubble world
- Chess honing electronic switching system (C.H.E.S.S. Board): A case study of successful design and implementation of a senior design project
- Trust-based evolutionary game model assisting AODV routing against selfishness
- Reinforcement learning: Insights from interesting failures in parameter selection
- Reinforcement learning: insights from interesting failures in parameter selection
- Parameters adjustment for emergent environments in games using artificial intelligence
- Cooperative RoboCup agents using genetic case-based reasoning
- Mixture of expert used to learn game play
- "The game of life" - An outreach model for high school students with disabilities
- Integrating video games and robotic play in physical environments
- On the usefulness of opponent modeling: The Kuhn Poker case study
- Robot learning by observation based on Bayesian networks and game pattern graphs for human-robot game interactions
- A new method for conflict resolution based on multiagent reinforcement learning algorithms
- Investigating learning rates for evolution and temporal difference learning
- A new model for selfish routing
- Generation of rule-based adaptive strategies for a collaborative virtual simulation environment
- Silver bullet talks with eugene spafford
- Learning to be a bot: Reinforcement learning in shooter games
- More than just a game: Accessibility in computer games
- Breedbot: An evolutionary robotics application in digital content
- Using adaptive consultation of experts to improve convergence rates in multiagent learning
- Stimulating creativity through opportunistic software development
- F-Actor: A multiagent gaming environment for controlling virtual flow networks
- Visual control in quake II with a cyclic controller
- Motion capture system contextualization application to game development
- Work in progress - Object oriented metrics and programmers' misconceptions
- The impact of game design on students' interest in CS
- The linguistic command line
- Broadening participation through scalable game design
- Games developed in Java for teaching "combinatorial game theory"
- Learning conceptual chess for testing evolutionary programming versus a reasoning-based soft expert system: The KASER
- Teaching Object-Oriented software engineering through Problem-Based Learning in the context of game design
- Hierarchical Nash-Q learning in continuous games
- NUCLEO: Adaptive Computer Supported Collaborative Learning in a role game based scenario
- Formation dependency in event-driven hybrid learning classifier systems for soccer video games
- Dependencies on player formation in event-driven hybrid learning classifier systems for soccer video games
- Tangicons: Algorithmic reasoning in a collaborative game for children in kindergarten and first class
- A case of 3D educational game design and implementation
- Multiagent systems: Algorithmic, Game-Theoretic, and logical foundations
- Training crisis leadership abilities
- Multidisciplinary students and instructors: A second-year games course
- Game-themed programming assignments: The faculty perspective
- e-Adventure3D: An open source authoring environment for 3D adventure games in education
- Teaching service-oriented computing and STEM topics via robotic games
- About a new kind of autonomous, self-adapting agents and the library game environment
- Self city: Training social skills in a game
- Decentralized learning in markov games
- Use of a simulation game in delivering blended lifelong learning in the construction industry - Opportunities and Challenges
- Interactive game development with a projector-camera system
- Assess team Q-learning algorithm in a purely cooperative multi-robot task
- Extension of improved penalty avoiding rational policy making algorithm to tile coding environment for keepaway tasks
- Modeling the marginal distribution of gene expression with mixture models
- Cultural simulation agent creation for the masses
- The design and realization of online virtual campus of NEU
- An adaptive policy gradient in learning Nash equilibria

Ano 2007 – Base Village

- Proceedings - DIGITEL 2007: First IEEE International Workshop on Digital Game and Intelligent Toy Enhanced Learning
- Learn programming by using mobile edutainment game approach
- Inclusive computer science education using a ready-made computer game framework
- A games first approach to teaching introductory programming
- Taking students out for a ride: Using a board game to teach graph theory
- Programming games to learn algorithms
- ACM SIGGRAPH 2007: Educators Program
- ICMSEM: Proceedings of 2007 International Conference on Management Science and Engineering Management
- The art and science of game programming
- Building a fuzzy ontology of edutainment using OWL
- An interactive Bomberman game-based teaching/learning tool for introductory C programming
- GATELOCK: A game authoring tool for children
- Internet based robot competition and education
- Student teamwork: A capstone course in game programming
- Teaching of MATLAB programming using complex game
- VR edutainment materials platform for elementary dynamics experiment with HI input devices
- Sharing introductory programming curriculum across disciplines
- Mobile computing, programming, games and online communities: Changes to the communicative ecology of design students through mobile computing: Part 2
- Critters in the classroom: A 3D computer-game-like tool for teaching programming to computer animation students
- Proceedings of the Information Systems Education Conference 2007, ISECON 2007
- 24th Annual Conference of the Australasian Society for Computers in Learning in Tertiary Education "ICT: Providing Choices for Learners and Learning", ASCILITE 2007
- Scupper's Island: Using game design and role play to learn about professional ethics
- Teaching mathematics and computer programming together
- Teaching programming using visualization
- Using role-play virtual environments to learn software design
- Assess team Q-learning algorithm in a purely cooperative multi-robot task
- Grid-robot drivers: An evolutionary multi-agent virtual robotics task
- MasillaPhys: A game physics abstraction layer
- Learning to reach optimal equilibrium by influence of other agents opinion
- From 2D to consoles: A three-semester computer game development curriculum
- A theory of similarity functions for learning and clustering
- A theory of similarity functions for learning and clustering
- Learning, regret minimization, and equilibria
- Effective learning in adaptive dynamic systems
- Multiagent learning in adaptive dynamic systems
- Using puzzles: Problem-solving and abstraction
- Introductory game creation: No programming required
- An introduction to computer science for non-majors using principles of computation
- Utile distinctions for relational reinforcement learning
- Digital games for education: When meanings play
- A graph game model for software tamper protection
- Exploratory learning using social software
- Application of reinforcement learning in robot soccer
- Identification of a liquid saturated steam heat exchanger using focused time lagged recurrent neural network model
- The robotics and mechatronics kit "qfix"
- Evolving pac-man players: Can we learn from raw input?
- Computer games as motivation for design patterns
- Game based learning beyond simulations
- The Cracow code-an interactive method of sophisticated online analysis
- Learning oligopolistic competition in electricity auctions
- The design of MobiGP by using Tamagotchi
- A survey on mobile games usage among the Institute of Higher Learning (IHL) students in Malaysia
- Value-directed human behavior analysis from video using partially observable Markov decision processes
- Using video technologies in defensive and offensive strategies in basketball games
- Learning to bluff

- Pass the ball: Game-based learning of software design
- Pass the ball: Game-based learning of software design
- Concept Accessibility as Basis for Evolutionary Reinforcement Learning of Dots and Boxes
- Industrial and commercial applications of mobile mini-robots
- Note to self: Make assignments meaningful
- Features extraction for illicit web pages identifications using independent component analysis
- Graphical game development in CS2: A flexible infrastructure for a semester long project
- Generalized additive Bayesian network classifiers
- Scratch for budding computer scientists
- Decentralized activation in a zigbee-enabled unattended ground sensor network: A correlated equilibrium game theoretic analysis
- Game theoretic learning and pricing for dynamic spectrum access in cognitive radio
- Proposal and evaluation of the Penalty Avoiding Rational Policy Making algorithm with penalty level
- Game teleporter: A development tool for everyone
- Discovering Chinese chess strategies through coevolutionary approaches
- Generating and solving logic puzzles through constraint satisfaction
- Sudoku puzzles for first-year organic chemistry students
- Overview of the cyberTech-ITEST project: An initiative to attract and prepare under-represented students for tomorrow's careers in the computing sciences
- Work in progress - Game development, social responsibility, and teaching
- Knowledge acquisition for adaptive game AI
- Teaching ai concepts by using casual games: A case study
- Team-based pedagogy for CS102 using game design
- Deictic option schemas
- Real-time heuristic search with a priority queue
- Coevolving strategies for general game playing
- Battleship - A senior design preparatory experience
- Recognizing new literacies: Teachers and students negotiating the creation of video games in school
- Applying GA to self-allotment of rewards in event-driven hybrid learning classifier systems
- Implementation of a 3-dimensional game for developing balanced Brain-wave
- Rethinking graphics and gaming courses because of fast ray tracing
- LEGO robot programming exercise support for problem solving learning with game strategy planning tools
- Designing a service-oriented computing course for high schools
- The Taiwan cavaliers: A reference game for learning game development
- Continuing motivation for game design
- Camera-projector-based interactive game development

Ano 2006 – Base Village

- 7th IFAC Symposium on Advances in Control Education, ACE 2006
- Model-driven game development: Experience and model enhancements in software project management education
- ACM SIGGRAPH 2006 Educators Program - International Conference on Computer Graphics and Interactive Techniques
- Proceedings of the ACM Workshop on Digital Rights Management, DRM '06, Co-located with the 13th ACM Conference on Computer and Communications Security, CCS'06
- An XML-based microworld simulator for business modeling Education
- Kid's programming language (KPL)
- Mesh networks in embedded computer systems for technology education
- Hold paramount: Designing an engineering education to open minds and serve the public good
- Teaching computer programming skills to first-year engineering students using fun animation in Matlab
- Game development is more than programming
- The effectiveness of games as assignments in an introductory programming course
- An effective agile teaching environment for java programming courses
- Kid's Programming Language (KPL)
- AgentCubes: Raising the ceiling of end-user development in education through Incremental 3D
- The use of games to teach programming algorithms
- Why not have fun while learning: Using programming games in software programming education
- Computer aided education of programming with aid of complex game in MATLAB
- Virtual cell: A pedagogical convergence between game design and science education
- Intellectual property or intangible chattel?

- Learning Pareto-optimal solutions in 22 conflict games
- Tell me who i am: An interactive recommendation system
- Relational temporal difference learning
- Relational temporal difference learning
- Simulating sellers in online exchanges
- Extreme construction: Making agile accessible
- Teaching a humanoid robot to recognize and reproduce social cues
- Exploiting intelligence in fighting action games using neural networks
- Intelligent game agent based physics engine for intelligent non player characters
- Prioritized-LRTA*: Speeding up learning via Prioritized updates
- The role of computer science in digital production arts
- The role of computer science in digital production arts
- An efficient algorithm for eyespace classification in go
- Graph kernels and Gaussian processes for relational reinforcement learning
- An optimised implementation of the A algorithm using the STL
- Learning through game modding
- Interactive observability in Ludics: The geometry of tests
- Work in progress: Cultural borders in CS1
- Simulated visual perception-based control for autonomous mobile agents
- Idioms for composing games with EToys
- Forum: 3D or not 3D - That is the question!
- Building objects out of plato: Applying philosophy, symbolism, and analogy to software design
- Theorizing games in/and education
- Simulations as an educational environment for balancing disparate needs
- Greenfoot demonstration
- Greenfoot demonstration
- Action-Reaction Learning in Multi-Agent Games
- Script cards: A visual programming language for games authoring by young people
- Teaching software engineering through competition and collaboration
- Distributed self-tuning of sensor networks
- Real-time neuroevolution to imitate a game player
- Smalltalk card game for learning object-oriented thinking in an evolutionary way
- Stochastic approximation based tracking of correlated equilibria for game-theoretic reconfigurable sensor network deployment
- Teaching chemistry as a cross-cultural subject: IT linguistics
- A guided genetic algorithm for the planning in lunar lander game
- Learning to play like a human: Case injected genetic algorithms for strategic computer gaming
- Production and maintenance of content-intensive videogames: A document-oriented approach
- A novel multiagent reinforcement learning algorithm combination with quantum computation
- Surprise snippets
- Into the wild (BIG) blue yonder
- Sound and music design for games and interactive media
- Agents that acquire negotiation strategies using a game theoretic learning theory
- Generation of unconstrained looping programs for control of xpilot agents
- Excuse me, I need better AI! Employing collaborative diffusion to make game AI child's play
- Learnable buddy: Learnable supportive ai in commercial MMORPG
- Curves and surfaces for computer graphics
- Predictive and descriptive approaches to learning game rules from vision data
- Reward allotment in an event-driven hybrid learning classifier system for online soccer games
- Computer vocabulary training in kindergarten children with special needs
- Adaptive game AI with dynamic scripting
- An initiation rite for intelligent machinery
- Learning from induced changes in opponent (Re)Actions in multi-agent games
- Teachable characters: User studies, design principles, and learning performance
- The game of life workshop - Reaching out to high school students with disabilities
- 3D game design with programming blocks in StarLogo TNG
- Network boosting on different networks
- Linking speech and gesture in multimodal instruction systems
- Using VRML and JAVA to build virtual game-based learning environment for addition and subtraction operation

- A momentum-based approach to learning Nash equilibria

Ano 2016 – Base Scopus

- Brazilian Symposium on Games and Digital Entertainment, SBGAMES
- Proceedings of the 3rd Asia-Europe Symposium on Simulation and Serious Gaming - 15th ACM SIGGRAPH Conference on Virtual-Reality Continuum and Its Applications in Industry, VRCAI 2016
- Sing master: An intelligent mobile game for teaching singing
- Proceedings - 2015 International Conference of Educational Innovation Through Technology, EITT 2015
- Proceeding of the 2015 9th International Conference on Telecommunication Systems Services and Applications, TSSA 2015
- Reinforcement learning as a framework for ethical decision making
- Online policy iteration solution for dynamic graphical games
- Effect of different adaptations by a robot on children's long-term engagement: An exploratory study
- Design and Implementation of the Game-Design and Learning Program
- A survey of computer game development
- Programming unplugged: Bridging CS unplugged activities gap for learning key programming concepts
- Symbiotic cognitive computing through iteratively supervised lexicon induction
- Example-Tracing Tutors: Intelligent Tutor Development for Non-programmers
- An open learning system for special needs education
- Deep activity recognition models with triaxial accelerometers
- Kalman fuzzy actor-critic learning automaton algorithm for the pursuit-evasion differential game
- International Conference on Human Factors, Software, and Systems Engineering, AHFE 2016
- Learning to REDUCE: A reduced electricity consumption prediction ensemble
- Learning consumption: Media, literacy, and the legacy of One Laptop per Child
- A case study of educational computer game design by middle school students
- Mimic A: A general framework for self-learning companion AI behavior
- Computational thinking beyond STEM: An introduction to "moral machines" and programming decision making in Ethics classroom
- An Autonomous Learning-Based Algorithm for Joint Channel and Power Level Selection by D2D Pairs in Heterogeneous Cellular Networks
- Recommendations to improve programming skills of students of computer science
- Intelligent tutoring systems: Structure, applications and challenges
- 13th International Conference on Mobile Web and Intelligent Information Systems, MobiWIS 2016
- A Decentralized Fuzzy Learning Algorithm for Pursuit-Evasion Differential Games with Superior Evaders
- Decentralized learning in pursuit-evasion differential games with multi-pursuer and single-superior evader
- Exponential moving average based multiagent reinforcement learning algorithms
- Design and implementation of BIOLOID humanoid robot
- Reform of higher education in russia: Habitus Conflict
- Online Adaptable Learning Rates for the Game Connect-4
- Early Prediction of Student Profiles Based on Performance and Gaming Preferences
- Serious adventure game to develop logic in the Middle Regular Education [Serious game de aventura no desenvolvimento de lógica no Ensino Médio Regular]
- Scalable causal learning for predicting adverse events in smart buildings
- Development of learning objects on scratch: Training of teachers of information and communication technologies
- A framework for games-based construction learning: A text-based programming languages approach
- Satisfiability and model counting in open universes
- Studio workshop: E-cannons and other robot weapons
- Playing games with observation, dependency and agency in a new environment for making construals
- Moving beyond alcohol: A review of other issues associated with fraternity membership with implications for practice and research
- We're all going on a: Science holiday
- How to use open source software in education
- Seven semesters of android game programming in CS2
- Solving QBF instances with nested SAT solvers
- Teaching programming fundamentals to modern university students
- Developing Game-Based Learning requirements to increase female middle school students interest in computer science
- Using video to automatically detect learner affect in computer-enabled classrooms
- Designing a game generator as an educational technology for the deaf learners

- Using "The Machine stops" for teaching ethics in artificial intelligence and computer science
- Gamifying mobile micro-learning for continuing education in a corporate IT environment
- Integrating creative writing and computational thinking to develop interdisciplinary connections
- Design of a machine vision applied to educational board game
- Boosting the development of ASP-based applications in mobile and general scenarios
- Teaching and learning methodologies supported by ICT applied in computer science
- Use of the Smartphone to Promote Healthy Habits among Teen-agers, Spain [Utilización del teléfono móvil para el fomento de hábitos saludables en adolescentes. Estudio con grupos focales]
- Playout policy adaptation with move features
- BCI Framework Based on Games to Teach People with Cognitive and Motor Limitations
- A pairing-free, one round identity based authenticated key exchange protocol secure against memory-scrappers
- Reinforcement learning in a bio-connectionist model based in the thalamo-cortical neural circuit
- Toward a teaching strategy design for game-based learning
- Enhancing MOOC with Augmented Reality, Adaptive Learning and Gamification
- MOF: Creating an educational game on nanotechnology through simulation-driven optimization
- Object detection in 20 questions
- Improving Learning Achievements, Motivations and Flow with a Progressive Prompt-Based Mobile Gaming Approach
- A friendly game development tool for game designer
- Chinese Relation extraction by Multiple instance learning
- Learning online smooth predictors for realtime camera planning using recurrent decision trees
- Towards a generic gamification of sorting algorithms
- Minimum interference channel assignment algorithm for multicast in a wireless mesh network
- Exergaming for Health: A Randomized Study of Community-Based Exergaming Curriculum in Pediatric Weight Management
- Learning programming through games and contests: Overview, characterisation and discussion
- Can Monte-Carlo Tree Search learn to sacrifice?
- Kids Code in a rural village in Norway: could code clubs be a new arena for increasing girls' digital interest and competence?
- Virtual reality simulator for robotics learning
- "Easy to learn, difficult to master": Accessible front-ends to challenging science assignments
- Learning higher-order logic programs through abstraction and invention
- User-centred design using Gamestorming
- Olympiads in Informatics
- An empirical study of online K-12 education for programming games
- Programming teaching experience and application of educational digital games [Experiência com ensino de programação e aplicação de jogos digitais educativos]
- Evolving a generalized strategy for an action-platformer video game framework
- Production of digital games using scratch: An experience in high school with students in the technical course Support and Maintenance of Informatics [Produção de jogos digitais usando o scratch: Uma experiência no ensino médio com estudantes no curso técnico de suporte e manutenção de informática]
- Learning programming patterns using games
- Using serious game to enhance algorithmic learning and teaching
- Video games in teacher training: Design, implementation and assessment of an educational proposal
- Artificial neural network approach in laboratory test reporting: Learning algorithms
- Using robotics for teaching and learning programming concepts: An experience report [Utilizando a robótica para o ensino e aprendizagem de conceitos de programação: Um relato de experiência]
- Network Adaptive Textured Mesh Generation for Collaborative 3D Tele-Immersion
- Data mining algorithms for communication networks control: Concepts, survey and guidelines
- Remote Neuro-Cognitive Impairment Sensing Based on P300 Spatio-Temporal Monitoring
- Serious game development as a strategy for health promotion and tackling childhood obesity [Desenvolvimento de serious game como estratégia para promoção de saúde e enfrentamento da obesidade infantil] [Desarrollo de serious game como estrategia para la promoción de la salud y el enfrentamiento de la obesidad infantil]
- Oii-web: An interactive online programming contest training system
- Learning intelligent controls in high speed networks: Synergies of computational intelligence with control and Q-Learning theories
- From Interactive Open Learner Modelling to Intelligent Mentoring: STyLE-OLM and beyond
- Evaluating peer versus teacher robot within educational scenario of programming learning
- A translation evaluation function based on neural network
- Kodr: A customizable learning platform for computer science education

- Teaching the first programming course with python's turtle graphic library
- Cooperative face-to-face learning with connected mobile devices: The future of classroom learning?
- Piloting computer science education week in Mexico
- Designing a mobile game for spatial and map abilities of kindergarten children
- Climbing up the leaderboard: An empirical study of applying gamification techniques to a computer programming class
- Automating Learner Feedback in an eTextbook for Data Structures and Algorithms Courses
- Understanding the benefits of game jams: Exploring the potential for engaging young learners in STEM
- Computational thinking in pre-university education
- A randomised controlled trial of a digital learning game in the context of a design-based research project
- Applying gamification in a parallel programming course
- Online Solution of Two-Player Zero-Sum Games for Continuous-Time Nonlinear Systems with Completely Unknown Dynamics
- Improving programming education through gameful, formative feedback
- Adaptive two-stage learning algorithm for repeated games
- Evaluation of cognitive functions through the systemic lisbon battery: Normative data
- Towards real time detection of learners' need of help in serious games
- ToTCompute: A Novel EEG-Based TimeOnTask Threshold Computation Mechanism for Engagement Modelling and Monitoring
- Learning engineering skills through creativity and collaboration: A game-based proposal
- Types of assessing student-programming knowledge
- Digital games in programming education [Jogos digitais no ensino de programação]
- Affective personalization of a social robot tutor for children's second language skills
- Code bits: An inexpensive tangible computational thinking toolkit for K-12 curriculum
- AlphaGo - Mastering the game of go with deep neural networks and tree search
- The misrepresentation game: How to win at negotiation while seeming like a nice guy
- Slimshot: Probabilistic inference for Web-Scale knowledge Bases
- An educational game for teaching search algorithms
- Deep learning for reward design to improve Monte Carlo tree search in ATARI games
- Bandits for cybersecurity: Adaptive intrusion detection using honeypots
- Three strategies to success: Learning adversary models in security games
- A pricing-based spectrum leasing framework with adaptive distributed learning for cognitive radio networks
- A structured review of health utility measures and elicitation in advanced/metastatic breast cancer
- Strategic classification
- Moving beyond "Just tell me what to code": Inducting tertiary ICT students into research methods with aboriginal participants via games design
- Using a PLC+Flowchart programming to engage STEM interest
- Towards learning from stories: An approach to interactive machine learning
- "Learn Braille": A serious game mobile app for sighted Braille learners
- We Have Skin in the Game: Not the Headline You Expected to See
- The computational power of optimization in online learning
- Faster Learning and Adaptation in Security Games by Exploiting Information Asymmetry
- Dual learning for machine translation
- Design of emotional educational system mobile games for autistic children
- Identifying and tracking switching, non-stationary opponents: A Bayesian approach
- Development of mobile serious game for self-assessment as base for a game-editor for teachers
- Observational learning computations in neurons of the human anterior cingulate cortex
- PAC algorithms for detecting nash equilibrium play in social networks: From twitter to energy markets
- Applying an online game-based formative assessment in a flowchart-based intelligent tutoring system for improving problem-solving skills
- Improving web-based problem solving skills of students with a novel game-based Intelligent Tutoring System
- Design insights into the creation and evaluation of a computer science educational game
- Comparative Analysis of Existing Architectures for General Game Agents
- Developing Computer Science Learning System with Hybrid Instructional Method
- Teaching Primary School Children the Concept of Computer Programming
- Suggesting and supporting examples for novice programmers
- Stem5: An initiative shaping the STEM narrative in Pakistan
- Supporting computational thinking through gamification
- Playing games across the superintelligence divide
- Asymmetry of Strategies in Proposal: Gale-Shapley Algorithm on Diagrams

- A simple multi-player video game framework for experimenting and teaching cultural understanding
- Next generation learner modeling by theory of mind model induction
- Coevolutionary CMA-ES for Knowledge-Free Learning of Game Position Evaluation
- Integrating writing direction and handwriting letter recognition in touch-enabled devices
- Game design and development as mathematical activities: Proposing a framework
- Exploring media literacy and computational thinking: A game maker curriculum study
- Playing with programming: A serious game to start programming
- Data-based approximate optimal control for nonzero-sum games of multi-player systems using adaptive dynamic programming
- A cloud software system for visualization of game-based learning data collected on mobile devices
- Beginning SOLID principles and design patterns for ASP.NET developers
- Computing as a new compulsory subject in the Macedonian primary schools curriculum
- Data Statistic and Analysis System of College Track and Field Games Based on Web
- Artificial intelligence meets software engineering in computing education
- Comparing human behavior models in repeated Stackelberg security games: An extended study
- Holistic game development curriculum
- Game-based approaches, gamification, and programming language training
- Practice makes perfect - Gamification of a competitive learning experience
- LudusScope: Accessible interactive smartphone microscopy for life-science education
- Development of young children coding drone using block game
- International Conference on Mobile and Wireless Technology, ICMWT 2016
- An investigation of two real time machine learning techniques that could enhance the adaptability of game AI agents
- Neozoa: An immersive, interactive sandbox for the study of competing
- Learning constraints and optimization criteria
- Development of Soft-Hardware Platform for Training System Design of Electrotechnical Complexes and Electric Drives
- Virtual reality for pediatric neuro-rehabilitation: Adaptive visual feedback of movement to engage the mirror neuron system
- Programming for girls
- A case study illustrating coding for computational thinking development
- Hierarchical deep reinforcement learning: Integrating temporal abstraction and intrinsic motivation
- Intelligent stock data prediction using predictive data mining techniques
- Using a text adventure game for an extended series of assignments in CS2
- Evolving neural network as a decision support system - Controller for a game of '2048' case study
- Impact of Bayesian learning and externalities on strategic investment
- A Summer Computing Camp Using ChainReaction and jABC
- Making connections: Writing stories and writing code
- Informing content-driven design of computer programming games: A problems analysis and a game review
- Puzzle games: A metaphor for computational thinking
- Improving the health of Cambodian Americans: Grassroots approaches and root causes
- A fast evaluation method for RTS game strategy using fuzzy extreme learning machine
- Measuring code behavioral similarity for programming and software engineering education
- Discovering relevant hashtags for health concepts: A case study of twitter
- Socially-aware multiagent learning: Towards socially optimal outcomes
- State of the art control of atari games using shallow reinforcement learning
- 5th International Workshop on Learning Technology for Education in Cloud, LTEC 2016
- Task learning through visual demonstration and situated dialogue
- The interest-driven creator theory and computational thinking
- Using the data-service framework to design a distributed multi-levels computer game for insect education
- Interface design optimization as a multi-armed bandit problem
- Teaching abstraction, function and reuse in the first class of CS1 - A lightbot experience
- Construction and deconstruction of checkers game using ICE agent model
- The use of serious gaming for Open Learning environments
- Coupled semi-supervised learning for Chinese knowledge extraction
- Joining the game and the experiment in peer-to-peer remote laboratories for STEM education
- Bilateral Hallux Valgus: A Utility Outcome Score Assessment
- No lives left: How common game features can undermine persistence, challenge-seeking, and learning to program
- Simultaneous influencing and mapping for health interventions
- Using Computer Programming Competition for Cyber Education

- Teaching computer programming with the help of digital games for 2nd and 3rd year students in the elementary school [Ensinando programação de computadores com o auxílio de jogos digitais para alunos do 2° e 3° ano do ensino fundamental]
- Distance learning for training business game bom burger tutors
- The introductory programming course: A game design approach for the e-learning environment
- PlayIT: Game based learning approach for teaching programming concepts
- Reducing congestions in decentralized matching by using preference signaling
- The gamification of risk: how health apps foster self-confidence and why this is not enough
- Preliminary analysis of code hunt data set from a contest
- Bringing computational science to the public
- Extending biology models with deep NLP over scientific articles
- Contextual Atlas Regression Forests: Multiple-Atlas-Based Automated Dose Prediction in Radiation Therapy
- Third international workshop on gamification for information retrieval (GamifIR'16)
- Who enjoys more? Factors related to enjoyment in an educational mobile game
- Online learning of robot soccer free kick plans using a bandit approach
- User Association in Heterogeneous Networks: A Social Interaction Approach
- Wireless network recommendation system in heterogeneous networks
- Personalizing game selection for mobile learning with a view towards creating an off-line learning environment for children
- Robot ON!: A Serious Game for Improving Programming Comprehension
- Using games to help novices embrace programming: From elementary to higher education
- Creating opportunities to learn social skills at school using digital games
- Teaching tip an introduction to the business game "flowers for the world"
- Learning decision making for Soccer Robots: A crowdsourcing-based approach
- Project and Preliminary Evaluation of VR-MED, a Domain-Specific Language for Serious Games in Family Medicine Teaching
- Game-based technologies in teaching programming in higher education: Theory and practices
- Game-based learning as a bedrock for creative learning
- Optimal allocation of police patrol resources using a continuous-time crime model
- Framework for learner assessment in learning games
- Understanding learners' behaviors in serious games
- Learning Maintenance, Repair and Operations (MRO) concepts in offshore wind industry through game-based learning
- Hackathons as an informal learning platform
- Integration of virtual semantic environments components and generalized data envelopment analysis (DEA) model
- Protecting wildlife under imperfect observation
- Learning structural bioinformatics and evolution with a snake puzzle
- Pedagogical mini-games integrated into hybrid course to improve understanding of computer programming: Skill building without the coding constraints
- Einstein's riddle as a tool for profiling students
- Incorporating game elements into programming practical classes to encourage collaboration and knowledge sharing
- Exploratory study of collaborative behaviour in gaming and interactions of students in Second Life
- 2nd International Joint Conference on Serious Games, JCSG 2016
- On design of online learning environments for programming education
- Communication and gamification in the web-based foreign language educational system: Web-based foreign language educational system
- Using game theory to battle jammer in control channels of cognitive radio ad hoc networks
- Influence maximization for complementary goods: Why parties fail to cooperate?
- Bayesian networks with prior knowledge for malware phylogenetics
- Design and implementation of an IDE for learning programming languages using a gamification service
- Enki: A pedagogical services aggregator for learning programming languages
- Learning computer science languages in enki
- Game-theoretic models identify useful principles for peer collaboration in online learning platforms
- Engaging students with Computer Science through creativity: Toward better understanding and improved methods
- Programming moves: Design and evaluation of applying embodied interaction in virtual environments to enhance computational thinking in middle school students
- If We Build It, Will They Come? A Qualitative Study of Key Stakeholder Opinions on the Implementation of a Videogame Intervention for Risk Reduction in Adolescents
- Introductory game development course: A mix of programming and art
- A Tactile Internet demonstration: 1ms ultra low delay for wireless communications towards 5G
- Some methodical tools for propaedeutics parallel computing in school informatics

- Bio-inspired computational algorithms in educational and serious games: Some examples
- Motivating students in Component-Based Programming courses
- A scalable course project to accommodate academic variation
- Optimized Adaptive Scheduling of a Manufacturing Process System with Multi-skill Workforce and Multiple Machine Types: An Ontology-based, Multi-agent Reinforcement Learning Approach
- Gamification-Based E-Learning Strategies for Computer Programming Education
- A.I. As an introduction to research methods in computer science
- Gender differences in computing programs: Colombian case study
- A serious game to promote object oriented programming and software engineering basic concepts learning
- Program with Ixquic: Educative games and learning in augmented and virtual environments
- A Learning Invader for the “Guarding a Territory” Game: A Reinforcement Learning Problem
- A learning invader for the guarding a territory game
- Blind channel selection strategies for distributed cognitive MAC
- Optimal dynamic emergency reserve activation using spinning, hydro and demand-side reserves
- On the development of a dynamic virtual reality system using audio and visual scenes
- Gamifying an online approach for promoting game development Learning and contest: An experience report
- Game production: Teachers challenges in a Danish public school
- The game enhanced learning model: Mapping game-based learning for educators
- Relationships among tasks, collaborative inquiry processes, inquiry resolutions, and knowledge outcomes in adolescents during guided discovery-based game design in school
- Using stories to teach human values to artificial agents
- World Conference on Information Systems and Technologies, WorldCIST 2016
- GAME – GYM ACTIVITIES FOR MIND'S EFFICIENCY
- Moodle game-based tool trivioddle to support the learning of programming languages and paradigms
- Code Defenders: A Mutation Testing Game
- A View-Level Rate Distortion Model for Multi-View/3D Video
- Bricolage programming and problem solving ability in young children: An exploratory study
- Randomized Prediction Games for Adversarial Machine Learning
- Watch and learn: Optimizing from revealed preferences feedback
- Influence of the programming environment on programming education
- Work in progress: A comparison of programming way: Illustration-based programming and text-based programming
- An interactive serious game via visualization of real life scenarios to learn programming concepts
- Evaluating play-personas of an educational 3D digital game for university students to learn Portuguese as a foreign Language
- DPCM-Based Edge Prediction for Lossless Screen Content Coding in HEVC
- Child-centred motion-based age and gender estimation with neural network learning
- Enhancing Video Games Policy Based on Least-Squares Continuous Action Policy Iteration: Case Study on StarCraft Brood War and Glest RTS Games and the 8 Queens Board Game
- Traffic-Aware Cloud RAN: A Key for Green 5G Networks
- Computational thinking and social skills in Virtuoso: An immersive, digital game-based learning environment for youth with autism spectrum disorder
- ASE: Automatic search engine for dynamic information retrieval
- Culminating phase of open source programmable logic controller software development initiative for high school students, two- and four-year colleges, and displaced workers
- Learning human search strategies from a crowdsourcing game
- Game-based learning as a catalyst for creative learning
- Ethical leadership and decision making in education: Applying theoretical perspectives to complex dilemmas: Fourth edition
- A rule-based approach to teach mathematics using animation
- Game-theme based instructional module for teaching object oriented programming
- An improved polygon clipping algorithm based on affine transformation
- Advanced educational tool for remote control study
- Modeling topic-level academic influence in scientific literatures
- Project EX-India: A classroom-based tobacco use prevention and cessation intervention program
- Teaching statistics and risk management with card games
- Educational resource based on games for the reinforcement of engineering learning programming in mobile devices
- Music education meets computer science and engineering education
- Teaching genetic algorithm-based parameter optimization using Pacman
- JOthelloT: A Java-based open source Othello framework for artificial intelligence undergraduate classes

- Tri-lua: Using gamification as support learning programming language
- Examining the intermediate programmers understanding of the learning process
- Using game frameworks to teach computer programming
- Predicting success in medical school: A longitudinal study of common Australian student selection tools
- Students as game designers vs. 'just' players: Comparison of two different approaches to location-based games implementation into school curricula
- SiGMA: A software framework for integrating advanced mathematical capabilities in serious game development
- A toolkit for presenting advanced mathematics in serious games
- Defining human values for value learners
- Affect-aware student models for robot tutors
- Needs, Pains, and Motivations in Autonomous Agents
- Exploration from demonstration for interactive reinforcement learning
- Predicting 30-day risk and cost of "all-cause" hospital readmissions
- Scripting environments of gamified learning management systems for programming education
- Learning game players by an evolutionary approach using pairwise comparison without prior knowledge
- Concordance of interests in dynamic models of social partnership in the system of continuing professional education
- Analysis of the factors affecting the interval between blood donations using log-normal hazard model with gamma correlated frailty
- Adaptive ensemble learning with confidence bounds for personalized diagnosis
- How do different cognitive styles affect learning programming? Insights from a game-based approach in Greek schools
- Educators as game developers— model-driven visual programming of serious games
- Learning to be energy-efficient in cooperative networks
- 10th International Conference on E-Learning and Games, Edutainment 2016
- Day ahead a electricity market analysis through a neuroevolution algorithm
- Project SIGMA - An Online Tool to Aid Students in Math Lessons with Gamification Concepts
- How to Run a Successful Game-Based AI Competition
- Scheduling algorithm in distributed systems based on non-cooperative game
- Brainwave enabled multifunctional, communication, controlling and speech signal generating system
- Creating action heuristics for general game playing agents
- Applying an eBook Tool with Lecturing Function and a Game-Based Student Response System in Flipped Classroom for a Seminar Course
- Prevalence and co-occurrence of addictive behaviors among Russian and Spanish youth: A replication study
- JLegends: Online game to train programming skills
- Musicbot: Edutainment with A reconfigurable robotic system
- Uterine fibroids and cardiovascular risk
- Game theory and its applications in machine learning
- Of elephants and nested loops: How to introduce computing to youth in rural India
- Awareness and education on viral infections in Nigeria using edutainment
- 2nd International KES conference on Smart Education and e-Learning, 2015
- Linking the 'know-that' and 'know-how' knowledge through games: a quest to evolve the future for science and engineering education
- Principles of a casual serious game to support introductory programming learning in higher education
- Towards a constructionist serious game engine
- 11th European Conference on Technology Enhanced Learning, EC-TEL 2016
- Qualitative spatial reasoning for soccer pass prediction
- Strategic attentive writer for learning macro-actions
- Urban games: How to increase the motivation, interaction and perceived learning of students in the schools
- Sharing as a means for reflection: Seeing differences, understanding affordances of peers' programming solutions
- Overcoming the Static Learning Bottleneck - the need for adaptive neural learning
- A Survey on Applications of Model-Free Strategy Learning in Cognitive Wireless Networks
- Learning in hide-and-seek
- The framework design of intelligent checkers
- Transactions in primary physical education in the UK: a smorgasbord of looks-like-sport
- Probably approximately correct learning in stochastic games with temporal logic specifications
- Software components for serious game development
- Game based learning of programming in underprivileged communities of Sri Lanka
- A propriety game-based learning game as learning tool to learn object-oriented programming paradigm
- Examining effectiveness of learning object-oriented programming paradigm through propriety game-based learning games
- A better understanding of how gamification can help improve digital lifestyles

- A BIM-based educational gaming prototype for undergraduate research and education in design for sustainable aging
- Serving transgender people: clinical care considerations and service delivery models in transgender health
- The design of an intelligent soccer-playing robot
- Infinite author topic model based on mixed gamma-negative binomial process
- Avicaching: A two stage game for bias reduction in citizen science
- Poker-CNN: A pattern learning strategy for making draws and bets in poker games using convolutional networks
- Learning Game Design and Software Engineering through a Game Prototyping Experience: A Case Study
- Game evolutionary algorithm based on behavioral game theory
- Assessing the Attention Levels of Students by Using a Novel Attention Aware System Based on Brainwave Signals
- Efficient average reward reinforcement learning using constant shifting values
- WTA Hash-Based Multimodal Feature Fusion for 3D Human Action Recognition
- Practice of Programming Education Using Scratch and NanoBoardAG for High School Students
- Action recognition by joint learning
- The effectiveness of digital game for introductory programming concepts
- A review of modelling languages for adventure educational games
- Kalman filters with Bayesian quadratic game fusion in networks
- Keeping pace with criminals: An extended study of designing patrol allocation against adaptive opportunistic criminals
- Using abstractions to solve opportunistic crime security games at scale
- Learning-Aided Unary Error Correction Codes for Non-Stationary and Unknown Sources
- Distribution of cuticular proteins in different structures of adult *Anopheles gambiae*
- A virtual laboratory combined with biometric authentication and 3D reconstruction
- Using qualitative data analysis to measure user experience in a serious game for premed students

Ano 2015 – Base Scopus

- Proceedings of 2015 International Conference on Interactive Mobile Communication Technologies and Learning, IMCL 2015
- 2015 Power Generation Systems and Renewable Energy Technologies, PGSRET 2015
- Proceedings - 4th International Workshop on Games and Software Engineering, GAS 2015
- Annual Conference on Innovation and Technology in Computer Science Education, ITiCSE
- SIGMIS-CPR 2015 - Proceedings of the 2015 ACM SIGMIS Conference on Computers and People Research
- ISEC 2015 - 5th IEEE Integrated STEM Education Conference
- Discrete-time dynamic graphical games: model-free reinforcement learning solution
- Observing access control policies using scrabble games
- Supporting children's learning of probability through video game programming
- Can digital game-based learning be incorporated in Serbian primary school curricula's?
- 17th International Conference on Asia-Pacific Digital Libraries, ICADL 2015
- Peter the fashionista? Computer programming games and gender-oriented cultural forms
- Enhancing Computer Accessibility for Disabled Users: A Kinect-Based Approach for Users with Motor Skills Disorder
- Diversity based improved bagging algorithm
- GLIESE-A Framework for Experimental Game Development
- Facilitating programming success in data science courses through gamified scaffolding and Learn2Mine
- A Non-cooperative game for faster convergence in cooperative coevolution for multi-objective optimization
- A platform for supporting the development of mixed reality environments for educational games
- Decentralized Q-learning for weakly acyclic stochastic dynamic games
- The residual gradient FACL algorithm for differential games
- A game engine in pure python for CS1: Design, experience, and limits
- Applied computer history: Experience teaching systems topics through retrogames
- Gamification in online collaborative learning for programming courses: A literature review
- A domain specific language to retrieve objective indicators for foreign language learning in virtual worlds
- Learning levels of mario AI using genetic algorithms
- Closing the cyberlearning loop: Enabling teachers to formatively assess student programming projects
- Designing location-based gaming applications with teenagers to address early school leaving
- Approaches for teaching computational thinking strategies in an educational game: A position paper
- Physical Activity Intensity, Lesson Context, and Teacher Interactions During an Unstructured Afterschool Physical Activity Program
- Improving cognitive radio wireless network performances using clustering schemes and coalitional games
- Inclusive gaming creation by design in formal learning environments: "girly-girls" user group in no one left behind
- Cognitive radio networks management using an ANFIS approach with QoS/QoE mapping scheme

- Enhancing the metacognitive skill of novice programmers through collaborative learning
- Learning AI techniques through bot programming for a turn-based strategy game
- Advances in 3D sensing technologies and applications
- Immersive applications based on depth-imaging and 3D-sensing technology
- An approach to multi-agent pursuit evasion games using reinforcement learning
- Useful recommendations for successful implementation of programming courses
- Learning programming with peer support, games, challenges and scratch
- Evolutionary dynamics of multi-agent learning: A survey
- Teaching K-12 students STEM-C related topics through playing and conducting research
- Automatic detection of learning-centered affective states in the wild
- Trends in ICT for relief and development: From mobile data collection to data driven decision making
- Comparison of haptic guidance and error amplification robotic trainings for the learning of a timing-based motor task by healthy seniors
- Empowering teachers to teach CS - Exploring a social constructivist approach for CS CPD, using the Bridge21 model
- On combining gamification theory and ABET criteria for teaching and learning engineering
- An empirical evaluation of a serious simulation game architecture for automatic adaptation
- Gamifying activities in a higher education course
- Comparison of China-US Engineering Ethics Educations in Sino-Western Philosophies of Technology
- Educate and Punish. Social control devices in the training strategy of the citizen in Cartagena (Colombia): 1880-1900 [Educar y Castigar. Dispositivos de control social en la estrategia de formación del ciudadano en Cartagena (Colombia): 1880-1900]
- Playout policy adaptation for games
- The creating serious games for historical subjects at the 1st level of primary school and such as a part of exhibition chosen historical buildings
- Mimicking human camera operators
- Quality improvement of International Classification of Diseases, 9th revision, diagnosis coding in radiation oncology: Single-institution prospective study at University of California, San Francisco
- Parental guidance advised: Associations between parental television limits and health behaviors among obese children
- Social context, singular focus
- Improving geographical knowledge - Links and apps
- Research about minecraft as interactive program for 3D virtual digital art
- Designing a serious game to enhance orthographic projection learning in higher education
- Reinforcement learning for nash equilibrium generation
- Reactive game engine programming for STEM outreach
- Amê: An environment to learn and analyze adversarial search algorithms using stochastic card games
- Learning to Win in Evolutionary Two-person Boolean Game with Fixed Strategy Updating Rule
- Machine learning schemes in augmented reality for features detection
- Scalable mechanisms for rational secret sharing
- Online game-based programming learning for high school students - A case study
- Adopting new learning strategies for computer architecture in higher education - Case study: Building the S3 microprocessor in 24 hours
- Models to detect scientific creativity: Why something simpler than Fréchet Metric Manifolds?
- Women in community college: Factors related to intentions to pursue computer science
- Playful calculation
- A Multi-Modal 3D capturing platform for learning and preservation of traditional sports and games
- Psycho-physiological training approach for amputee rehabilitation
- Educational robotics and videogames in the classroom [Robótica Educativa y Videojuegos en el Aula de la Escuela]
- Using unity to teach game development: When you've never Written a game
- The primegame revolutions : A cloud-based collaborative environment for teaching introductory programming
- Towards a 3D virtual game for learning object-oriented programming fundamentals and C++ language: Theoretical considerations and empirical results
- Gaming and robotics to transforming learning
- Use of the Alice visual environment in teaching and learning object-oriented programming
- Characterizing predicate Arity and spatial structure for inductive learning of game rules
- A dynamic role-playing platform for simulations in legal and political education
- Team formation dynamics: A study using online learning data
- Preventing substance abuse and relationship violence: Proof-of-concept evaluation of a social, multi-user, tablet-based game
- Launching swiss computer science education week
- Real time bidirectional translator of Portuguese sign language

- Open Data Motion Capture: MOCAP-ULL Database
- Support knowledge-aided sparse Bayesian learning for compressed sensing
- When security games go green: Designing defender strategies to prevent poaching and illegal fishing
- A Study of Truck Platooning Incentives Using a Congestion Game
- Sulfasalazine-induced DRESS and severe agranulocytosis successfully treated by granulocyte colony-stimulating factor
- Learning equilibria of games via payoff queries
- Tight Bounds on Low-Degree Spectral Concentration of Submodular and XOS Functions
- Using the Kinect sensor with open source tools for the development of educational games for kids in pre-school age
- Enabling motivated believable agents with reinforcement learning
- From hiscore to high marks: Empirical study of teaching programming through gamification
- Assessing visual attention using eye tracking sensors in intelligent cognitive therapies based on serious games
- Achieving digital literacy through game development: an authentic learning experience
- A novel 3D wheelchair simulation system for training young children with severe motor impairments
- Bipartite double cover and perfect 2-matching covered graph with its algorithm
- Serious Game Development as a Creative Learning Experience: Lessons Learnt
- Optimal minimum bids and inventory scrapping in sequential, single-unit, Vickrey auctions with demand learning
- Natural language and programming: Designing effective environments for novices
- Science gateway for distributed multiscale course management in e-Science and e-Learning - Use case for study and investigation of functionalized nanomaterials
- Bayesian active learning-based robot tutor for children's word-reading skills
- Health and Fitness App Use in College Students: A Qualitative Study
- VerilogTown: Cars, crashes and hardware design
- Games4Learning: How to integrate serious games to personalized learning itineraries? [Games4Learning: Cómo integrar juegos serios en itinerarios de aprendizaje personalizados?]
- To write not select, a new text entry method using joystick
- Informal CS learning through games - benefits to formal education?
- The effect of achievement badges on students' behavior: An empirical study in a university-level computer science course
- AMEG: Adaptive mechanism for educational games based on IMSLD and artificial intelligence
- Automatic image annotation using semi-supervised generative modeling
- Interactive X-ray and proton therapy training and simulation
- Discovering knowledge models in an open-ended educational game using concept formation
- A Unity 3D framework for algorithm animation
- Collaborative learning in computer programming courses that adopted the flipped classroom
- A stochastic multi-channel spectrum access game with incomplete information
- Improving learning and adaptation in security games by exploiting information asymmetry
- Teaching advanced touch sensing technologies using ARM cortex-M based microcontroller
- Simple shooting game engine in Python
- Linked data-enabled gamification in EPUB 3 for educational digital textbooks
- Digital citizenship through game design in minecraft
- Contract bridge bidding by learning
- You and your robot companion - A framework for creating robotic applications usable by non-experts
- 'Yes dear, that belongs into the shelf!' - Exploratory studies with elderly people who learn to train an adaptive robot companion
- Web application for support in basketball game analysis
- 2nd International KES Conference on Smart Education and Smart e-Learning, SEEL 2015
- Learning in multi-agent systems with sparse interactions by knowledge transfer and game abstraction
- Learning overtaking and blocking skills in simulated car racing
- Bilingual children weigh speaker's referential cues and word-learning heuristics differently in different language contexts when interpreting a speaker's intent
- Enhancing the programming skill in high school engineering education via flipped classroom and peer assessment
- Terrestrial Radiation Effects in ULSI Devices and Electronic Systems
- Machine-learning of shape names for the game of go
- A strongly typed GP-based video game player
- A GP-based video game player
- Cloud based dynamical digital game learning scenario corresponding to individual learner big data
- Indian buffet game with negative network externality and non-bayesian social learning
- Rest: A reliable estimation of stopping time algorithm for social game experiments
- Virtual reality game for safety education

- Learning outcome enhancement via serious game: Implementing game-based learning framework in blended learning environment
- A mobile-device based serious gaming approach for teaching and learning Java programming
- EMG based biofeedback with the smarting system
- Game-based learning and social media API in higher education
- Constructionist gaming beyond the screen: Middle school students' Crafting and computing of touchpads, Board games, And controllers
- An adaptive serious neuro-game using a mobile version of a bio-feedback device
- Comprehensive Coach Education and Practice Contact Restriction Guidelines Result in Lower Injury Rates in Youth American Football
- The study of gamification application architecture for programming language course
- Classification of Markers in the ARTool Kit Library to Reduce Inter-marker Confusion
- Optimality of black to white ratio and information complexity for robust marker recognition
- Enhancing education for IT literacy using spoken tutorials
- Regret bounds of a distributed saddle point algorithm
- The use of augmented reality games in education: a review of the literature
- Note Code - A tangible music programming puzzle tool
- A tambourine support system to improve the atmosphere of Karaoke
- Simulated learners for testing agile teaming in social educational games
- The results of islamic behavior promotion through a "village youth club" among youth in ban sarong, khao tum sub-district, Yarang district, Pattani province
- What does it take to do computer programming? Surveying the K-12 students' conceptions
- Increasing student and faculty participation and student learning in an undergraduate STEM summer research program in a government institution through a higher education partnership
- Comparing the effectiveness of online learning approaches on CS1 learning outcomes
- How does Bayesian knowledge tracing model emergence of knowledge about a mechanical system?
- Games: An approach to introduce computer programming for upper primary school students
- On the role of gamification and localization in an open online learning environment: javala experiences
- Work in progress: Programming is a SNAP! Increasing knowledge and interest in computer science
- Docere delectando: Series, movies and video games as innovating teaching tools [Docere delectando: Series, películas y videojuegos como herramientas de innovación docente]
- A model to analyze and design educational games with pedagogical foundations
- Swarm intelligence to coordinate decentralized learning automata in identical payoff games
- Object-oriented Sokoban solver: A serious game project for OOAD and AI education
- On importing computer games into course of algorithm design and analysis
- Reward points calculation based on sequential pattern analysis in an educational mobile app
- International Conference on Web-Based Learning, ICWL 2013 held with 1st International Workshop on Ubiquitous Social Learning, USL 2013, International Workshop on Smart Living and Learning, IWSLL 2013, 3rd International Symposium on Knowledge Management and E-Learning, KMEL 2013, International Workshop on Cloud Computing for Web-Based Learning, IWCWL 2013, International Workshop on Web Intelligence and Learning, WIL 2013, International Workshop on E-book and Education Cloud, IWEEC 2013
- Serious game mechanics, workshop on the ludo-pedagogical mechanism
- Mechanism learning with mechanism induced data
- Identifying players and predicting actions from RTS game replays
- Large-scale educational campaigns
- Visualizing Loops and Data Structures in Xylem: The Code of Plants
- Virtual blended learning enriched by gamification and social aspects in programming education
- Pro Android 5
- Playing and learning with gamification: An in-class concurrent and distributed programming activity
- Advanced dynamic scripting for fighting game AI
- Multimodal robots as educational tools in primary and lower secondary education
- Towards more practical reinforcement learning
- Enhancing EDA education through gamification
- 3rd International Conference on Distributed, Ambient, and Pervasive Interactions, DAPI 2015 Held as Part of 17th International Conference on Human-Computer Interaction, HCI International 2015
- The efficacy of a personalized feedback-only intervention for at-risk college gamblers
- The signal game: Missions and playground to motivate vocational education students toward periodic signals
- It/technology: Design and development of computer games
- Towards hierarchies of search tasks and subtasks

- TRIAD VII: Do prehospital providers understand physician orders for life-sustaining treatment documents?
- Human-level control through deep reinforcement learning
- Generative and accumulative recursion made fun for beginners
- Developing an expert agent in an educational game with evolutionary computation
- An educational game for mobile learning - Some essential design factors
- Language understanding for text-based games using deep reinforcement learning
- Astro PI: Launch your code into space
- Making the most of our regrets: Regret-based solutions to handle payoff uncertainty and elicitation in green security games
- Web accessibility by morse code modulated haptics for deaf-blind
- How can teachers develop pervasive games for learning?
- Teachers' experiences using KODU as a teaching tool
- Visualisation and gamification of e-Learning and programming education
- Evaluating the quality of games designed for learning programming by students with different educational background: An empirical study
- A framework for automatically generating interactive instructional scaffolding
- A coalitional-game-based incentive mechanism for content caching in heterogeneous Delay Tolerant Networks
- Characteristics attributed to educational games: An interpretation behavior analytic [Características atribuídas a jogos educativos: Uma interpretação Analítico-Comportamental]
- Reinforcement learning vs human programming in tetherball robot games
- APE: A Data-Driven, Behavioral Model-Based Anti-Poaching Engine
- Punctuated anytime learning for autonomous agent control
- Program with Ixquic: How to Learn Object-Oriented Programming with a Game
- Cyber protection of critical infrastructures using supervised learning
- Pocket game jams: A constructionist approach at schools
- Feature and decision level fusion using multiple kernel learning and fuzzy integrals
- "Remember to hand out medals": Peer rating and expertise in a question-and-answer study group
- Muse: A music-making Sandbox environment for real-time collaborative play
- Code and tell: Assessing young children's learning of computational thinking using peer video interviews with ScratchJr
- The Pransky interview: Dr Esben Ostergaard, inventor, co-founder and CTO of Universal Robots
- Integrating intelligent feedback into block programming environments
- Experiments on individual strategy updating in iterated snowdrift game under random rematching
- To handle, to learn and to manipulate the attacker's (uncertain) payoffs in security games (doctoral consortium)
- Simultaneously learning at different levels of abstraction
- Bodily communication in basketball [Tjelesna komunikacija u košarci]
- Basketball feint and non-verbal communication: Empirical framework
- Natural listening over headphones in augmented reality using adaptive filtering techniques
- Preliminary results of a freshmen capstone project to design educational modules for teachers in the dominican republic
- Learning rules for hierarchical fuzzy logic systems with selective fuzzy controller activation
- Scalable game design: A strategy to bring systemic computer science education to schools through game design and simulation creation
- Designing a blended learning curriculum in the development of video games
- Proceedings of the International Conference on e-Learning 2015, E-LEARNING 2015 - Part of the Multi Conference on Computer Science and Information Systems 2015
- A Markov Game model for valuing player actions in ice Hockey
- Oscillatory brain activity reveals linguistic prints in the quantity code
- On competences and values: from the desire to educate to educating the desire of being
- DSM in an area consisting of residential, commercial and industrial load in smart grid
- The evolution of ordering strategies under Damaged Beer Game
- Transferring skills at solving word problems from computing to algebra through bootstrap
- Amiro: A mini robot for scientific applications
- An evolutionary game for distributed resource allocation in self-organizing small cells
- Building a Scalable Game Engine to Teach Computer Science Languages
- A game engine to learn computer science languages
- Real Time Strategy Games: A Reinforcement Learning Approach
- Syntax circuitry: A mobile game for practicing programming language syntax
- Job shop production planning under uncertainty: A monte carlo rollout approach
- A method for using player tracking data in basketball to learn player skills and predict team performance
- A resource allocation mechanism for video mixing as a cloud computing service in multimedia conferencing applications
- Human breast cancer cells educate macrophages toward the M2 activation status

- Improving exploration in UCT using local manifolds
- 9th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2015 Held as Part of 17th International Conference on Human-Computer Interaction, HCI International 2015
- Girls learning computer science principles with after school games
- Optimizing the CVaR via sampling
- A game-based curriculum and learning management mobile application for college students
- On the tactical and strategic behaviour of MCTS when biasing random simulations
- Supporting Computational Algorithmic Thinking (SCAT): Exploring the difficulties African-American middle school girls face while enacting computational algorithmic thinking
- A project-based computer engineering curriculum
- Evaluation of SiGMa, an empiric study with Math teachers
- A review of games designed to improve introductory computer programming competencies
- A Stackelberg game approach for incentivizing participation in online educational forums with heterogeneous student population
- An approach to teaching introductory programming for IT professionals using games
- Development of a video game that teaches the fundamentals of computer programming
- Adoption of a new project-based learning (PBL) curriculum in information technology
- Concealing education into games
- Introduction
- A TUI-based programming tool for children
- A tangible programming system conveying event handling concept
- Learning of hierarchical fuzzy aggregative network using simplified swarm optimization
- Learning and motivational processes when students design curriculum-based digital learning games
- Teaching programming concepts to elementary students
- Learning object-oriented programming with computer games: A game-based learning approach
- Collaboration and Computational Thinking: A classroom structure
- Taking "the game" out of the match: A simple proposal
- Design for aging with bim and game engine integration
- Game theory based peer grading mechanisms for MOOCs
- A novel multi-agent decentralized win or learn fast policy hill-climbing with eligibility trace algorithm for smart generation control of interconnected complex power grids
- Gamifying software security education and training via secure coding duels in code hunt
- Microworlds, Games and Collaboration: Three effective approaches to support novices in learning programming
- Software crowdsourcing for developing Software-as-a-Service
- Distributed learning of equilibria with incomplete, dynamic, and uncertain information in wireless communication networks
- Constantine capital of Arab culture for 2015
- Technology-enhanced game-based team learning for improving intake of food groups and nutritional elements
- Word out! Learning the alphabet through full body interactions
- Sort Attack: Visualization and Gamification of Sorting Algorithm Learning
- GA-based action learning
- Challenges and Opportunities in Game Artificial Intelligence Education Using Angry Birds
- Variational Bayes learning of multiscale graphical models
- Video games as tools for change: A study based on Activity Theory
- Educational exploration based on computational thinking capacity cultivating
- Discovering the influence of socioeconomic factors on online game behaviors
- Reinforcing student understanding of linked list operations in a game
- Using a game-like module to reinforce student understanding of recursion
- Sim Green: A serious game to learn how to improve environmental integration into companies
- Modeling, learning and defending against opportunistic criminals in urban areas (doctoral consortium)
- Keeping pace with criminals: Designing patrol allocation against adaptive opportunistic criminals
- Kinect-based universal range sensor and its application in educational laboratories
- International Conference on Future Communication, Information and Computer Science, FCICS 2014
- Binary Linear Classification and Feature Selection via Generalized Approximate Message Passing
- Augmented creativity: Bridging the real and virtual worlds to enhance creative play

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- 2013 International Conference on Manufacture Engineering and Environment Engineering, MEEE 2013
- 2013 International Conference on Services Science and Services Information Technology, SSSIT 2013

- 2014 International Conference on Advances in Materials Science and Information Technologies in Industry, AMSITI 2014
- Proceedings - 7th International Conference on Control and Automation, CA 2014
- 2013 International Conference on Intelligent Materials and Mechatronics, IMM 2013
- Proceedings - 2014 IEEE Symposium on Visual Languages and Human-Centric Computing, VL/HCC 2014
- 2014 IEEE Global Engineering Education Conference: Engineering Education Towards Openness and Sustainability, IEEE EDUCON 2014
- 11th Joint Conference on Knowledge-Based Software Engineering, JCKBSE 2014
- 2013 International Conference on Information and Communication Technology for education, ICTE 2013
- 2014 International conference on Mechatronics and Intelligent Materials, MIM 2014
- 2014 International Conference on Mechatronics Engineering and Computing Technology, ICMECT 2014
- 3rd International Conference on Green Communications and Networks, GCN 2013
- An ensemble pruning approach based on reinforcement learning in presence of multi-class imbalanced data
- Dynamic graphical games: Online adaptive learning solutions using approximate dynamic programming
- A framework for teaching secure coding practices to STEM students with mobile devices
- Analyzing the learning process in online educational game design: A case study
- Learning problem-solving through making games at the game design and learning summer program
- Enhancing software engineering student team engagement in a high-intensity extreme programming course using gamification
- Scaffolded Arabic language mobile educational game
- A two stage learning technique for dual learning in the pursuit-evasion differential game
- Introductory programming meets the real world: Using real problems and data in CS1
- Game development tool essentials
- Learning while building games for teaching
- A fuzzy reinforcement learning algorithm with a prediction mechanism
- Development of ecocampus: A prototype system for sustainable building design education
- Efficient cooperative spectrum sensing in Cognitive Radio using coalitional game model
- Development of structural engineering and educational applications using Gamesalad
- Improving novice programmers' skills through playability and pattern discovery: A descriptive study of a game building workshop
- Informal HCI: Fixing Playability Issues As A Strategy To Improve The Skills Of Novice Programmers
- Proceedings - CSERC 2014: Computer Science Education Research Conference
- Graph isomorphism in fuzzy cognitive maps for monitoring of game-based learning
- Green cognitive radio networks by using coalitional game approach in partition form
- Recidivism and rehabilitation of criminal offenders: A carrot and stick evolutionary game
- Opportunistic approachability and generalized no-regret problems
- Student projects course for computer engineering majors
- Computational thinking, code complexity, and prior experience in a videogame-building assignment
- Assembly of the virtual model with real hands using augmented reality technology
- Ora – Save the Forest! Designing a social impact game
- Interactively exploring the connection between nested dissection orderings for parallel cholesky factorization and vertex separators
- Gamification in educational software development
- Use and development of entertainment technologies in after school STEM program
- Real-time action model learning with online algorithm 3 SG
- Multiagent learning in the presence of memory-bounded agents
- Sample efficient multiagent learning in the presence of markovian agents
- Challenging stereotypes and changing attitudes: The effect of a brief programming encounter on adults' attitudes toward programming
- Corrupted: A game to teach programming concepts
- Opportunistic spectrum access with limited feedback in unknown dynamic environment: A multi-agent learning approach
- Game theoretic Markov decision processes for optimal decision making in social systems
- Towards improving social communication skills with multimodal sensory information
- Affective computing vs. Affective placebo: Study of a biofeedback- controlled game for relaxation training
- Implementation of smart-learning education system using robotic pet
- Play2Learn: A case of game based learning approach in ICT education
- Lessons learned and recommended strategies for game development components in a computer literacy course
- Language games: How gaming communities shape second-language literacy
- Towards minimizing disappointment in repeated games
- LEGO-based robotics in higher education: 15 years of student creativity

- MakeScape Lite: A prototype learning environment for making and design
- Using response functions to measure strategy strength
- Rocket models as motivator agent in teaching sciences and mathematics
- Using game mechanics to measure what students learn from programming games
- The Social Bayesian Brain: Does Mentalizing Make a Difference When We Learn?
- A proposal to program contents for teaching children from 0 to 12 years the basics of programming
- Saving Face While Geeking Out: Video Game Testing as a Justification for Learning Computer Science
- Content and language integrated learning through an online game in primary school: A case study
- Wanda: A Framework to Develop Card Based Games to Help Motivate Programming Students
- 13th International Scientific Conference on Information Technologies and Mathematical Modelling, ITMM 2014
- 2013 International Conference on Human Health and Medical Engineering, HHME 2013
- A mathematical model of the Beer game
- Dynamic uplink-downlink optimization in TDD-based small cell networks
- A hierarchical nonparametric Bayesian approach for medical images and gene expressions classification
- Green opportunistic access for cognitive radio networks: A minority game approach
- ICA based dictionary learning for image denoising
- Decoding of visual attention from LFP signals of macaque MT
- CodeSpells: Bridging educational language features with industry-standard languages
- Automatic updating of computer games data warehouse for cognition identification
- Video game bots as a theme for student software competitions
- Using game theory in computer engineering education though case study methodology: Kodak vs Polaroid in the market for instant cameras
- Modeling paying behavior in game social networks
- ACM International Conference Proceeding Series
- Investigating the interaction between traffic flow and vehicle platooning using a congestion game
- Applying the self determination theory of motivation in Games Based Learning
- The magic of algorithm design and analysis: Teaching algorithmic skills using magic card tricks
- The karate kid method of problem based learning
- Code your own game: The case of children with hearing impairments
- Building up serious games with an artificial life approach: Two case studies
- Playful game jams: Guidelines for designed outcomes
- Learning from natural instructions
- Undergraduates teach game programming using scratch
- Serious games, remote laboratories and augmented reality to develop and assess programming skills
- CEUR Workshop Proceedings
- Heritage multimedia and children edutainment: Assessment and recommendations
- Learning task outcome prediction for robot control from interactive environments
- Networked Reinforcement Social Learning towards Coordination in Cooperative Multiagent Systems
- Multiagent reinforcement social learning toward coordination in cooperative multiagent systems
- Reinforcement social learning of coordination in networked cooperative multiagent systems
- Team handball world cup championship 2013-analysis study
- Using technology in the computer science classroom: Using a scriptable game-engine for teaching artificial intelligence
- Python algorithms: Mastering basic algorithms in the python language
- Building games to learn from their players: Generating hints in a serious game
- Playing with metaphors: A methodology to design video games for learning abstract programming concepts
- Game programming for improving learning experience
- An efficient framework for winning prediction in real-time strategy game competitions
- Extracting knowledge in a game-based learning environment from interaction traces
- Constructing a non-task-oriented dialogue agent using statistical response method and gamification
- Pump it up! - An online game in the lecture "Computer Science in Mechanical Engineering"
- Mechanism design in large games: Incentives and privacy
- In search of intelligence: evolving a developmental neuron capable of learning
- Sharp-edged, de-noised, and distinct (SDD) marker creation for ARToolKit
- Collaborative virtual reality based advanced cardiac life support training simulator using virtual reality principles
- Increasing collaborative communications in a programming course with gamification: A case study
- Analysis and evaluation of users' progress in full-body interactive games, and implications on level design
- Computer vision metrics: Survey, taxonomy, and analysis
- Meta-designing interactive outdoor games for children: A case study
- IndustrySim: Finding the fun in industrial simulations

- eLmL - International Conference on Mobile, Hybrid, and On-line Learning
- Designing biomedical engineering summer programs for undergraduates and high school students: A case study of a work-in-progress
- Using interdisciplinary game-based learning to develop problem solving and writing skills
- On learning the optimal waiting time
- Principles of a debugging-first puzzle game for computing education
- A demonstration of gidget, a debugging game for computing education
- Gidget: An online debugging game for learning and engagement in computing education
- A structured approach to teaching recursion using cargo-bot
- Learning history using role-playing game (RPG) on mobile platform
- Digital da Vinci: Computers in music
- Educational platform for learning programming via controlling mobile robots
- Adaptive learning algorithm of self-organizing teams
- Integral reinforcement learning for linear continuous-time zero-sum games with completely unknown dynamics
- Machine-learning aided optimal customer decisions in interactive smart grids
- STEM education: Students touch space through free robotics programming competition
- The design and optimization of Connect6 computer game system
- Construction spaces for the design of learning tasks in virtual worlds
- The playful and reflective game designer
- Designing educational games for computer programming: A holistic framework
- CMX: Implementing an MMORPG for learning programming
- Optimization of server performance in the CMX educational MMORPG for computer programming
- Integrating learning analytics in an educational MMORPG for computer programming
- Knowledge assessment of sports-related concussion among parents of children aged 5 years to 15 years enrolled in recreational tackle football
- Code hunt-'hunting' to learn programming
- Atopic dermatitis: The updated practice parameter and beyond
- Q-learning algorithm used by secondary users for QoS support in cognitive radio networks
- HTML5 game development insights
- Procedural content generation in educational game authoring tools
- "Ruzzle" arm: A low cost educational application in Real-Time Control course
- Effectiveness of virtual reality-based instruction on students' learning outcomes in K-12 and higher education: A meta-analysis
- Using a software framework to enhance online teaching of shader-based OpenGL
- A Present-Day "Glass bead Game": A framework for the education of prospective informatics teachers inspired by a reflection on the nature of the discipline
- Closed-loop rehabilitation of age-related cognitive disorders
- Proceedings of the 2014 3rd ICT International Senior Project Conference, ICT-ISPC 2014
- Distribution of innate ability for surgery amongst medical students assessed by an advanced virtual reality surgical simulator
- Two promising approaches to game-based learning in programming courses
- Can ILP learn complete and correct game strategies?
- Latest advances in inductive logic programming
- Ethics and the art of sport governance
- Information harvest from social network data (Facebook 100 million URLs)
- Creative thinking in K-12 education: Game design and development curricula for digital literacies and 21st century learning
- Professionalism, then and now
- Cooperative robots used for the learning process in the cooperative work
- The development of a virtual learning platform for teaching concurrent programming languages in secondary education: The use of open Sim and Scratch4OS
- Exploring interrelationships among high school students' engagement factors in introductory programming courses via a 3D multi-user serious game created in open sim
- Utilizing a serious game via open sim standalone server and scratch4os for introductory programming courses in secondary education: Their effect on student engagement
- About including a virtual teacher in a competitive or collaborative context in AlgoPath
- SPOC-supported introduction to programming
- Motivational active learning - Engaging university students in computer science education
- Online planning for optimal protector strategies in resource conservation games
- Online learning and planning in resource conservation games
- Optimally designing games for behavioural research

- Implementation of robocode online platform based on J2EE
- Hungry Wolves, creepy sheepies: The gamification of the programmer's classroom
- Sepsis fast track: A serious game for medical decision making
- A Survey on teaching and learning recursive programming
- Natural Europe educational games suite: Using structured museum-data for creating mobile educational games
- Teaching computational thinking by playing games and building robots
- FoCa: A modular treatment planning system for proton radiotherapy with research and educational purposes
- Guess my object - An 'objects first' game on objects' behavior and implementation with BlueJ
- Haptic user interface integration for 3D game engines
- A survey of quantitative models of terror group behavior and an analysis of strategic disclosure of behavioral models
- Advances in machine learning research
- A case study: From game programming to ICTs
- PLAY Minecraft! Assessing secondary engineering education using game challenges within a participatory learning environment
- 12th International Symposium on Frontiers of Fundamental Physics, FFP 2011
- 1st Euro-China Conference on Intelligent Data Analysis and Applications, ECC 2014
- How to teach basic university-level programming concepts to first graders?
- Performance comparison of electrocardiogram de-noising based on adaptive filter and gamma filter
- Methods for performing survival curve quality-of-life assessments
- A gamified online system to aid in math lessons of junior and middle high students
- Effects of psycho-behavioral interventions on immune functioning in cancer patients: A systematic review
- Methodology of emotional evaluation in education and rehabilitation activities for people with Down Syndrome
- Innovations conference on Macedonian Society in Information and Communication Technologies, ICT-ACT 2013
- Physiological, movement and technical demands of centre-wicket Battlezone, traditional net-based training and one-day cricket matches: A comparative study of sub-elite cricket players
- Teaching case: Applying gamification techniques and virtual reality for learning building engineering 3D arts
- Teaching game programming in family workshops
- On training targets for supervised speech separation
- Learning in hide-and-seek
- Situating programming abstractions in a constructionist video game
- The history and rationale of the american urological association residency matching program
- Children programming games: A strategy for measuring computational learning
- Use computer game to learn Object-Oriented programming in computer science courses
- A job shop scheduling game with GA-based evaluation
- Don't hide the code!: Empowering novice and beginner programmers using a HTML game editor
- A multiplayer online game for teaching software engineering practices
- The application of multimedia video technology in 3D table tennis games
- Measuring and valuing health-related quality of life among children and adolescents in Mainland China - A pilot study
- Finite horizon stochastic optimal control of nonlinear two-player zero-sum games under communication constraint
- Adaptive resource allocation for wildlife protection against illegal poachers
- Optimal set of EEG features for emotional state classification and trajectory visualization in Parkinson's disease
- Adventure-style game-based learning for a biology lab
- The auxiliary role of information technology in teaching: Enhancing programming course using alice
- Algorithm modification approach to improve the Kinect's performance in point cloud processing
- Dynamic spectrum access for multi-type buyers in cognitive MIMO radio networks
- Binary linear classification and feature selection via generalized approximate message passing
- A course for teaching integrated system design to computer engineering students

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- 8th IFIP WG 11.8 World Conference on Information Security Education, WISE 8
- 2013 3rd International Workshop on Games and Software Engineering: Engineering Computer Games to Enable Positive, Progressive Change, GAS 2013 - Proceedings
- Proceedings - 2013 International Conference on Informatics and Creative Multimedia, ICICM 2013
- Proceedings - 2013 International Conference on Information Technology and Applications, ITA 2013
- IFIP WG 5.7 International Conference on Advances in Production Management Systems, APMS 2012
- ITiCSE 2013 - Proceedings of the ACM Conference on Innovation and Technology in Computer Science Education
- Proceedings of IDC 2013 - The 12th International Conference on Interaction Design and Children
- Proceedings of the 3rd Interdisciplinary Engineering Design Education Conference, IEDEC 2013

- SIGCSE 2013 - Proceedings of the 44th ACM Technical Symposium on Computer Science Education
- WiPSCE 2013 - 8th Workshop in Primary and Secondary Computing Education, Proceedings
- SeGAH 2013 - IEEE 2nd International Conference on Serious Games and Applications for Health, Book of Proceedings
- 15th International Conference on Human Computer Interaction, HCI International 2013
- Proceedings - 2013 Mexican International Conference on Computer Science, ENC 2013
- Interactive topology optimization on hand-held devices
- Multi-agent differential graphical games: Nash online adaptive learning solutions
- Ethic in massively multiplayer online role-playing games
- Using a serious game approach to teach 'operator precedence' to introductory programming students
- Accelerating Q-learning through Kalman filter estimations applied in a RoboCup SSL simulation
- Learning computer vision through the development of a camera-trackable game controller
- Adversarial leakage in games
- Evaluation of videogames for mathematics education with young children
- Learning computer science in the "comfort zone of proximal development"
- Killer App: A Eurogame about software quality
- An approach for serious game development for cultural heritage: Case study for an archaeological site and museum
- Adaptive behavior with user modeling and storyboarding in serious games
- Application of reinforcement learning to the card game Wizard
- Informal HCI: What may students learn from playability issues during a game design workshop?
- The simulation creation toolkit: An initial exploration into making programming accessible while preserving computational thinking
- Reading mobile games throughout the curriculum
- Introduction to the special issue on concurrent and parallel programming
- Development of an educational game for Industrial Engineering freshman students
- Reinforcement learning to train Ms. Pac-Man using higher-order action-relative inputs
- Equilibrium sensing time for distributed opportunistic access incognitive radio networks
- Fusing traffic sensor data for real-time road conditions
- Learning equilibria in games by stochastic distributed algorithms
- Using gamification to inspire new citizen science volunteers
- A mixed methods assessment of students' flow experiences during a mobile augmented reality science game
- Experience with digital game-based embodied learning: The road to create a framework for physically interactive digital games
- Evolutionary visual exploration: Experimental analysis of algorithm behaviour
- PTBL: A learning model based on PBL and TBL for training soft skills supported by 3D virtual pedagogical platform(3DVPP)
- GURU: An experimental interactive environment for teachers/learners
- Safer internet: Enhancing good practices on the internet through games based learning for Greek Elementary School students
- Multimedia: From information source to components of transformational games
- Towards optimizing server performance in an educational MMORPG for teaching computer programming
- Decentralized anti-coordination through multi-agent learning
- Dragonfly: Strengthening programming skills by building a game engine from scratch
- Learning in real-time in repeated games using experts
- A rehabilitation tool designed for intensive web-based cognitive training: Description and usability study
- Simulating the kinematics and motions of robotic manipulators using 3D game development tools
- Co-evolution of antagonistic intelligent agents using genetic algorithms
- Surveys, collaborative art and virtual currencies: Children programming with online data
- Computer science and interdisciplinarity: A case study on an undergraduate program
- Mobile app development to increase student engagement and problem solving skills
- Using game mechanics to measure what students learn
- 6th International Conference on Informatics in Schools: Situation, Evolution, and Perspectives, ISSEP 2013
- Piloting Alice in the upper school
- Introducing programming concepts through video game creation
- Helping high schoolers move the (Virtual) world
- Measuring engagement to stimulate critical thinking
- A knowledge modeling system for semantic analysis of games applied to programming education
- Supporting keyword search in product database: A probabilistic approach
- A biologically inspired architecture for multiagent games
- On the nature of fires and how to spark them when you're not there

- Serious game modules for entertainment games
- Algorithm and simulation of chinese traditional industrial clusters' low carbon evolution based on evolutionary games theory on complex networks
- Heuristically accelerated state backtracking Q-learning based on cost analysis
- Learning equilibria of games via payoff queries
- Cell selection in two-tier femtocell networks with open/closed access using evolutionary game
- Problem solving by 5-6 years old kindergarten children in a computer programming environment: A case study
- Let's dance the "Robot Hokey-Pokey!": Children's programming approaches and achievement throughout early cognitive development
- Improving the efficiency of automatic knowledge generation through games and simulations
- From competition to metacognition: Designing diverse, sustainable educational games
- Cyclic Game Dynamics Driven by Iterated Reasoning
- Approximate dynamic programming finally performs well in the game of Tetris
- Complex dynamics in learning complicated games
- Learning by playing and learning by making
- Ethnographic fieldwork in the study of game production
- An empirical analysis of reinforcement learning using design of experiments
- A case study: Exploring video deficit effect in 2-year-old children's playing and learning with an iPad
- Towards effective evaluation of serious games in relation to educational objectives
- Distributed energy-aware diffusion least mean squares: Game-theoretic learning
- Learning and incentives in user-generated content: Multi-armed bandits with endogenous arms
- Evaluation of games for teaching Computer Science
- True to the language game: African American discourse, cultural politics, and pedagogy
- Computer science education for social good
- Computational thinking in educational activities: An evaluation of the educational game Light-Bot
- Using reinforcement learning and artificial evolution for the detection of group identities in complex adaptive artificial societies
- Creative teaching methods for educating engineers
- Adaptive Resonance Theory: How a brain learns to consciously attend, learn, and recognize a changing world
- Results and analysis of the ChaLearn gesture challenge 2012
- Iterative self-labeling domain adaptation for linear structured image classification
- Using game design as a means to make computer science accessible to adolescents
- Empirical study on the effect of achievement badges in TRAKLA2 online learning environment
- The dynamics of reinforcement social learning in cooperative multiagent systems
- Developing threshold conception in statics
- Genetic algorithms in repeated matrix games: The effects of algorithmic modifications and human input with various associates
- A game-theoretic machine learning approach for revenue maximization in sponsored search
- Music as a game controller
- Taking the step from edutainment to eRobotics - A novel approach for an active render-framework to face the challenges of modern, multi-domain VR simulation systems
- Learning against non-stationary opponents
- Get your head in the game: Digital game-based learning with game maker
- Dealing with loop-based map by line maze robot training kit
- Proceedings of the IADIS International Conference Mobile Learning 2013, ML 2013
- A mobile robot platform for open learning based on serious games and remote laboratories
- DaNI-K: A vision-based robot control experiment with a dani robot and kinect sensor bundle
- Game based learning vs. gamification from the higher education students' perspective
- Exploring Instructional Strategies in Student Leadership Development Programming
- Indian Buffet Game with non-Bayesian social learning
- From robots to gorillas: Computer programming for engineers
- Group level effects of social versus individual learning
- Modeling insect outbreaks in forest canopies: Integration of virtual simulations with hands-on ecology for undergraduates
- Pervasiveness in real-world educational games: A case of lego mindstorms and M.I.T app inventor
- Autonomic learning through stochastic games for rational allocation of scarce medical resources
- Deconstructing 'gamified' task-management applications
- Using games to teach programming
- Game based learning in mathematics: Teachers' support by a flexible tool
- Using video game development to engage undergraduate students of assembly language programming

- 'The complexity of an enduring relationship': Gender, generation, and the moral economy of the Gambian Mandinka household
- Visualizing scientific graphics for astronomy and astrophysics
- Career development for creatively gifted students: What Parents, Teachers, and Counselors Need to Know
- Presentation of a learning game for programming languages education
- A learning version of Pacman game
- On adversarial policy switching with experiments in real-time strategy games
- Design of a conscious machine
- The Science of Algorithmic Trading and Portfolio Management
- High school students' perspective to university CS1
- Comparative analysis of sequentiality using SDIS-GSEQ and THEME: A concrete example in soccer
- Game-console-based projects for learning the computer input/output subsystem
- Distributed relational temporal difference learning
- How can a social debugging game effectively teach computer programming concepts?
- In-game assessments increase novice programmers' engagement and level completion speed
- Reinforcement learning for spatial reasoning in strategy games
- Integral policy iteration for zero-sum games with completely unknown nonlinear dynamics
- Adaptive dynamic programming for solving non-zero-sum differential games
- 'Black as Kenenisa Bekele in a tunnel': Representation of African athletes in Slovenian Olympic broadcasting
- Using CIGAR for finding effective group behaviors in RTS game
- Player identification from RTS game replays
- How to motivate adult learners through e-Learning: Some key insights from research case studies
- Decentralized learning in general-sum matrix games: An LR-llagging anchor algorithm
- A general framework for computing maximal contractions
- Game On, Science - How Video Game Technology May Help Biologists Tackle Visualization Challenges
- Creating games in the classroom - from native gamers to reflective designers
- Could you help me to change the variables? Comparing instruction to encouragement for teaching programming
- Towards a new massive multiplayer online role playing game for introductory programming
- A holistic framework for the development of an educational game aiming to teach computer programming
- Nanogenetic learning analytics: Illuminating student learning pathways in an online fraction game
- A switching Q-learning approach focusing on partial states
- Untangled: A game environment for discovery of creative mapping strategies
- Algorithmic and logical thinking development: Base of programming skills
- Dynamic partition of collaborative multiagent based on coordination trees
- Walk-rally support system using two-dimensional codes and mobile phones
- A game concept using conflictive animations for learning programming
- Let the students construct their own fun and knowledge-learning to program by building computer games
- Collaborative gaming and competition for CS-STEM education using SPHERES Zero Robotics
- Neural network-based detection of virtual environment anomalies
- Creative thinking in digital game design and development: A case study
- Optimization and mathematical modeling in computer architecture
- The Digital Dream Lab: Tabletop puzzle blocks for exploring programmatic concepts
- On embedded programming education with a tiny Lisp
- Countering malware evolution using cloud-based learning
- Personalizing video game-based learning processes: An agent-based approach [Personalización de procesos de aprendizaje basados en videojuegos: Una propuesta basada en agentes]
- Game based early programming education: The more you play, the more you learn
- Engaging students with visual impairments in engineering and computer science through robotic game programming (research-to-practice)
- The simulation-game controversy: What is a ludic simulation?
- Design and implementation learning methods HTML5 on iCode application
- AlgoPath's new interface helps you find your way through common algorithmic mistakes
- Learning from data streams with only positive and unlabeled data
- Innovative pedagogical 'game design/creation' methodology for sustainability education
- Making programming accessible and exciting
- Growing a computer science program with a focus on game development
- Games' most wanted: The top 10 book of players, pawns, and power-ups
- This IS child's play: Creating a "playground" (computer network testbed) for high school students to learn, practice, and compete in cyber defense competitions

- Goal-oriented requirements analysis and an extended design pattern using scala for artificial intelligence programming contests
- Learning system for computational thinking using appealing user interface with icon-based programming language on smartphones
- The influence of social skills instruction on sport and game related behaviours of students with emotional or behavioural disorders
- A video game description language for model-based or interactive learning
- Fast learning of gamma mixture models with k-MLE
- Interactive algorithms for teaching and learning acute medicine in the Network of Medical Faculties MEFANET
- Enhancing K-12 education with engineering outreach
- Monoclonal gammopathy - Associated proliferative glomerulonephritis
- Methodology of teaching software engineering: Game-based learning cycle
- Diagnosis and treatment of pediatric psoriasis: Current and future
- A general associative memory based on self-organizing incremental neural network
- A delay-constrained multicast routing algorithm based on the ant colony algorithm
- Efficient human pose estimation from single depth images
- Willis-ekbom disease foundation revised consensus statement on the management of restless legs syndrome
- Biasomic - Visual analytics approach for media bias research
- Physical activity for children in special school environment.
- C# interpreter and unity 3D for educational programming games
- Joint sparse learning for 3-D facial expression generation
- Rule-based systems made easy with battleship games: A well-received classroom experience: Combination of activity-based and cooperative learning in a competitive environment
- Innovation and technology in engineering education system based on Android
- Shaping fitness function for evolutionary learning of game strategies
- Chameleon: Online learning for believable behaviors based on humans imitation in computer games
- Stable growing neural gas: A topology learning algorithm based on player tracking in video games
- Game design as a game
- Pride and prejudice - Identity and collaboration in construction
- Virtual radiation detection and measurement laboratory
- Pex4Fun: A web-based environment for educational gaming via automated test generation
- Using computer games as programming assignments for university students and secondary school pupils
- Gamification in computer science
- Reinforcement learning in the game of Othello: Learning against a fixed opponent and learning from self-play
- Introducing surprising events can stimulate deep learning in a serious game
- An empirical-bayes approach to recovering linearly constrained non-negative sparse signals
- Three gestures, the context does the rest Some ideas to simplify interactions
- Integral Reinforcement Learning for Online Computation of Nash Strategies of Nonzero-Sum Differential Games
- TanPro-Kit: A tangible programming tool for children
- "Gaming the system" in Newton's playground
- Gamifying behaviour that leads to learning
- Know your enemy: Learning from in-game opponents
- Integrated brain and body exercises for ADHD and related problems with attention and executive function
- Using scratch with primary school children: An evaluation of games constructed to gauge understanding of programming concepts
- Simultaneous policy update algorithms for learning the solution of linear continuous-time H_∞ state feedback control
- Distributed channel selection in time-varying radio environment: Interference mitigation game with uncoupled stochastic learning
- Experimental study on the compressive performance of new sandwich masonry walls
- Educational software engineering: Where software engineering, education, and gaming meet
- The study of reinforcement learning for traffic self-adaptive control under multiagent Markov game environment
- Opportunistic spectrum access with spatial reuse: Graphical game and uncoupled learning solutions
- Game-theoretic channel selection for interference mitigation in cognitive radio networks with block-fading channels
- Coping with a smart jammer in wireless networks: A stackelberg game approach
- Educational MMORPG for computer science: Debugger, a virtual lab on PC and smart phones
- Applying ideas from intelligent tutoring systems for teaching programming in game based learning
- Learning the concept of Java inheritance in a game
- Visualizing loops using a game-like instructional module
- EEG-based expert system using complexity measures and probability density function control in alpha sub-band

- Secure relay selection based on learning with negative externality in wireless networks
- Dynamic spectrum access for multi-type buyers in cognitive radio networks
- Research on application of linkage learning mechanism of "player-learner"- exemplified by programming curriculums

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- Computer Applications for Graphics, Grid Computing, and Industrial Environment - International Conferences, GDC, IESH and CGAG 2012, Held as Part of the Future Generation Information Technology Conference, FGIT 2012, Proceedings
- 2012 International Symposium on Computers in Education, SIIE 2012
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- Young people's descriptions of computational rules in role-playing games: An empirical study
- The object-oriented trivia show (TOOTS)
- The relationships among bone health, insulin-like growth factor-1 and sex hormones in adolescent female athletes
- Game-based learning in technology management education
- Simulator and robot-based game for learning automata theory
- An adaptive robot game
- Recent advances in real-time collision and proximity computations for games and simulations
- Training healthcare personnel for mass-casualty incidents in a Virtual Emergency Department: VED II
- Reinforcement learning of heterogeneous private agents in a macroeconomic policy game
- Coherent inference on optimal play in game trees
- Creating "creative class"
- What game developers look for in a new graduate: Interviews and surveys at one game company
- Towards social gaming methods for improving game-based computer science education
- Game-themed programming assignments for faculty: A case study
- A new design for a Turing Test for Bots
- The craft of computer programming: Lifting the veil
- Verifying adaptation of neuro-controlled game opponent by cross validation under supervised and unsupervised player modeling
- Effects of computer game-based instruction on students' programming achievement in Taiwan
- Using educational games for learning introductory programming: Initial study on students's perceptions
- Using educational games in learning introductory Programming: A pilot study on students' perceptions
- Modeling Online Auctions
- Mining educational game data: Uncovering complex mechanisms behind learning
- Learning games using a single developmental neuron
- Using an augmented reality tool to develop educational spatial applications
- Altered activation in association with reward-related trial-and-error learning in patients with schizophrenia
- Expansion of the xPST framework to enable non-programmers to create intelligent tutoring systems in 3D game environments
- Towards the automatic recognition of computational thinking for adaptive visual language learning
- Unreal III based 3-D virtual models for training at nuclear power plants
- A Bayesian-optimal principle for learner-friendly adaptation in learning games
- Skins 1.0: A curriculum for designing games with first nations youth
- Proposal for a new strategy to practice programming
- MIPITS: An agent based intelligent tutoring system
- Learning to tag from open vocabulary labels
- A new multi-agent reinforcement learning approach
- Role-Playing simulation as an educational tool for health care personnel: Developing an embedded assessment framework
- Teaching programming technique with edutainment robot construction
- The improvement of the backoff window algorithm based on the game theory in wireless sensor network
- Learning to overtake in TORCS using simple reinforcement learning
- An investigation of guarding a territory problem in a grid world
- Design and evaluation of physical interactive games for Taiwanese local dialect in elementary school teaching
- Using the Tetris game to teach computing
- The key technologies for a large-scale real-time interactive video distribution system
- A game playing system for use in computer science education
- Component-based development of educational games: The case of the user interface
- The design of kodu: A tiny visual programming language for children on the Xbox 360
- Learn Java in 3D with the Env3D library
- Synthetic target systems in control education: Lessons teachers are learning from students

- The views of adult offspring of sperm donation: Essential feedback for the development of ethical guidelines within the practice of assisted reproductive technology in the United States
- The scratch programming language and environment
- The evolution of Spanish regional policy, 1977-2008
- The cultural bond? Cricket and the imperial mission
- A robotic wheelchair trainer: Design overview and a feasibility study
- Tuning cognitive tutors into a platform for learning-by-teaching with SimStudent technology
- Having fun with computer programming and games: Teacher and student experiences
- Construction trial of a practical education curriculum for game development by industryuniversity collaboration in Japan
- Combining digital games with culture: A novel approach towards boosting student interest and skill development in computer science programming
- Derivatives of logarithmic stationary distributions for policy gradient reinforcement learning
- Adaptive intelligence for automated game learning
- Power flow allocation method with the application of hybrid genetic algorithm-least squares support vector machine
- A Pong playing agent modelled with massively overlapping cell assemblies
- Novel FTLR NN model with gamma memory filter for identification of a typical magnetic stirrer
- Using an educational game to learn - are there any gender differences between pre-service teachers?
- Games for CS education: Computer-supported collaborative learning and multiplayer games
- A comparative study of NEAT and XCS in robocode
- Programming learning support system with learning progress monitoring feature
- Constructing with movement: Kinematics
- Evolving Q-learners for stochastic games: Study on video game agent controllers
- How can ignorant but patient cognitive terminals learn their strategy and utility?
- Collaborative online roleplay for adult learners
- MCRNR: Fast computing of restricted nash responses by means of sampling
- Transfer learning via relational templates
- Shifting senses in lexical semantic development
- Problem-based teaching / learning methods and cases for millennial generation engineering students interested in sustainable green engineering
- Low cost hand gesture learning and recognition system based on hidden markov model
- Automatic guidance tools for enhancing the educative experience in non-immersive virtual worlds: Preliminary results from project V-LeaF
- Enhancing K-12 education with Alice programming adventures
- An unusual CS 1 with high standards and confirming results
- An educational and research kit for activity and context recognition from on-body sensors
- An idea about how to teach OO-programming to students
- Learning software engineering basic concepts using a five-phase game
- Game-like environments for nuclear engineering education using GECK
- Hedonic coalition formation games for secondary base station cooperation in cognitive radio networks
- Plays well with others: The value of developing multiplayer digital gamespaces for literary education
- Exploratory digital games for advanced skills: Theory and application
- CS1, arcade games and the free Java book
- Designing computer games to teach algorithms
- Automated static code analysis for classifying android applications using machine learning
- Applying behavioral detection on android-based devices
- Training and performance assessment of minority students in STEM
- Relational generalizations of cluster validity indices
- Using co-evolved RTS opponents to teach spatial tactics
- Implicit fitness and heterogeneous preferences in the genetic algorithm
- Networked Graphics
- Seventh grade students' learning attitudes toward game-based programming
- Dynamic conjectures in random access networks using bio-inspired learning
- The power of genetic algorithm in automated assessment of school readiness
- The classification game: Combining supervised learning and language evolution
- Bayesian modeling of a human MMORPG player
- Multi-objective evolution of neural Go players
- RETRACTED ARTICLE: Game-based learning for data structures: A case study
- Research on facial expression animation based on 2D mesh morphing driven by pseudo muscle model
- Prediction of California bearing ratio (CBR) of fine grained soils by AI methods

- Learning a representation of a believable virtual character's environment with an imitation algorithm
- The challenge of believability in video games: Definitions, agents' models and imitation learning
- Decentralized and partially decentralized reinforcement learning for distributed combinatorial optimization problems
- The 2009 Mario AI Competition
- Application of learning-by-doing paradigm of education in computer game technology courses
- COgnition-based design rules enhancing decisionmaking training in a game environment (code red triage: Doctoral consortium paper)
- Pacifists, tricksters, writers, and victims in Hiroshima Bugi
- Learning programming concepts through game design: A PCT perspective
- RL-DOT: A reinforcement learning npc team for playing domination games
- Germany's national identity, collective memory, and role abroad
- Troubleshooting assessment: An authentic problem solving activity for it education
- Teaching robotics and computer science with pinball machines
- Experiences from implementing an educational MMORPG
- Towards one shot learning by imitation for humanoid robots
- Coordination of urban intersection agents based on multi-interaction history learning method
- Social preference, incomplete information, and the evolution of ultimatum game in the small world networks: An agent-based approach
- A nonrigid image registration approach based on cooperative game among pixels
- How interactive multimedia authoring transforms object-oriented thinking
- Teaching object oriented programming course using cooperative learning method based on game design and visual object oriented environment
- Creative game literacy. A study of interactive media based on film literacy experience [Alfabetización creativa en los videojuegos: Comunicación interactiva y alfabetización cinematográfica]
- Using training regimens to teach expanding function approximators
- Research on game algorithm for Zhang Chess
- A identification method for robotics soccer
- Maintaining defender's reputation in anomaly detection against insider attacks

Ano 2009 – Base Scopus

- International Workshop on Technology for Education, T4E'09
- ITiCSE-2009 - Proceedings of the 2009 ACM SIGCSE Annual Conference on Innovation and Technology in Computer Science Education
- ICAT 2009 - 2009 22nd International Symposium on Information, Communication and Automation Technologies
- SBGAMES2009 - 8th Brazilian Symposium on Games and Digital Entertainment
- Doctoral Student Consortium Proceedings of the 17th International Conference on Computers in Education, ICCE 2009
- 2009 Joint Conferences on Pervasive Computing, JCPC 2009
- WCCCE 2009 - Proceedings of the 14th Western Canadian Conference on Computing Education
- KSE 2009 - The 1st International Conference on Knowledge and Systems Engineering
- 32nd International Convention Proceedings: Computers in Education
- Critical analysis of decision making experience with a machine learning approach in playing ayo game
- multiagent reinforcement learning in extensive form games with complete information
- Using game creation for teaching computer programming to high school students and teachers
- Pro Django
- A novel architecture for floor control in the IP multimedia subsystem of 3G networks
- Multi step ahead prediction of North and South hemisphere sun spots chaotic time series using focused time lagged recurrent neural network model
- Generation of augmented video sequences combining behavioral animation and multi-object tracking
- UCT for tactical assault planning in real-time strategy games
- mEducator: A best practice network for repurposing and sharing medical educational multi-type content
- Distributed learning of equilibria in a routing game
- Learning agents in board games
- Using games in introductory courses: Tips from the trenches
- Instructional design as game design
- Using games in introductory courses: Tips from the trenches
- Adaptive experience engine for serious games
- Computer game to teach programming constructs

- Disease associations with monoclonal gammopathy of undetermined significance: A population-based study of 17,398 patients
- Automatic generation of adaptive, educational and multimedia computer games
- Introducing PyLighter: Dynamic code highlighter
- On the evolution of artificial Tetris players
- Scratch: Creating and sharing interactive media
- Scratch-Ed: An online community for Scratch educators
- Whither scheme? 21st century approaches to scheme in CS1
- Whither scheme?: 21 st century approaches to scheme in CS1
- Effective learning in the presence of adaptive counterparts
- Stability of learning dynamics in two-agent, imperfect-information games
- On-line neuroevolution applied to the open racing car simulator
- Brazilian energy auctions analysis based on evolutionary algorithms
- Experimental evaluation of teaching recursion in a video game
- Decentralized learning in finite Markov chains: Revisited
- Google-opoly
- Apply ant colony optimization to tetris
- The effects of type of interactivity in experiential game-based learning
- Evolutionary support vector machine inference system for construction management
- Fragment-based responsive character motion for interactive games
- Policy gradient learning for a humanoid soccer robot
- Recursive Bayesian linear regression for adaptive classification
- Relationship between generalization and diversity in coevolutionary learning
- Market simulation programming as a culminating experience for students interested in entrepreneurship and pursuing an M.S. in engineering technology
- The teaching of immunology using educational: Gaming paradigms
- Effectiveness of using a video game to teach a course in mechanical engineering
- Peer puppeteers: Alternate reality gaming in primary school settings
- The medical excuse game revisited
- Different dynamics for optimal association in heterogeneous wireless networks
- Learning computer programming with game design
- Integrating engagement and first year problem solving using game controller technology
- Education: Alice 3: Concrete to abstract
- The development of educational games supported by a pedagogical tutor agent
- Simulating human grandmasters: Evolution and coevolution of evaluation functions
- Fuzzy Q-learning in a nondeterministic environment: Developing an intelligent Ms. Pac-Man agent
- Recognizing gestures for virtual and real world interaction
- A novel hybrid learning technique applied to a self-learning multi-robot system
- A novel technique to design a fuzzy logic controller using $Q(\lambda)$ -learning and genetic algorithms in the pursuit-evasion game
- Bayes vector quantizer for class-imbalance problem
- Teaching programming through games
- Education programme at eurographics 2009: Event report
- Voting equilibria in multi-candidate elections
- Evaluation of a game-based lab assignment
- Experimental evaluation of an educational game for improved learning in introductory computing
- Experimental evaluation of an educational game for improved learning in introductory computing
- Consensus statement on the management of chronic hand eczema
- Addressing industry issues in a multi-disciplinary course on game design
- Hardness of approximate two-level logic minimization and PAC learning with membership queries
- A functional I/O system*: Or, fun for freshman kids
- A functional I/O system :Or, fun for freshman kids
- Information-driven search strategies in the board game of CLUE®
- Influence of the familiarization with "scratch" on future teachers' opinions and attitudes about programming and ICT in education
- cMotion: A new game design to teach emotion recognition and programming logic to children using virtual humans
- Mobile Peer to Peer (P2P): A Tutorial Guide
- Animating DGBL in pre-school, primary and special education: Three case studies
- A Cross-situational algorithm for learning a lexicon using Neural Modeling Fields
- QL2, a simple reinforcement learning scheme for two-player zero-sum Markov games

- Spike-timing-dependent plasticity leads to gamma band responses in a neural network
- Health care and productivity costs associated with diabetic patients with macrovascular comorbid conditions
- Learning to compete for resources in wireless stochastic games
- Improving temporal difference game agent control using a dynamic exploration rate during control learning
- ENVyMyCar: A multiplayer car racing game for teaching computer graphics
- Learning and teaching as a game: A sabotage approach
- Teaching design patterns using a family of games
- The OOPSLA trivia show (TOOTS)
- The community environmental monitoring program: A model for stakeholder involvement in environmental monitoring
- Efficient climate policies under technology and climate uncertainty
- An automatic and dynamic parameter tuning of a statistic-based anomaly detection algorithm
- Let's make a tennis game! - Introduction to game programming
- Incremental learning algorithm for online action game system
- Fuzzy neural network based on improved t-s model and its application
- Knowledge management approach to support a serious game development
- Conflict and strategy models in automotive competing markets
- Adaptive lip feature point detection algorithm for real-time computer vision-based smile training system
- Introducing computer programming via Gameboy Advance homebrew
- Introducing computer programming via gameboy advance homebrew
- Multiagent learning in large anonymous games
- Evolving robust strategies for an abstract real-time strategy game
- Graph based learning AI for poker with embedded opponent modeling
- Valuation of uncertain and delayed rewards in primate prefrontal cortex
- Multiplicative updates outperform generic no-regret learning in congestion games
- Load balancing without regret in the bulletin board model
- StarLogo TNG: Making agent-based modeling accessible and appealing to novices
- Fine-tuning parameters for emergent environments in games using artificial intelligence
- Engaging students through mobile game development
- Learning programming through fashion and design: A pilot summer course in wearable computing for middle school students
- Learning programming through fashion and design: A pilot summer course in wearable computing for middle school students
- Convergence analysis on temporal difference learning
- Dynamic pricing with online learning and strategic consumers: An application of the aggregating algorithm
- Introductory programming courses and computer games
- Introductory programming courses and computer games
- Research on evaluation method of weapon equipment based on LS-SVM with parameters optimization
- Towards total scene understanding: Classification, annotation and segmentation in an automatic framework
- Spatial processing layer effects on the evolution of neural networks to play the game of Othello
- Statistical mechanics approach to a reinforcement learning model with memory
- A pursuit-evasion algorithm based on hierarchical reinforcement learning
- Interactive whiteboard teaching in english education based on dual code theory and bloom teaching quality
- Multiagent reinforcement learning-model in evolutionary games
- A heuristic contour prolog list method used in logical reinforcement learning
- The impact of the International Atomic Energy Agency (IAEA) program on radiation and tissue banking in India
- A web-based version of a trivial game to promote galician culture
- Examining extended dynamic scripting in a tactical game framework
- A simple framework for interactive games in CS1
- Pathfinding strategy for multiple non-playing characters in 2.5 D game worlds
- An academic kit for integrating mobile devices into the CS curriculum
- User strategy learning when pricing a RED buffer
- Cooperative Control and Potential Games
- iPhone user interface design projects
- iPhone Cool Projects
- Attracting K-12 students to study computing
- Development of simulation games to improve the practice of program management
- 'No vernacular': Tensions in language choice in a sexual health lesson in the Gambia
- Multi-agent reinforcement learning based on bidding
- Motivated learning from interesting events: Adaptive, multitask learning agents for complex environments

- Fort ancient, Ohio: A Curricular approach to developing mobile games for tourists
- Practical formal software engineering: Wanting the software you get
- Artificial life contest: A tool for informal teaching of artificial intelligence
- Player modeling for intelligent difficulty adjustment
- Multi-behavioral strategies in a predator-prey game: An evolutionary algorithm analysis
- A web-based bimatrix game optimization model of polynomial complexity
- Two novel prolog assignments
- Learning-rate adjusting Q-learning for two-person two-action symmetric games
- Engagement: Gaming throughout the curriculum
- Engagement: Gaming throughout the curriculum
- Towards a serious game to help students learn computer programming
- Extending the STRADA framework to design an AI for ORTS
- A practice of collaborative project-based learning for mutual edification between programming skill and artistic craftsmanship
- Dynamics of network selection in heterogeneous wireless networks: An evolutionary game approach
- A course on programming for behavioral sciences students
- A numeric comparison of variable selection algorithms for supervised learning
- Coordinating randomized policies for increasing security of agent systems
- Constructive function-based modeling in multilevel education
- QuizFun: Mobile based quiz game for learning
- Multimedia at work. Games in the classroom at the Rochester Institute of Technology: A case study
- Media impact. Games in the classroom: Using games as a motivator for the study of computing: Part 2
- Media impact: Games in the classroom: Using games as a motivator for studying computing: Part 1
- Developing games for higher education
- RAPUNSEL: Improving self-efficacy and self-esteem with an educational computer game
- Entertaining education - Using games-based and service-oriented learning to improve STEM education
- Evolving Nash-optimal poker strategies using evolutionary computation
- The dawn of terascale computing
- Making university education more like middle school computer club: Facilitating the flow of inspiration
- Growing up programming: Democratizing the creation of dynamic, interactive media
- Teaching artificial intelligence and logic programming in a competitive environment [Dirbtinio intelekto ir loginio programavimo mokymas konkurencingoje aplinkoje]
- Boosting active learning to optimality: A tractable Monte-Carlo, billiard-based algorithm
- Designing a DSL solution for the domain of augmented reality software applications specification
- IT-adventures: Turning high school students "on" to information technology
- Training non-IT teachers to advise and facilitate inquiry-based learning in IT: A pilot study
- Testing metaphorical educational FPS games
- Do multi-user virtual environments really enhance student's motivation in engineering education?
- Adaptive role playing games: An immersive approach for problem based learning
- A tangible construction kit for exploring graph theory
- Alice first: 3D interactive game programming
- 3I-approach for IT educational games development
- Simplifying algorithm learning using serious games
- Knowledge management issues in teaching extreme programming
- Students create game-based online learning environment that teaches java programming
- γ -C plane and robustness in static reservoir for nonlinear regression estimation
- WiiRemote programming: Development experiences of interactive techniques that can be applied to education for young engineers
- For me, programming is ...
- Conceptual graphs as a visual programming language for teaching programming
- Movies and the ambiguities of progressivism
- Utilizing readily available and open source libraries to Create a 3d Game engine
- Mobile robot based online Chinese chess game
- Conjectural equilibrium in water-filling games
- Conjectural equilibrium in multiuser power control games
- Computer games and traditional CS courses
- A game-theoretic approach to apprenticeship learning
- Coevolutionary temporal difference learning for othello
- An evolutionary random search algorithm for double auction markets

- Random search techniques for optimal bidding in auction markets
- Evaluating Computational Performance of Backpropagation Learning on Graphics Hardware
- Learning difficulties in programming courses: Undergraduates' perspective and perception
- Introduction
- Traveling-salesman competition with multiple agents and simultaneous move search algorithm
- Comparative analysis of 2D games and artwork as the motivation to learn programming
- Recognition of abstract objects via neural oscillators: Interaction among topological organization, associative memory and gamma band synchronization
- Reinforcement learning in supply chains
- Evaluation of brain perfusion in specific Brodmann areas in Frontotemporal dementia and Alzheimer disease using automated 3-D voxel based analysis
- Spectrum access games and strategic learning in cognitive radio networks for delay-critical applications
- Code Red: Triage - Or, COgnition-based DEsign Rules Enhancing Decisionmaking TRaining In A Game Environment
- 21st century game design: A model and prototype for promoting scientific problem solving
- Motivating students in engineering & ICT education
- Intelligent agent modeling as serious game: Towards integrating microworlds, tutoring and evolution
- Intelligent agent modeling as serious game
- Two in the middle: Digital Character Production and Machinima courses
- Two in the middle: Digital character production and machinima courses
- Bootstrapping from game tree search
- Serious lectures from funny computer games
- AIN-based action selection mechanism for soccer robot systems
- Conjectural variation-based bidding strategies with Q-learning in electricity markets
- A New mathematical approach in environmental and life sciences: Gene-environment networks and their dynamics
- The 19th century official paris salon exhibition digital museum
- Settable systems: An extension of Pearl's Causal model with optimization, equilibrium, and learning
- Learning to play tic-tac-toe
- Characterizing genes by marginal expression distribution
- Starting with scratch in CS 1
- Starting with scratch in CS 1
- The tactical approach to teaching games from teaching, learning and mentoring perspectives
- 3-D virtual reality for education, training and improved human performance in nuclear applications
- Preference learning for cognitive modeling: A case study on entertainment preferences
- Markov decision processes with arbitrary reward processes
- Research on using Cult3D and java to realize virtual assembly
- Practical palm pre webos projects
- Practical dojo projects
- Design of educational multiplayer videogames: A vision from collaborative learning
- Teaching an agent by playing a multimodal memory game: Challenges for machine learners and human teachers
- Multi Agent reinforcement learning evolutionary game algorithm for partner selection
- Adaptive learning via selectionism and Bayesianism, Part I: Connection between the two
- Learning character behaviors using agent modeling in games
- Fast shape-simplifying image abstraction using graphics hardware
- Application of learning mechanism in agent-based automatic negotiation technology
- A team CGA learning method TCCLA

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- Advances in Blended Learning Second Workshop on Blended Learning, WBL 2008 Jinhua, China, August 20-22, 2008 Revised Selected Papers
- Proceedings of the 7th International Conference on Interaction Design and Children, IDC 2008
- Proceedings - 3rd International Conference on Game Development in Computer Science Education, GDCSE 2008
- 31st International Convention Proceedings: Microelectronics, Electronics and Electronic Technology, MEET and Grid and Visualizations Systems, GVS 2008
- 31st International Convention Proceedings: Computers in Education
- IFIP TC 8 WG 8.9 International Conference on Research and Practical Issues of Enterprise Information Systems, CONFENIS 2007
- 31st International Convention Proceedings: Telecommunications and Information

- 31st International Convention Proceedings: Digital Economy 5th ALADIN, Information Systems Security, Business Intelligence Systems, Local Government and Student Papers
- Guitar man (An implementation of a rhythm game cooperative musical performance system with actual musical instruments)
- AES 35th international conference audio for games
- 2008 21st IEEE-CS Conference on Software Engineering Education and Training Workshop, CSEETW'08
- Proceedings - 21st Conference on Software Engineering Education and Training, CSEET 2008
- A toolkit design framework for authoring multimedia game-oriented educational content
- Building an economical VR system for CS education
- Generating diverse opponents with multiobjective evolution
- Optimistic-pessimistic Q-learning algorithm for multi-agent systems
- Using Greenfoot and games to teach rising 9th and 10th grade novice programmers
- Learning partially observable deterministic action models
- Engaging students in computer science through interdisciplinary seminars
- GAMOS: A GEANT4-based easy and flexible framework for nuclear medicine applications
- Multi-Agent Reinforcement Learning in common interest and fixed sum stochastic games: An experimental study
- A discriminative framework for clustering via similarity functions
- Learning efficiencies using multi-agent based game simulations
- Game2Learn: Improving the motivation of CS1 students
- Distributed learning of wardrop equilibria
- Transit price negotiation: Decentralized learning of optimal strategies with incomplete information
- Optimal transit price negotiation: The distributed learning perspective
- Open source portals for online simulation games? The computer-supported business game "Go4C" for realistic IT and business management training
- Game design and development students: Who are they?
- Bilevel optimization and machine learning
- To model or not to model: Controlling Pac-Man ghosts without incorporating global knowledge
- Performance analysis of GAME: A generic automated marking environment
- Multi-player soccer and wireless embedded systems
- Adding handheld game programming to a computer science curriculum
- Two-fold learning: Learning by developing and learning by playing
- A reinforcement learning model for supply chain ordering management: An application to the beer game
- MB-AIM-FSI: A model based framework for exploiting gradient ascent multi agent learners in strategic interactions
- Introductory C programming language learning with game-based digital learning
- Game implementation: An interesting strategy to teach genetic algorithms
- Cooperation in networked prisoner's dilemma with individual learning feedback
- Learning to sportscast: A test of grounded language acquisition
- Realization of decision-making module in agent-based simulation of power markets
- Promoting cooperation by local contribution under stochastic win-stay-lose-shift mechanism
- An interactive painting system by using enhanced auto-positioning and pattern matching techniques
- Games, stories, or something more traditional: The types of assignments college students prefer
- Emotional robotics: Tug of war
- An educational component-based digital TV middleware for the brazilian's system
- Explore! Possibilities and challenges of mobile learning
- A Pilot Study of an Online Workplace Nutrition Program: The Value of Participant Input in Program Development
- Distributed, game-based, intelligent tutoring systems - The next step in computer based training?
- Game programming and XNA in software engineering education
- Java projects motivated by student interests
- Computer-controlled instrumentation projects by sophomore-level eet students
- Wu's Castle: Teaching arrays and loops in a game
- Application of reinforcement learning to the game of Othello
- Simulation-based approach to general game playing
- Diagnosis and management of common dermatoses in children: Atopic, seborrheic, and contact dermatitis
- Computer applications for engineers: Teaching organizational, problem solving and checking skills to freshmen engineering technology students
- Ucggame, a Java library for games
- Stochastic game formulation for cognitive radio networks
- Machine learning in digital games: A survey
- How a deaf boy gamed his way to second-language acquisition: Tales of intersubjectivity

- A case study on the critical role of geometric regularity in machine learning
- Game programming projects
- Program obfuscation and one-time programs
- Building policies for scrabble
- No-regret learning in convex games
- A Bayesian Learning Automaton for solving two-armed Bernoulli bandit problems
- Spikes, synchrony, and attentive learning by laminar thalamocortical circuits
- A conceptual framework for application comprehension
- Supply-side gaming on electricity markets with physical constrained transmission network
- Teaching programming with a competitive attitude to foster group spirit
- An interactive simulator for information communication models
- Is the gridiron holy ground?
- Rapid control prototyping for robot soccer
- Dome displays for educational games and activities in the museum and on the road
- Gaming for middle school students: Building virtual worlds
- Improving engineering education through creativity, collaboration, and context in a first year course
- Making computer games and design thinking: A review of current software and strategies
- Exploring virtual librarianship: Second life library 2.0
- Acelespell, a gestural interactive game to learn and practice finger spelling
- Physical education, sport and hyper-masculinity in schools
- Building a player strategy model by analyzing replays of real-time strategy games
- Computer game programming course for art design students by using flash software
- Evolutionary programming for automatic generation of military strategies in RTS games
- Applying GA for reward allotment in an event-driven hybrid learning classifier system for soccer video games
- Role-play virtual environments: Recreational learning of software design
- Coevolutionary approach for strategic decision support
- Evolving computer game playing via human-computer interaction: Machine learning tools in the knowledge engineering life-cycle
- Opennero: A game platform for ai research and education
- A robot that learns in stages utilizing scaffolds: Toward an active and long-term human-robot interaction
- Analysing the fitness landscape of an abstract real-time strategy game
- Learning and playing in wubble world
- Chess honing electronic switching system (C.H.E.S.S. Board): A case study of successful design and implementation of a senior design project
- TAMER: Training an agent manually via evaluative reinforcement
- Trust-based evolutionary game model assisting AODV routing against selfishness
- Reinforcement learning: insights from interesting failures in parameter selection
- Can we use routine data to optimize screening for hazardous alcohol consumption in primary care?
- Parameters adjustment for emergent environments in games using artificial intelligence
- Cooperative RoboCup agents using genetic case-based reasoning
- Mixture of expert used to learn game play
- "The game of life" - An outreach model for high school students with disabilities
- Valuation of the SF-6D health states is feasible, acceptable, reliable, and valid in a Chinese population
- Predicting user action from skin conductance
- Bifurcation analysis of reinforcement learning agents in the selten's horse game
- On the usefulness of opponent modeling: The Kuhn Poker case study
- Phylogenetic mixture models for proteins
- Robot learning by observation based on Bayesian networks and game pattern graphs for human-robot game interactions
- Designing engaging interaction with contextual patterns for an educational game
- A Multi-agent Reinforcement Learning using Actor-Critic methods
- A new method for conflict resolution based on multiagent reinforcement learning algorithms
- The application of hybrid distributed reinforcement learning algorithm in RoboCup 2D soccer simulation system
- A novel heuristic Q-learning algorithm for solving stochastic games
- Teaching game programming using XNA
- Game programming production: A practical approach
- Robotics instruction using multimedia instructional material
- Logical reinforcement learning method based on heuristic contour list
- Investigating learning rates for evolution and temporal difference learning
- Generation of rule-based adaptive strategies for a collaborative virtual simulation environment

- Hurricane! - a simulation-based program for science education
- A coordination model of game theory for multi-intersection-agents and the algorithm for solving equilibrium based on the reinforcement learning method
- Social learning methods in board game agents
- Silver bullet talks with eugene spafford
- Learning to be a bot: Reinforcement learning in shooter games
- Creating a multi-purpose first person shooter bot with reinforcement learning
- Behavioral contingency analysis
- Novel multiagent reinforcement learning algorithm based on quantum theory
- Soccer without intelligence
- Experimental characterization and Monte Carlo simulation of Si(Li) detector efficiency by radioactive sources and PIXE
- Breedbot: An evolutionary robotics application in digital content
- Using adaptive consultation of experts to improve convergence rates in multiagent learning
- Digital play-based learning: A philosophical-pedagogical perspective on learning and playing in computer games
- Baseball digest production system using inductive logic programming
- Learning-rate adjusting Q-learning for prisoner's dilemma games
- Learning with continuous experts using drifting games
- A tiny processing system for education and small embedded systems on the FPGAs
- Teaching students to identify common programming errors using a game
- Videogame based learning and the problem of gender equity: Exemplifying an androgynous approach to developing computer science e-learning games in higher education
- COSAIR: A platform for AI education and research in computer strategy games
- Stimulating creativity through opportunistic software development
- The Chow parameters problem
- F-Actor: A multiagent gaming environment for controlling virtual flow networks
- Cooperation enforcement and learning for optimizing packet forwarding in autonomous wireless networks
- Learn reversi using parallel genetic algorithms
- Visual control in quake II with a cyclic controller
- A learning automata approach to multi-agent policy gradient learning
- Solving multi-stage games with hierarchical learning automata that bootstrap
- Multi-agent coordination method based on fuzzy Q-learning
- Finding optimal Bayesian network given a super-structure
- Scripted artificially intelligent basic online tactical simulation
- Motion capture system contextualization application to game development
- Synthesizing neural networks for learning in games
- Balancing innovation and exploitation in a social learning game
- The impact of game design on students' interest in CS
- The relationship between game genres, learning techniques and learning styles in educational computer games
- The linguistic command line
- A web based business game built on system dynamics using cognitive agents as virtual tutors
- Broadening participation through scalable game design
- Games developed in Java for teaching "combinatorial game theory"
- On similarities between inference in game theory and machine learning
- Model-based development of a PPAR γ agonist, rivoglitazone, to aid dose selection and optimize clinical trial designs
- Applying online multiplayer educational games based on generic shells to enhance learning of recursive algorithms: Students' preliminary results
- Learning conceptual chess for testing evolutionary programming versus a reasoning-based soft expert system: The KASER
- Teaching Object-Oriented software engineering through Problem-Based Learning in the context of game design
- Hierarchical Nash-Q learning in continuous games
- Learning from multiple heuristics
- NUCLEO: Adaptive Computer Supported Collaborative Learning in a role game based scenario
- Dependencies on player formation in event-driven hybrid learning classifier systems for soccer video games
- Formation dependency in event-driven hybrid learning classifier systems for soccer video games
- Tangicons: Algorithmic reasoning in a collaborative game for children in kindergarten and first class
- Learning about complexity with modular robots
- Learning and knowledge generation in general games
- A case of 3D educational game design and implementation
- Multiagent systems: Algorithmic, Game-Theoretic, and logical foundations
- A computer game for the learning of binary system by beginners

- Training crisis leadership abilities
- Sample-based learning and search with permanent and transient memories
- Towards adaptive programming integrating reinforcement learning into a programming language
- Towards adaptive programming integrating reinforcement learning into a programming language
- Discovery of high-level behavior from observation of human performance in a strategic game
- Multidisciplinary students and instructors: A second-year games course
- Application of a Learning-Companion robot in learning environments
- The ETH game programming laboratory: A capstone for computer science and Visual Computing
- Game-themed programming assignments: The faculty perspective
- Assessing game-themed programming assignments for CS1/2 courses
- e-Adventure3D: An open source authoring environment for 3D adventure games in education
- Teaching service-oriented computing and STEM topics via robotic games
- Modeling beer game as role-play collaborative learning via fuzzy constraint-directed agent negotiation
- A comparative study on data smoothing regularization for local factor analysis
- A ship motion simulation system
- About a new kind of autonomous, self-adapting agents and the library game environment
- Self city: Training social skills in a game
- Decentralized learning in markov games
- Networks of learning automata and limiting games
- Decentralized learning in Markov games
- Use of a simulation game in delivering blended lifelong learning in the construction industry - Opportunities and Challenges
- Evolutionary game framework for behavior dynamics in cooperative spectrum sensing
- Interactive game development with a projector-camera system
- Assess team Q-learning algorithm in a purely cooperative multi-robot task
- Second Life and the role of educators as regulators
- Extension of improved penalty avoiding rational policy making algorithm to tile coding environment for keepaway tasks
- Using reinforcement learning for city site selection in the turn-based strategy game civilization IV
- Mental health of non-gamblers versus "normal" gamblers among American Indian veterans: A community survey
- Using theories of gaming engagement to examine adult engagement with learning
- Modeling the marginal distribution of gene expression with mixture models
- Introduction to Bayesian methods and decision theory
- Media and children's aggression, fear, and altruism
- Young adolescents' usage of narrative functions of media music by manipulation of musical expression
- 'Scratch' your way to introductory CS
- Reinforcement learning model based on regret for multi-agent conflict games
- Learn adaptive dynamic policy under mixed multi-agent environment
- Process improvement of peer code review and behavior analysis of its participants
- A model of user-oriented reduct construction for machine learning
- A prototype for human-like e-Learning system
- Cultural simulation agent creation for the masses
- The design and realization of online virtual campus of NEU
- Influence graph based task decomposition and state abstraction in reinforcement learning
- Onomatopetal: Developing a Japanese onomatopoeia learning-support system utilizing native speakers cooperation
- An adaptive policy gradient in learning Nash equilibria
- Cognitive learning and the multimodal memory game: Toward human-level machine learning
- Hypernetworks: A molecular evolutionary architecture for cognitive learning and memory

Ano 2007 – Base Scopus

- Proceedings of the Information Systems Education Conference 2007, ISECON 2007
- 24th Annual Conference of the Australasian Society for Computers in Learning in Tertiary Education "ICT: Providing Choices for Learners and Learning", ASCILITE 2007
- ACM SIGGRAPH 2007: Educators Program
- ICMSEM: Proceedings of 2007 International Conference on Management Science and Engineering Management
- Proceedings - DIGITEL 2007: First IEEE International Workshop on Digital Game and Intelligent Toy Enhanced Learning
- Game aims to prevent MRSA spread.
- Autonomous Minirobots for Research and Edutainment, AMiRE 2007 - Proceedings of the 4th International AMiRE Symposium
- Guidelines, editors, pharma and the biological paradigm shift

- Learn programming by using mobile edutainment game approach
- IDEA: A framework for the fast creation of interactive animations by pen sketching
- A novel PSENEN mutation in a patient with complaints of memory loss and a family history of dementia
- Treating vasomotor symptoms of menopause: The nurse practitioner's perspective
- Critters in the classroom: A 3D computer-game-like tool for teaching programming to computer animation students
- Dynamic global games of regime change: Learning, multiplicity, and the timing of attacks
- Grid-robot drivers: An evolutionary multi-agent virtual robotics task
- Programming games to learn algorithms
- Reaching pareto-optimality in prisoner's dilemma using conditional joint action learning
- MasillaPhys: A game physics abstraction layer
- Learning to reach optimal equilibrium by influence of other agents opinion
- Evaluation of an haptic step-guidance algorithm through a teaching 2D/3D pat scenario
- Sharing introductory programming curriculum across disciplines
- From 2D to consoles: A three-semester computer game development curriculum
- A theory of similarity functions for learning and clustering
- Learning, regret minimization, and equilibria
- Monte-Carlo Go reinforcement learning experiments
- A dual approach to cluster discovery in point event data sets
- Effective learning in adaptive dynamic systems
- Reducing the complexity of multiagent reinforcement learning
- Using puzzles: Problem-solving and abstraction
- Introductory game creation: No programming required
- Game implementation: An interesting strategy to teach genetic algorithms
- An introduction to computer science for non-majors using principles of computation
- Serious fun in computer science
- Utile distinctions for relational reinforcement learning
- Digital games for education: When meanings play
- A graph game model for software tamper protection
- Exploratory learning using social software
- A comparison of different adaptive learning techniques for opponent modelling in the Game of Guess It
- Inclusive computer science education using a ready-made computer game framework
- Application of reinforcement learning in robot soccer
- Identification of a liquid saturated steam heat exchanger using focused time lagged recurrent neural network model
- The robotics and mechatronics kit "qfix"
- Scupper's Island: Using game design and role play to learn about professional ethics
- Evolving pac-man players: Can we learn from raw input?
- Boosting human-level AI with videogames: Mad University
- Computer games as motivation for design patterns
- EpiList: An intelligent tutoring system shell for implicit development of generic cognitive skills that support bottom-up knowledge construction
- Game based learning beyond simulations
- The Cracow code-an interactive method of sophisticated online analysis
- Building a fuzzy ontology of edutainment using OWL
- Learning oligopolistic competition in electricity auctions
- The design of MobiGP by using Tamagotchi
- Mobile computing, programming, games and online communities: Changes to the communicative ecology of design students through mobile computing: Part 2
- Internal-inference based multiagent learning method
- A survey on mobile games usage among the Institute of Higher Learning (IHL) students in Malaysia
- Value-directed human behavior analysis from video using partially observable Markov decision processes
- Polymorphisms in Th1-type cell-mediated response genes and risk of gastric cancer
- Efficient multiclass boosting classification with active learning
- Using video technologies in defensive and offensive strategies in basketball games
- Learning to bluff
- Simulated turn-taking and development of styles of motion
- Pass the ball: Game-based learning of software design
- Using role-play virtual environments to learn software design
- Integration and evaluation of exploration-based learning in games
- Forecasting market prices in a supply chain game

- Concept Accessibility as Basis for Evolutionary Reinforcement Learning of Dots and Boxes
- Industrial and commercial applications of mobile mini-robots
- Note to self: Make assignments meaningful
- Reinforcement learning in extensive form games with incomplete information: The bargaining case study
- Features extraction for illicit web pages identifications using independent component analysis
- A games first approach to teaching introductory programming
- Graphical game development in CS2: A flexible infrastructure for a semester long project
- Generalized additive Bayesian network classifiers
- Taking students out for a ride: Using a board game to teach graph theory
- Temporal difference learning versus co-evolution for acquiring Othello position evaluation
- A learning infrastructure for improving agent performance and game balance
- Children in the forest: Towards a canonical problem of spatio-temporal collaboration
- Scratch for budding computer scientists
- Regret based dynamics: Convergence in weakly acyclic games
- Decentralized activation in a zigbee-enabled unattended ground sensor network: A correlated equilibrium game theoretic analysis
- Hysteretic Q-Learning : An algorithm for decentralized reinforcement learning in cooperative multi-agent teams
- Proposal and evaluation of the Penalty Avoiding Rational Policy Making algorithm with penalty level
- Game teleporter: A development tool for everyone
- Discovering Chinese chess strategies through coevolutionary approaches
- Generating and solving logic puzzles through constraint satisfaction
- The art and science of game programming
- Sudoku puzzles for first-year organic chemistry students
- Teaching of MATLAB programming using complex game
- Overview of the cyberTech-ITEST project: An initiative to attract and prepare under-represented students for tomorrow's careers in the computing sciences
- Work in progress - Game development, social responsibility, and teaching
- Knowledge acquisition for adaptive game AI
- Teaching ai concepts by using casual games: A case study
- Introductory game programming instruction with OOP - What is required, how is it addressed, and which language wins?
- Team-based pedagogy for CS102 using game design
- Deictic option schemas
- Real-time heuristic search with a priority queue
- Coevolving strategies for general game playing
- Acquiring evolvability through adaptive representations
- Agent based virtual tutorship and e-learning techniques applied to a business game built on system dynamics
- Blended methods to enhance learning: An empirical study of factors affecting student participation in the use of e-tools to complement F2F teaching of algorithms
- Teaching programming using visualization
- Teaching advanced features of evolutionary algorithms using japanese puzzles
- Recognizing new literacies: Teachers and students negotiating the creation of video games in school
- Applying GA to self-allotment of rewards in event-driven hybrid learning classifier systems
- Checkers is solved
- Implementation of a 3-dimensional game for developing balanced Brain-wave
- Rethinking graphics and gaming courses because of fast ray tracing
- The effects of resisted sprint training on acceleration performance and kinematics in soccer, rugby union, and Australian football players
- Agent-based analysis of monopoly power in electricity markets
- LEGO robot programming exercise support for problem solving learning with game strategy planning tools
- Designing a service-oriented computing course for high schools
- The Taiwan cavaliers: A reference game for learning game development
- Childhood play and environmental interests: Panacea or snake oil?
- Alife in the Classrooms: An integrative Learning Approach
- Teaching mathematics and computer programming together
- Exploring selfish reinforcement learning in repeated games with stochastic rewards
- TagTiles: Optimal challenge in educational electronics
- Camera-projector-based interactive game development
- Internet based robot competition and education
- An interactive Bomberman game-based teaching/learning tool for introductory C programming

- Constructing a role playing interactive learning content model
- Visualising australian indigenous knowledge practices using the game engine
- GATELOCK: A game authoring tool for children
- Learning a table soccer robot a new action sequence by observing and imitating
- An evolutionary game model on supply chains learning through limitation
- Educating the next generation of mobile game developers

Ano 2006 – Base Scopus

- Learning from induced changes in opponent (Re)Actions in multi-agent games
- 7th IFAC Symposium on Advances in Control Education, ACE 2006
- Proceedings of the ACM Workshop on Digital Rights Management, DRM '06, Co-located with the 13th ACM Conference on Computer and Communications Security, CCS'06
- MIPRO 2006 - 29th International Convention: Computers in Education, CE
- MIPRO 2006 - 29th International Convention: Telecommunications and Information, CTI
- MIPRO 2006 - 29th International Convention: Microelectronics, Electronics and Electronic Technologies, MEET, Hypermedia and Grid Systems HGS
- MIPRO 2006 - 29th International Convention: Digital Economy - 3rd ALADIN, Information Systems Security and Business Intelligence Systems
- MIPRO 2006 - 29th International Convention: Computers in Technical Systems and Intelligent Systems, CTS and CIS
- Fuzzy rule base influence on genetic-fuzzy reconstruction of CMM 3D triggering probe error characteristics
- Intellectual property or intangible chattel?
- Learning to commit in repeated games
- Learning Pareto-optimal solutions in 2x2 conflict games
- Tell me who i am: An interactive recommendation system
- An effective agile teaching environment for java programming courses
- Relational temporal difference learning
- Relational temporal difference learning
- Reinforcement learning in continuous time and space: Interference and not ill-conditioning is the main problem when using distributed function approximators
- Simulating sellers in online exchanges
- Model-driven game development: Experience and model enhancements in software project management education
- Augmented assessment as a means to augmented reality
- Extreme construction: Making agile accessible
- Teaching computer programming skills to first-year engineering students using fun animation in Matlab
- Multi-agent reinforcement learning: A survey
- Teaching a humanoid robot to recognize and reproduce social cues
- Virtual cell: A pedagogical convergence between game design and science education
- Prediction, learning, and games
- Exploiting intelligence in fighting action games using neural networks
- Intelligent game agent based physics engine for intelligent non player characters
- Prioritized-LRTA*: Speeding up learning via Prioritized updates
- Evolutionary dynamics in public good games
- The effectiveness of games as assignments in an introductory programming course
- The role of computer science in digital production arts
- The role of computer science in digital production arts
- Determining the Efficacy of Data-Mining Methods in Predicting Gaming Ballot Outcomes
- The contribution of sport and physical activity to the-well-being of visually impaired people [Contribution de l'activité physique et sportive au bien-être des personnes déficientes visuelles]
- An efficient algorithm for eyespace classification in go
- Graph kernels and Gaussian processes for relational reinforcement learning
- Introduction
- An optimised implementation of the A* algorithm using the STL
- Learning through game modding
- Interactive observability in Ludics: The geometry of tests
- Work in progress: Cultural borders in CS1
- Hardness of approximate two-level logic minimization and PAC learning with membership queries
- The use of games to teach programming algorithms
- Fast convergence to wardrop equilibria by adaptive sampling methods

- Simulated visual perception-based control for autonomous mobile agents
- Food Advertising Targeted at School-Age Children: A Content Analysis
- Idioms for composing games with EToys
- A computer-games-based AI research environment
- A set of guidelines for the evaluation of real-time machine learning techniques for use in digital games
- Evolving body kinematics for virtual characters
- Building objects out of plato: Applying philosophy, symbolism, and analogy to software design
- Neuropathic pain: A practical guide for the clinician
- Theorizing games in/and education
- Simulations as an educational environment for balancing disparate needs
- Tagging b jets associated with heavy neutral MSSM Higgs bosons
- Mesh networks in embedded computer systems for technology education
- Computer, tell me a joke... but please make it funny: Computational humor with ontological semantics
- Greenfoot demonstration
- Greenfoot demonstration
- Teaching an undergraduate AI course with games and simulation
- Action-Reaction Learning in Multi-Agent Games
- Script cards: A visual programming language for games authoring by young people
- The missouri lottery optimizes its scheduling and routing to improve efficiency and balance
- Teaching software engineering through competition and collaboration
- Distributed self-tuning of sensor networks
- An XML-based microworld simulator for business modeling Education
- Elimination of the need for urine studies in the screening algorithm for monoclonal gammopathies by using serum immunofixation and free light chain assays
- Real-time neuroevolution to imitate a game player
- Smalltalk card game for learning object-oriented thinking in an evolutionary way
- Stochastic approximation based tracking of correlated equilibria for game-theoretic reconfigurable sensor network deployment
- Provincialism in modern India: The multiple narratives of education and their pain
- Teaching chemistry as a cross-cultural subject: IT & linguistics
- Playing games in many possible worlds
- MOPCVE: A new CVE prototype running on mobile phone
- Incentive model adapted to self-organizing management mode for resource sharing in P2P networks
- A guided genetic algorithm for the planning in lunar lander game
- Why not have fun while learning: Using programming games in software programming education
- Learning to play like a human: Case injected genetic algorithms for strategic computer gaming
- Distance function learning in error-correcting output coding framework
- Selection of embedding dimension and delay time in phase space reconstruction
- Production and maintenance of content-intensive videogames: A document-oriented approach
- Production and deployment of educational videogames as assessable learning objects
- Game development is more than programming
- A study of Multiagent Reinforcement Learning based on Quantum Theory
- A novel multiagent reinforcement learning algorithm combination with quantum computation
- Surprise snippets
- Into the wild (BIG) blue yonder
- Sound and music design for games and interactive media
- Agents that acquire negotiation strategies using a game theoretic learning theory
- ACM SIGGRAPH 2006 Educators Program - International Conference on Computer Graphics and Interactive Techniques
- When Americans disagreed: Cultural fragmentation and conflict
- Satisficing learning dynamics in the stag hunt
- Algorithmically generated music enhances VR nephron simulation
- Generation of unconstrained looping programs for control of xpilot agents
- Computer aided education of programming with aid of complex game in MATLAB
- Use of eletronic spreadsheet in the education of planning and scheduling of the production [Uso de planilha eletrônica no ensino do planejamento e programação da produção]
- Evolution of human-competitive agents in modern computer games
- Multi-agent learning model with bargaining
- Simulate grid resource trading via cognitive agent: A case study

- Learning dynamic prices in multiseller electronic retail markets with price sensitive customers, stochastic demands, and inventory replenishments
- Excuse me, I need better AI! Employing collaborative diffusion to make game AI child's play
- AgentCubes: Raising the ceiling of end-user development in education through Incremental 3D
- Learnable buddy: Learnable supportive ai in commercial MMORPG
- Rethinking systems movement: A proposal for reshaping it as an academic discipline named 'systems studies'
- Curves and surfaces for computer graphics
- Predictive and descriptive approaches to learning game rules from vision data
- Reward allotment in an event-driven hybrid learning classifier system for online soccer games
- Kid's programming language (KPL)
- Kid's Programming Language (KPL)
- Computer vocabulary training in kindergarten children with special needs
- Computer games in education: A comparative study between Hong Kong and Beijing
- A multi-user educational online game with web based mathematic learning by using activity theory analysis
- A Puzzles-First approach to computer science
- Adaptive game AI with dynamic scripting
- Strategic foresighted learning in competitive multi-agent games
- An initiation rite for intelligent machinery
- Teachable characters: User studies, design principles, and learning performance
- Learning and cooperation in sequential games
- The game of life workshop - Reaching out to high school students with disabilities
- 3D game design with programming blocks in StarLogo TNG
- Network boosting on different networks
- Linking speech and gesture in multimodal instruction systems
- Hold paramount: Designing an engineering education to open minds and serve the public good
- Analysis on traveling diameter of Internet
- Characterizing warfare in red teaming
- Short term load forecasting using a hybrid neural network
- Estimating and forecasting of the minimum consumption expenditure when meet with the needed nutrients in 8 provinces in China
- Using VRML and JAVA to build virtual game-based learning environment for addition and subtraction operation
- A momentum-based approach to learning Nash equilibria

Ano 2016 – Base ACM

- GAS '16: Proceedings of the 5th International Workshop on Games and Software Engineering
- CSI-SE '16: Proceedings of the 3rd International Workshop on CrowdSourcing in Software Engineering
- Teaching Abstraction, Function and Reuse in the First Class of CS1: A Lightbot Experience
- Designing and Refining of Questions to Assess Students' Ability to Mentally Simulate Programs and Predict Program Behavior (Abstract Only)
- Can a Team Coordination Game Help Student Software Project Teams?
- MAP: Frequency-Based Maximization of Airline Profits Based on an Ensemble Forecasting Approach
- Bool the Miner: Relying on Ghost Companions to Solve Boolean Equations
- When Should an Expert Make a Prediction?
- Economic Recommendation Systems: One Page Abstract
- SORTIA 2.0: A Sorting Game for Data Structure Teaching
- Locality-Based Network Creation Games
- Seven Semesters of Android Game Programming in CS2
- What Children Ask About Computers, the Internet, Robots, Mobiles, Games etc.
- Plenary: Kimberly Bryant & Sarah Guthals in Conversation
- Empowering All Students: Closing the CS Confidence Gap with an In-School Initiative for Middle School Students
- Mechanism Design for Personalized Recommender Systems
- Motivations to Read and Learn in Videogame Lore: The Case of League of Legends
- On the Instability of Bitcoin Without the Block Reward
- Learning to Act Optimally in Partially Observable Multiagent Settings: (Doctoral Consortium)
- Learning to Act Optimally in Partially Observable Multiagent Settings: (Doctoral Consortium)
- A Novel Teaching-learning-based Optimization for Improved Mutagenic Primer Design in Mismatch PCR-RFLP SNP Genotyping
- Investigation of the Effect of "Fog of War" in the Prediction of StarCraft Strategy Using Machine Learning

- Playtesting with a Purpose
- An Empirical Study on the Collaboration of Scholars in Graduate Education: Based on the Social Network Analysis
- ITiCSE '16: Proceedings of the 2016 ACM Conference on Innovation and Technology in Computer Science Education
- Automatic Classification of Anuran Sounds Using Convolutional Neural Networks
- EC '16: Proceedings of the 2016 ACM Conference on Economics and Computation
- Meta-NEAT, Meta-analysis of Neuroevolving Topologies
- A Size-free CLT for Poisson Multinomials and Its Applications
- From Video Games to Debugging Code
- Interaction in Serious Games
- Video Games in Teacher Training: Design, Implementation and Assessment of an Educational Proposal
- Server Allocation for Multiplayer Cloud Gaming
- The Fourier Transform of Poisson Multinomial Distributions and Its Algorithmic Applications
- Combining Flipped Learning with Gamification to Improve Student Performance in a Data Structures Course (Abstract Only)
- Evaluating Peer Versus Teacher Robot Within Educational Scenario of Programming Learning
- Game Theory Framework for MAC Parameter Optimization in Energy-Delay Constrained Sensor Networks
- Adaptive Model Rules From High-Speed Data Streams
- Piloting Computer Science Education Week in Mexico
- CityCoupling: Bridging Intercity Human Mobility
- Incorporation of Generational Learning in Familiar Interfaces and Systems: A Design Fiction
- Challenge-based Gamification and Its Impact in Teaching Mathematical Modeling
- A Concept for an Introduction to Parallelization in Java: Multithreading with Programmable Robots in Minecraft
- Understanding the Benefits of Game Jams: Exploring the Potential for Engaging Young Learners in STEM
- AlphaGo and Monte Carlo Tree Search: The Simulation Optimization Perspective
- Computational Thinking in Pre-university Education
- Transfer Learning for User Adaptation in Spoken Dialogue Systems
- Transfer Learning for User Adaptation in Spoken Dialogue Systems
- Interdisciplinary Projects in the Academic Studio
- SPECTRE: A Game Theoretic Framework for Preventing Collusion in Security Games (Demonstration)
- SPECTRE: A Game Theoretic Framework for Preventing Collusion in Security Games (Demonstration)
- Code Bits: An Inexpensive Tangible Computational Thinking Toolkit For K-12 Curriculum
- The Misrepresentation Game: How to Win at Negotiation While Seeming Like a Nice Guy
- The Misrepresentation Game: How to Win at Negotiation While Seeming Like a Nice Guy
- Assessing Problem-Solving Process At Scale
- Adventures in K-5 STEM Outreach Using the NAO Robot (Abstract Only)
- Strategic Classification
- Moving Beyond "Just Tell Me What to Code": Inducting Tertiary ICT Students into Research Methods with Aboriginal Participants via Games Design
- The Computational Power of Optimization in Online Learning
- Teaching University Students Kanban with a Collaborative Board Game
- Learnings from the Finnish Game Industry
- Learning Sparse Models at Scale
- A Bayesian Approach for Learning and Tracking Switching, Non-Stationary Opponents: (Extended Abstract)
- A Bayesian Approach for Learning and Tracking Switching, Non-Stationary Opponents: (Extended Abstract)
- Using Startle Probe to Compare Affect and Engagement Between a Serious Game and an Online Intervention Program
- Design Insights into the Creation and Evaluation of a Computer Science Educational Game
- Opening the Black Box of Play: Strategy Analysis of an Educational Game
- A Guaranteed Similarity Metric Learning Framework for Biological Sequence Comparison
- A Simple Line Game With Real-Time Visualization of the Internal Data Structure (Abstract Only)
- Mechanisms With Costly Knowledge
- Fair Online Scheduling for Selfish Jobs on Heterogeneous Machines
- Computer Science Education for Primary and Lower Secondary School Students: Teaching the Concept of Automata
- A Machine Learning Framework for Performance Coverage Analysis of Proxy Applications
- A Deterministic MAB Mechanism for Crowdsourcing with Logarithmic Regret and Immediate Payments
- A Simple Multi-player Video Game Framework for Experimenting and Teaching Cultural Understanding
- TPC: Target-Driven Parallelism Combining Prediction and Correction to Reduce Tail Latency in Interactive Services
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- Auto-tuning Spark Big Data Workloads on POWER8: Prediction-Based Dynamic SMT Threading
- When Game Becomes Life: The Creators and Spectators of Online Game Replays and Live Streaming
- Computer Science Summer Camps: Making Summer Programs Fun and Sustainable (Abstract Only)
- Teaching Smart Phone Ethics: An Interdisciplinary Approach
- Developing a Model for Continuous User Engagement in Social Media
- Artificial Intelligence Meets Software Engineering in Computing Education
- Holistic Game Development Curriculum
- Rethinking Optimal Embedding
- Preserving Location Privacy in Radio Networks Using a Stackelberg Game Framework
- Transactive Memory in Task-Driven 3D Virtual World Teams
- Educational Playgrounds: How Context-aware Systems Enable Playful Coached Learning
- A Study to Measure the Effect of Framing a Robot As a Social Agent or As a Machine on Children's Social Behavior
- Implementing Game Mechanics with GoF Design Patterns
- From Orlando to Russia: Cross-Cultural Communication Through Gamemaking
- Imperfect-Recall Abstractions with Bounds in Games
- Experiences from an Experiential Learning Course on Games Development
- Procedural Urban Environments for FPS Games
- Analyzing Efficiency of Pseudo-Random Number Generators Using Machine Learning
- Informing Content-driven Design of Computer Programming Games: A Problems Analysis and a Game Review
- Illusion of Progress is More Addictive Than Cat Pictures
- Measuring Code Behavioral Similarity for Programming and Software Engineering Education
- State of the Art Control of Atari Games Using Shallow Reinforcement Learning
- Adaptive User and Haptic Interfaces for Smart Assessment and Training
- Interface Design Optimization As a Multi-Armed Bandit Problem
- Real-Time Crowd Simulation Integrating Potential Fields and Agent Method
- Learning and Efficiency in Games with Dynamic Population
- Cooperation Emergence Under Resource-Constrained Peer Punishment
- Cooperation Emergence Under Resource-Constrained Peer Punishment
- Bayesian Exploration: Incentivizing Exploration in Bayesian Games
- Exploring Gamification to Teach Computer Science to Non-computer Science Related Major (Abstract Only)
- Reducing Congestions in Decentralized Matching by Using Preference Signaling
- Preliminary Analysis of Code Hunt Data Set from a Contest
- "You Win, I Lose": Towards Adapting Robot's Teaching Strategy
- Modelling the Scalability of Real-Time Online Interactive Applications on Clouds
- Evolving Neural Networks
- Robot on!: A Serious Game for Improving Programming Comprehension
- Tiles: An Inventor Toolkit for Interactive Objects
- Hackathons As an Informal Learning Platform
- Where to Sell: Simulating Auctions From Learning Algorithms
- CAPTURE: A New Predictive Anti-Poaching Tool for Wildlife Protection
- CAPTURE: A New Predictive Anti-Poaching Tool for Wildlife Protection
- Component-Based Approach for Prototyping of Tai Chi-Based Physical Therapy Game and Its Performance Evaluations
- Modeling User Exploration and Boundary Testing in Digital Learning Games
- Enki: A Pedagogical Services Aggregator for Learning Programming Languages
- Learning Computer Science Languages in Enki
- Average Case Performance of Replicator Dynamics in Potential Games via Computing Regions of Attraction
- Game-theoretic Models Identify Useful Principles for Peer Collaboration in Online Learning Platforms
- From Nash Equilibria to Chain Recurrent Sets: Solution Concepts and Topology
- Interdisciplinary and International Game Projects for Creative Learning
- Restless Poachers: Handling Exploration-Exploitation Tradeoffs in Security Domains
- Mean Field Equilibria of Pricing Games in Internet Marketplaces
- Mean Field Equilibria of Pricing Games in Internet Marketplaces
- User Response Learning for Directly Optimizing Campaign Performance in Display Advertising
- Retention of Flow: Evaluating a Computer Science Education Week Activity
- Operation Digital Chameleon: Towards an Open Cybersecurity Method
- Solving the Cloud Computing Impasse with MBaaS (Abstract Only)
- Watch and Learn: Optimizing from Revealed Preferences Feedback
- Ironing in the Dark
- Minimizing Regret with Multiple Reserves

- Analyzing Students' Intentionality Towards Badges Within a Case Study Using Khan Academy
- Secure Kernel Machines Against Evasion Attacks
- Sorting in Space: Multidimensional Data Structures for Computer Graphics and Vision Applications
- Learning to Be Fair in Multiplayer Ultimatum Games: (Extended Abstract)
- Learning to Be Fair in Multiplayer Ultimatum Games: (Extended Abstract)
- RecSys '16: Proceedings of the 10th ACM Conference on Recommender Systems
- Computational Thinking Beyond STEM: An Introduction to "Moral Machines" and Programming Decision Making in Ethics Classroom
- ThePlantGame: Actively Training Human Annotators for Domain-specific Crowdsourcing
- An Online Convex Optimization Approach to Blackwell's Approachability
- Learning Adversary Behavior in Security Games: A PAC Model Perspective
- Transition To Java Using Alice 3 (Abstract Only)
- Discovering Rubik's Cube Subgroups Using Coevolutionary GP: A Five Twist Experiment
- Interactive Super Mario Bros Evolution
- Affect-Aware Student Models for Robot Tutors
- Affect-Aware Student Models for Robot Tutors
- Large-scale Finite State Game Engines
- An Industrial Partnership Game Development Capstone Course
- Exploration from Demonstration for Interactive Reinforcement Learning
- A Web-Based Environment for Introductory Programming Based on a Bi-Directional Layered Notional Machine
- Designing Craft Games
- Building Casual Game SDKS for Teaching CS1/2: A Case Study
- Learn CS1/2 by Playing and Building Commercial Grade Casual Games (Abstract Only)
- How Do Different Cognitive Styles Affect Learning Programming? Insights from a Game-Based Approach in Greek Schools
- Evolutionary Computation and Games
- It's Not How You Stand, It's How You Move: F-formations and Collaboration Dynamics in a Mobile Learning Game
- Teaching "Lawfulness" With Kodu
- Of Elephants and Nested Loops: How to Introduce Computing to Youth in Rural India
- Towards a Constructionist Serious Game Engine
- UMAP '16: Proceedings of the 2016 Conference on User Modeling Adaptation and Personalization
- Teaching the First Programming Course with Python's Turtle Graphic Library
- Sharing As a Means for Reflection: Seeing Differences, Understanding Affordances of Peers' Programming Solutions
- Learning in Hide-and-seek
- Path Patterns: Analyzing and Comparing Real and Simulated Crowds
- Repeated Dollar Auctions: A Multi-Armed Bandit Approach
- Lenient Learning in Independent-learner Stochastic Cooperative Games
- Reaching the Masses: A New Subdiscipline of App Programmer Education
- Evolving Novel Cellular Automaton Seeds Using Compositional Pattern Producing Networks (CPPN)
- The Development of Internationalized Computational Thinking Curriculum in Hong Kong Primary Education (Abstract Only)
- Playing Repeated Security Games with No Prior Knowledge
- Avicaching: A Two Stage Game for Bias Reduction in Citizen Science
- Avicaching: A Two Stage Game for Bias Reduction in Citizen Science
- Learning Game Design and Software Engineering Through a Game Prototyping Experience: A Case Study
- Criss&Sim; Crossing the Divine: Interactive Spiral Vortex Paint Game
- Game Kits: Metadesign Considerations on Game Modding for Learning
- 3D Game Model and Texture Generation Using Interactive Genetic Algorithm
- Using Abstractions to Solve Opportunistic Crime Security Games at Scale
- Interactive Learning System "VisMis" for Scientific Visualization Course
- Teens, Parents, and Financial Literacy
- Discovering Combos in Fighting Games with Evolutionary Algorithms

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- Cultural Play: A Tangible Interactive Game-based Learning Project on the Cultural Heritage of Singapore
- Towards Online Reachability Analysis with Temporal-differencing
- Instructor's Acceptance of Games Utilization in Undergraduate Software Engineering Education: A Pilot Study in Turkey
- Development of an App for Compressible Flow "App4Comp"

- Can Digital Game-Based Learning Be Incorporated in Serbian Primary School Curricula's?
- Ant Colony and Surrogate Tree-Structured Models for Orderings-Based Bayesian Network Learning
- Peter the Fashionista?: Computer Programming Games and Gender Oriented Cultural Forms
- Diversity Based Improved Bagging Algorithm
- Facilitating Programming Success in Data Science Courses Through Gamified Scaffolding and Learn2Mine
- Culturally Responsive Computing: An In-depth Examination of Outcomes in COMPUGIRLS (Abstract Only)
- Beat the Machine: Challenging Humans to Find a Predictive Model's "Unknown Unknowns"
- Applied Computer History: Experience Teaching Systems Topics Through Retrogames
- A Game Engine in Pure Python for CS1: Design, Experience, and Limits
- Commitment Without Regrets: Online Learning in Stackelberg Security Games
- Learning Submodular Functions with Applications to Multi-Agent Systems
- Self Learning Analog/Mixed-Signal/RF Systems: Dynamic Adaptation to Workload and Environmental Uncertainties
- Closing The Cyberlearning Loop: Enabling Teachers To Formatively Assess Student Programming Projects
- Evaluation of a Game Used to Teach Usability to Undergraduate Students in Computer Science
- Response-based Approachability with Applications to Generalized No-regret Problems
- Bounded-Distance Network Creation Games
- On the Price of Stability of Fractional Hedonic Games
- ENGAGE: A Game-based Learning Environment for Middle School Computational Thinking
- A Practical Guide to Developing and Validating Computer Science Knowledge Assessments with Application to Middle School
- An Abstract Game for Each Data Structure: Lightning Talk
- Grouping Game Players Using Parallelized K-means on Supercomputers
- Bringing Story to Life: For Programmers, Animators, VFX Artists, and Interactive Designers
- Augmenting Introductory Computer Science Classes with GameMaker and Mobile Apps (Abstract Only)
- Florida International University
- Playing Congestion Games with Bandit Feedbacks
- Prime: A Framework for Co-located Multi-device Apps
- Reinforcement Learning for Nash Equilibrium Generation
- Reactive Game Engine Programming for STEM Outreach
- The Social Side of CS: Engaging Undergraduate Computer Science Students in the IRB Process for Research Investigating Cyberbullying in Online Multi-player Gaming Environments
- AmÈ: An Environment to Learn and Analyze Adversarial Search Algorithms Using Stochastic Card Games
- Cyber Security Education Through Gaming Cybersecurity Games Can Be Interactive, Fun, Educational and Engaging
- Play-testing and Requirements Engineering: Implications for Research and Teaching
- An Interactive Rehabilitation Framework for Assisting People with Cerebral Palsy
- Investigating High School Students' Perceptions of Digital Badges in Afterschool Learning
- Adopting New Learning Strategies for Computer Architecture in Higher Education: Case Study: Building the S3 Microprocessor in 24 Hours
- Modern Software is All About Data. Development Environments Should Be, Too. (Keynote)
- A Multi-Modal 3D Capturing Platform for Learning and Preservation of Traditional Sports and Games
- Perfect Bayesian Equilibria in Repeated Sales
- Parallel Streaming Signature EM-tree: A Clustering Algorithm for Web Scale Applications
- Using Unity to Teach Game Development: When You've Never Written a Game
- The PrimeGame Revolutions: A Cloud-based Collaborative Environment for Teaching Introductory Programming
- Workshop Summary of AISEC'15: 2015 Workshop on Artificial Intelligent and Security
- Modeling-First Approach for Computer Science Instruction
- Developing Automated Input Generator for Android Mobile Device to Evaluate Malware Behavior
- Use of the Alice Visual Environment in Teaching and Learning Object-oriented Programming
- Exploring Networks of Problem-solving Interactions
- Team Formation Dynamics: A Study Using Online Learning Data
- Launching Swiss Computer Science Education Week
- Recursive Markov Decision Processes and Recursive Stochastic Games
- Parallel Scheduling of Task Trees with Limited Memory
- Learning Equilibria of Games via Payoff Queries
- Hedonic Clustering Games
- Gamified Courses in Information Systems Program
- Code Hunt As Platform for Gamification of Cybersecurity Training
- Evolving Game Playing Strategies for Othello Incorporating Reinforcement Learning and Mobility

- KELP CS and LaPlaya: A Computational Thinking Curriculum and Development Environment for 4th - 6th Grade (Abstract Only)
- CSI-SE '15: Proceedings of the Second International Workshop on CrowdSourcing in Software Engineering
- Safe Opponent Exploitation
- Teaching Emotions to Children by Using Video Games
- Serious Game Development As a Creative Learning Experience: Lessons Learnt
- Teaching Game Programming with PlayN
- Applying the CASSM Framework to Improving End User Debugging of Interactive Machine Learning
- Computer Science Education for Social Good
- Improving Course Relevance: Incorporating the Social Value of Computing into Your Courses
- Strategway: Web Solutions for Building Public Transportation Routes Using Big Geodata Analysis
- VerilogTown: Cars, Crashes and Hardware Design
- dJay: Enabling High-density Multi-tenancy for Cloud Gaming Servers with Dynamic Cost-benefit GPU Load Balancing
- Building a Game Engine: A Tale of Modern Model-driven Engineering
- Informal CS Learning Through Games: Benefits to Formal Education?
- Ada's Legacy: Cultures of Computing from the Victorian to the Digital Age
- The Goal of Scoring: Exploring the Role of Game Performance in Educational Games
- The Influence of Social Status on Consensus Building in Collaboration Networks
- Opponent Modeling Against Non-stationary Strategies: (Doctoral Consortium)
- Video Games As a Training Tool to Prepare the Next Generation of Cyber Warriors
- Physically Based Shading in Theory and Practice
- Taking Animation Project Learning into the Virtual Environment
- Learning the Structure and Parameters of Large-population Graphical Games from Behavioral Data
- Experience with Constructing Code Hunt Contests
- Learning in Multi-agent Systems with Sparse Interactions by Knowledge Transfer and Game Abstraction
- Realism in Interactive Tutors
- 3D Game Development with Unity in the Computer Science Curriculum
- High-Dimensional Function Approximation for Knowledge-Free Reinforcement Learning: A Case Study in SZ-Tetris
- A GP-based Video Game Player
- Cloud Based Dynamical Digital Game Learning Scenario Corresponding to Individual Learner Big Data
- REST: A Reliable Estimation of Stopping Time Algorithm for Social Game Experiments
- Computational Thinking in Greenfoot: AI Game Strategies for CS1: Conference Workshop
- Constructionist Gaming Beyond the Screen: Middle School Students' Crafting and Computing of Touchpads, Board Games, and Controllers
- Hi-Lo Tech Games: Crafting, Coding and Collaboration of Augmented Board Games by High School Youth
- Adaptive Engagement of Older Adults' Fitness Through Gamification
- Knowledge Transfer from Keepaway Soccer to Half-field Offense Through Program Symbiosis: Building Simple Programs for a Complex Task
- The Need for Voices in CS to Address the GamerGate Controversy (Abstract Only)
- The Study of Gamification Application Architecture for Programming Language Course
- BlobSnake: Gamification of Feature Extraction for 'Plug and Play' Human Activity Recognition
- Capturing and Analysing Movement Using Depth Sensors and Labanotation
- Design Approaches for the Gamification of Production Environments: A Study Focusing on Acceptance
- Small-Scale Cross Media Productions: A Case Study of a Documentary Game
- Towards a Gamification of Industrial Production: A Comparative Study in Sheltered Work Environments
- Almost Optimal Pseudorandom Generators for Spherical Caps: Extended Abstract
- Note Code: A Tangible Music Programming Puzzle Tool
- Process Oriented Guided Inquiry Learning (POGIL) in Computer Science (Abstract Only)
- What Does It Take to Do Computer Programming?: Surveying the K-12 Students' Conceptions
- Structuring Flipped Classes with Lightweight Teams and Gamification
- Context Aware 3D Gesture Recognition for Games and Virtual Reality
- How Does Bayesian Knowledge Tracing Model Emergence of Knowledge About a Mechanical System?
- Comparing the Effectiveness of Online Learning Approaches on CS1 Learning Outcomes
- Outatime: Using Speculation to Enable Low-Latency Continuous Interaction for Mobile Cloud Gaming
- Trap It!: A Playful Human-Biology Interaction for a Museum Installation
- On the Role of Gamification and Localization in an Open Online Learning Environment: Javala Experiences
- Work in Progress: Programming is a SNAP! Increasing Knowledge and Interest in Computer Science
- Self-managed Patient-game Interaction Using the Barrett WAM Arm for Motion Analysis
- Large-Scale Educational Campaigns

- Visualizing Loops and Data Structures in Xylem: The Code of Plants
- Learning to Reinforce Search Effectiveness
- Going Rogue: Nifty Assignment
- Making Digital Characters: Creation, Deformation, and Animation
- The Cybersecurity Competition Federation
- Teaching Semaphores Using... Semaphores
- Forgetting Methods for Incremental Matrix Factorization in Recommender Systems
- Convergence of Strategies in Simple Co-Adapting Games
- Natural Selection As an Inhibitor of Genetic Diversity: Multiplicative Weights Updates Algorithm and a Conjecture of Haploid Genetics [Working Paper Abstract]
- On Sex, Evolution, and the Multiplicative Weights Update Algorithm
- Evolving Neural Networks
- Sustaining Mutual Cooperation in Iterated Prisoner's Dilemma Game
- AI Techniques for Contemporary Digital Games
- Square Enix AI Academy: A Seminar Series for the Introduction of Digital Game AI
- Square Enix AI Academy: AI Workshop for Blackboard Architecture
- Transparently Teaching in the Context of Game-based Learning: The Case of simULES-W
- Dr. Scratch: A Web Tool to Automatically Evaluate Scratch Projects
- Modeling Students Self-Studies Behaviors
- Learning Maintenance, Repair and Operations (MRO) Concepts in Offshore Wind Industry Through Game-based Learning
- Econometrics for Learning Agents
- Tensor Voting, Hough Transform and SVM Integrated in Chess Playing Robot
- Unsupervised Anomaly Detection in Online Game
- A Unifying Methodology for Confronting Uncertainties in Security Games: Advances and Algorithms: (Doctoral Consortium)
- Exploring Computer Science Topics with Programmable Smartwatches
- A Framework for Automatically Generating Interactive Instructional Scaffolding
- Lessons Learned With Girls, Games, and Design
- Crowdsourcing Stereotypes: Linguistic Bias in Metadata Generated via GWAP
- Cost-Effective Information Extraction from Lists in OCR'd Historical Documents
- Stackelberg Games for Robust Vaccine Design
- Stackelberg Games for Vaccine Design
- Using 3D Printers in a Computer Graphics Survey Course
- Pocket Game Jams: A Constructionist Approach at Schools
- Inferring Companies Similarities from Brazilian Government Expenditure Data
- Teaching Business Intelligence to Computing Students Through a Simulation and Evolutionary Lab Sequence
- Achieving 96% Mastery at National Scale Through Inspired Learning and Generative Adaptivity
- Code and Tell: Assessing Young Children's Learning of Computational Thinking Using Peer Video Interviews with ScratchJr
- Two-Timescale Algorithms for Learning Nash Equilibria in General-Sum Stochastic Games
- Selection in 3D Graphics Environments (Abstract Only)
- Integrating Intelligent Feedback into Block Programming Environments
- TanProStory: A Tangible Programming System for Children's Storytelling
- To Handle, to Learn and to Manipulate the Attacker's (Uncertain) Payoffs in Security Games: Doctoral Consortium
- Online Learning via Sequential Complexities
- Scalable Game Design: A Strategy to Bring Systemic Computer Science Education to Schools Through Game Design and Simulation Creation
- "Maker Innovators": A Workshop for Youth Creating Responsive and Wearable Game Interfaces with Tangible and Digital Construction Toolkits (Abstract Only)
- Making Physical and Digital Games with e-Textiles: A Workshop for Youth Making Responsive Wearable Games and Controllers
- Particle Swarm Optimization for Radiation Therapy Planning
- Jumping Implementation in Video Games (Abstract Only)
- Watch and Learn: Optimizing from Revealed Preferences Feedback
- EC '15: Proceedings of the Sixteenth ACM Conference on Economics and Computation
- Model of Personality-Based, Nonverbal Behavior in Affective Virtual Humanoid Character
- Equations, Contractions, and Unique Solutions
- Equations, Contractions, and Unique Solutions
- Automated Generation of Counterterrorism Policies Using Multiexpert Input

- Teaching Algebra and Computing Through Bootstrap and Program by Design (Abstract Only)
- Transferring Skills at Solving Word Problems from Computing to Algebra Through Bootstrap
- Approximate Modified Policy Iteration and Its Application to the Game of Tetris
- Anxiety Storm: Creating a Playful Prevention Program Against Performance Anxiety in Primary School
- Practical Grammar-based Procedural Modeling of Architecture: SIGGRAPH Asia 2015 Course Notes
- Disassortative Degree Mixing and Information Diffusion for Overlapping Community Detection in Social Networks (DMID)
- User Churn Migration Analysis with DEDICOM
- Learning Inter-Task Transferability in the Absence of Target Task Samples
- Behaviour Analysis of Mixed Game-Theoretic Learning Algorithms
- Developing a Low-cost Multi-modal Simulator for Ultrasonography Training
- Puzzle-Based Learning: Introducing Creative Thinking and Problem Solving for Computer Science and Engineering (Abstract Only)
- Girls Learning Computer Science Principles with After School Games
- The Role of Environmental Predictability and Costs in Relying on Automation
- Temporal Logic Control for Stochastic Linear Systems Using Abstraction Refinement of Probabilistic Games
- Algorithmic Game Theory and Econometrics
- A Gateway Game to Make Computational Problem Solving Accessible and Engaging (Abstract Only)
- Integrating Role-Playing Games into Computer Science Courses As a Pedagogical Tool
- Hand Held Solitaire: A Game Assignment for CS I: Nifty Assignment
- Make, Wear, Play: Remix Designs of Wearable Controllers for Scratch Games by Middle School Youth
- Collaborative Filtering with Recency-based Negative Feedback
- Robots, Pancakes, and Computer Games: Designing Serious Games for Robot Imitation Learning
- Constructive Play: Designing for Role Play Stories with Interactive Play Objects
- A Tangible Programming System Conveying Event Handling Concept
- A TUI-based Programming Tool for Children
- Appearance Capture and Modeling
- A Bim-based Educational Gaming Prototype for Undergraduate Research and Education in Design for Sustainable Aging
- Crowdsourcing Code and Process via Code Hunt
- Gamifying Software Security Education and Training via Secure Coding Duels in Code Hunt
- Microworlds, Games and Collaboration: Three Effective Approaches to Support Novices in Learning Programming
- Courses on 3D Image Display for Students Who Aim to Become Information Media Engineers and Creators
- Game Suspension Boundary Detection by Reading Two Clocks for Broadcast Basketball Video
- Reviving an Indigenous Rainforest Sign Language: Digital Oroo' Adventure Game
- Discovering the Influence of Socioeconomic Factors on Online Game Behaviors
- Modeling, Learning and Defending Against Opportunistic Criminals in Urban Areas: (Doctoral Consortium)
- Exploiting Game Theoretic Analysis for Link Recommendation in Social Networks

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- A Framework for Teaching Secure Coding Practices to STEM Students with Mobile Devices
- From Technomania to the School of Things: Taking Control of Your Own Game
- Studio K: A Game Development Environment Designed for Gains in Computational Thinking (Abstract Only)
- RaBit ESCAPE: A Board Game for Computational Thinking
- Teaching Artificial Intelligence As a Lab Science: Basic and Informed Search (Abstract Only)
- Can 3D Virtual World Environments and Game-based Learning Effectively Teach Computer Science Concepts? (Abstract Only)
- Prophet Inequalities with Limited Information
- Asymmetric Abstractions for Adversarial Settings
- Making Games and Apps in Introductory Computer Science (Abstract Only)
- The Consume - Create Spectrum: Balancing Convenience and Computational Thinking in Stem Learning
- Interpreting Natural Language Instructions Using Language, Vision, and Behavior
- On the Efficacy of Board Game Strategy Development As a First-year CS Project
- A Toolbox for Fast and Approximate Solutions for Large Linear and Semidefinite Programs
- The Price of Stability of Fair Undirected Broadcast Games is Constant
- Spatial Perception Orientation Task (SPOT): Developing an Accessible Tool for Measuring Spatial Working Memory.
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- Functional Game Programming in Java-based CS1
- Spot: A Programming Language for Verified Flight Software

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- Using Game Mechanics to Enhance Leadership Education
- Embodied Design of Dance Visualisations
- User Interface: Legal Protection
- Gamification in Educational Software Development
- Parallel Programming Paradigms Illustrated (Abstract Only)
- ITiCSE '14: Proceedings of the 2014 Conference on Innovation & Technology in Computer Science Education
- An Evaluation of University Education As It Relates to the VFX, Animation and Game Industries
- Use and Development of Entertainment Technologies in After School STEM Program
- Challenging Stereotypes and Changing Attitudes: The Effect of a Brief Programming Encounter on Adults' Attitudes Toward Programming
- Generalized Mirror Descents in Congestion Games with Splittable Flows
- Generalized Mirror Descents in Congestion Games with Splittable Flows
- One Hierarchy Spawns Another: Graph Deconstructions and the Complexity Classification of Conjunctive Queries
- Design Principles for Serious Games in Mathematics
- Online Local Learning via Semidefinite Programming
- Discovering the Java Reflection API with an Iterated Prisoner's Dilemma
- Lessons Learned and Recommended Strategies for Game Development Components in a Computer Literacy Course
- A Framework for Scientific Discovery Through Video Games
- Personal Learning Environments (PLE) in the Teaching Ecosystem
- Learning a Linear Influence Model from Transient Opinion Dynamics
- Adventures in Hackademia: Leveraging Humanitarian Free/Open Source Software Development in the Class Room (Abstract Only)
- Refactoring Code to Increase Readability and Maintainability: A Case Study
- From Load Forecasting to Demand Response - A Web of Things Use Case
- Serious Games Development As a Vehicle for Teaching Entertainment Technology and Interdisciplinary Teamwork: Perspectives and Pitfalls
- Learn Java in N Games (Abstract Only)
- Constrained Signaling in Auction Design
- A Game-based Learning Approach to Road Safety: The Code of Everand
- A Game-based Learning Approach to Road Safety: The Code of Everand
- Mechanism with Unique Learnable Equilibria
- Fast Adaptive Learning in Repeated Stochastic Games by Game Abstraction
- Fast Adaptive Learning in Repeated Stochastic Games by Game Abstraction
- Scheduling Selfish Jobs on Multidimensional Parallel Machines
- Projects for Computing Summer Camps for 4Th-12th Grade Students (Abstract Only)
- CodeSpells: Bridging Educational Language Features with Industry-standard Languages
- Codespells: How to Design Quests to Teach Java Concepts
- Playing with SHULE: Surgical Haptic Learning Environment
- "Whither, Badges?" or "Wither, Badges!": A Metastudy of Badges in Computer Science Education to Clarify Effects, Significance and Influence
- The Magic of Algorithm Design and Analysis: Teaching Algorithmic Skills Using Magic Card Tricks
- On the Power of Deterministic Mechanisms for Facility Location Games
- A Survey on Concept Drift Adaptation
- Gamification in MOOC: Challenges, Opportunities and Proposals for Advancing MOOC Model
- SeriousGames '14: Proceedings of the 2014 ACM International Workshop on Serious Games
- Playful Game Jams: Guidelines for Designed Outcomes
- UnderControl an Educational Serious-game for Reproductive Health
- How (Not) to Introduce Badges to Online Exercises
- QR Code Programming Tasks with Automated Assessment
- Adaptive Defending Strategy for Smart Grid Attacks
- A Comparison of Two Approaches for Hint Generation in Programming Tutors (Abstract Only)
- Playing with Metaphors: A Methodology to Design Video Games for Learning Abstract Programming Concepts
- Game Programming for Improving Learning Experience
- Pilot Study to Evaluate the Effectiveness of a Mobile-based Therapy and Educational App for Children
- An Experience Report on Using Gamification in Technical Higher Education
- RIT's New Minor in Free and Open Source Software and Free Culture (Abstract Only)
- A Game to Teach Network Communication Reliability Problems and Solutions
- Binaural Classification for Reverberant Speech Segregation Using Deep Neural Networks

- Improving UCT Planning via Approximate Homomorphisms
- Improving UCT Planning via Approximate Homomorphisms
- EduVis: Visualizing Educational Information
- Mechanism Design in Large Games: Incentives and Privacy
- Creating Software Engineering Student Interaction Profiles for Discovering Gamification Approaches to Improve Collaboration
- Increasing Collaborative Communications in a Programming Course with Gamification: A Case Study
- Early Validation of Computational Thinking Pattern Analysis
- An Automated High-Level Saliency Predictor for Smart Game Balancing
- Digital Gaming for Co-Creativity in Learning: Theory-Framed Co-Design with School Communities
- One Person's Culture is Another One's Entertainment
- Investigating the Needs of Brain Fitness Programs in a Mobile Platform Among Older Users: An Initial User Study
- Five Years of Game Programming Outreach: Understanding Student Differences
- Understanding Differences Among Coding Club Students
- Loopo: A Tangible Programming Game for Kids
- A Structured Approach to Teaching Recursion Using Cargo-bot
- Pragmatic Algorithmic Game Theory
- Making Games a "Snap" with Stencil: A Summer Computing Workshop for K-12 Teachers
- Physical Rig for First-person, Look-at Cameras in Video Games
- Computing in the Arts: A Model Curriculum
- Set-valued Approachability and Online Learning with Partial Monitoring
- Developing a Game-based Learning Curriculum for "Big Data" in Middle School (Abstract Only)
- Attention-aware Rendering, Mobile Graphics and Games
- Learning Outcomes Using Objectives with Computer Science Students
- Utilizing Gamification with Social Network to Aid Students in Programming Languages Lessons in Higher Education IT Courses (Abstract Only)
- Online Discussions: Improving Education in CS?
- Evolving Neural Networks
- Creation of Custom-made Serious Games with User-generated Learning Content
- Using a Software Framework to Enhance Online Teaching of Shader-based OpenGL
- Super-Solutions: Succinctly Representing Solutions in Abductive Annotated Probabilistic Temporal Logic
- Khan Academy Gamifies Computer Science
- An Experimental Evaluation of Test Driven Development vs. Test-last Development with Industry Professionals
- Playful Blended Digital Storytelling in 3D Immersive eLearning Environments: A Cost Effective Early Literacy Motivation Method
- Learning Computer Science by Watching Video Games
- GACE: Gesture and Appearance Cutout Embedding for Gaming Applications
- Mission Critical: Building Community to Engage Young Women in Computer Science (Abstract Only)
- Teaching Students Scrum Using LEGO Blocks
- Image Warping for Enhancing Consumer Applications of Head-mounted Displays
- SPOC-supported Introduction to Programming
- Persistent Patterns: Multi-agent Learning Beyond Equilibrium and Utility
- Rubah: DSU for Java on a Stock JVM
- Rubah: DSU for Java on a Stock JVM
- Motivational Active Learning for Computer Science Education (Abstract Only)
- Motivational Active Learning: Engaging University Students in Computer Science Education
- NetLuke: Web-Based Teaching of Algorithm and Data Structure Concepts Harnessing Mobile Environments
- VGRIS: Virtualized GPU Resource Isolation and Scheduling in Cloud Gaming
- Energy Efficiency via Incentive Design and Utility Learning
- Evolving QWOP Gaits
- PaintBoard: Prototyping Interactive Character Behaviors by Digitally Painting Storyboards
- Social Interaction Patterns for Learning in Serious Games
- Crowdsourcing Traffic Simulation to Improve Signal Timing
- Integrating Computer Science and Mathematics in Middle School with Alice (Abstract Only)
- Natural Europe Educational Games Suite: Using Structured Museum-data for Creating Mobile Educational Games
- Control of Non Player Characters in a Medical Learning Game with Monte Carlo Tree Search
- Modified Virtual Air Guitar: A Concept Realized Using Image Processing Techniques
- MapInteract '14: Proceedings of the 2Nd ACM SIGSPATIAL International Workshop on Interacting with Maps
- Guess My Object: An 'Objects First' Game on Objects' Behavior and Implementation with Bluej

- Puzzle-based Learning: Introducing Creative Thinking and Problem Solving for Computer Science and Engineering (Abstract Only)
- Self-refining Games Using Player Analytics
- Employing Affection in Elderly Healthcare Serious Games Interventions
- A Case of Computer Science Principles with Traditional Text-based Programming Languages
- Casual Game As Cs1/2 Teaching Modules or Exercises
- Playing with Computing at a Children's University
- Evaluating GameDevTycoon for Teaching Software Engineering
- Abstraction As a Bridging Concept Between Computer Science and Physics
- Supporting Computational Algorithmic Thinking (SCAT): Development of a Complex Cognitive Capability in African-american Middle-school Girls (Abstract Only)
- Constructing Coding Duels in Pex4Fun and Code Hunt
- Code Hunt: Gamifying Teaching and Learning of Computer Science at Scale
- Code Hunt: Searching for Secret Code for Fun
- Transferring an Automated Test Generation Tool to Practice: From Pex to Fakes and Code Digger
- Copper Country Programmers: A Novel Curriculum for Beginning Programmers in Middle and High School (Abstract Only)
- Learning the Structure of Large-scale Bayesian Networks Using Genetic Algorithm
- Teaching Privacy in an Interactive Fashion
- Health Gamification
- Teaching Case: Applying Gamification Techniques and Virtual Reality for Learning Building Engineering 3D Arts
- Regret-based Learning for Medium Access in LTE Femtocell Networks
- On Training Targets for Supervised Speech Separation
- A Method for Simulating Players in a Collaborative Multiplayer Serious Game
- Children Programming Games: A Strategy for Measuring Computational Learning
- A Game Programming Instructional Design Model
- Methodologies for Teaching "Sprite Sheet" Programming Techniques
- A Multiplayer Online Game for Teaching Software Engineering Practices
- A Two-view VR Shooting Theater System
- Learning and Practicing Decision Structures in a Game

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- Efficient Market Making via Convex Optimization, and a Connection to Online Learning
- A Game-theoretic Model and Best-response Learning Method for Ad Hoc Coordination in Multiagent Systems
- Random Rules from Data Streams
- The Approximate Rank of a Matrix and Its Algorithmic Applications: Approximate Rank
- Learning Computer Science in the "Comfort Zone of Proximal Development"
- The Loss of Serving in the Dark
- Contribution of Wiki Trace and Wiki Resource Use Variables Towards Quality of Game Design in a Guided Discovery-based Program of Game Design Learning
- The Price of Uncertainty
- Informal HCI: What May Students Learn from Playability Issues During a Game Design Workshop?
- Augmenting Introductory Computer Science Classes with GameMaker and Mobile Apps (Abstract Only)
- Keynote Address: Human-amplifying and Transformational Computing
- Keynote Address: Human-amplifying and Transformational Computing
- The Simulation Creation Toolkit: An Initial Exploration into Making Programming Accessible While Preserving Computational Thinking
- The Zones of Proximal Flow: Guiding Students Through a Space of Computational Thinking Skills and Challenges
- A Combat Robotics Course: Programming Meets Computer-aided Design and Fabrication (Abstract Only)
- Reading Mobile Games Throughout the Curriculum
- Introduction to the Special Issue on Concurrent and Parallel Programming
- An Inverse Correlated Equilibrium Framework for Utility Learning in Multiplayer, Noncooperative Settings
- Board Game Strategies in Introductory Computer Science
- Career Achievement
- Career Achievement
- Functional Game Programming in Java-based CS1
- Functional Game Programming in Java-based CS1
- CrowdVis: A Framework for Real Time Crowd Visualization

- Serious Games As Enablers for Training and Education on Operations on Ships and Off-shore Platforms
- Browser-based Graphics Programming
- Design and Parametric Considerations for Artificial Neural Network Pruning in UCT Game Playing
- A Mixed-initiative Tool for Designing Level Progressions in Games
- OthelloDirector: A Tool for Automating and Managing an Othello Programming Tournament
- Evolutionary Visual Exploration: Experimental Analysis of Algorithm Behaviour
- Watermarking Java Application Programs Using the WaterRpg Dynamic Model
- MuseUs: Case Study of a Pervasive Cultural Heritage Serious Game
- Multimodal Machinema at the University of Aizu
- Multimodal Machinema at the University of Aizu
- Creativity in Code: Generating Rules for Video Games
- Kodu Game Lab, a Few Lessons Learned
- Learning in Real-time in Repeated Games Using Experts
- Overview of Auditory Representations in Human-machine Interfaces
- From Surveys to Collaborative Art: Enabling Children to Program with Online Data
- The Education Arcade: Crafting, Remixing, and Playing with Controllers for Scratch Games
- Life's a Game and the Game of Life: How Making a Game out of It Can Change Student Behavior
- Proximity Queries for Crowd Simulation Using Truncated Voronoi Diagrams
- Planning and Learning in Security Games
- Control-Alt-Hack A Card Game for Computer Security Outreach and Education (Abstract Only)
- Control-Alt-Hack: The Design and Evaluation of a Card Game for Computer Security Awareness and Education
- Control-Alt-Hack: the design and evaluation of a card game for computer security awareness and education
- The Connection Between Movie Making and Software Development (Keynote)
- Workifying Games: Successfully Engaging African American Gamers with Computer Science
- Piloting Alice in the Upper School
- Piloting Alice in the Upper School
- Alternate Realities for Computational Thinking
- Re-imagining CS1/CS2 with Android Using the Sofia Framework (Abstract Only)
- The Squeak Defeat?
- The Squeak Defeat?
- A Unified Approach to Truthful Scheduling on Related Machines
- On the Nature of Fires and How to Spark Them when You're Not There
- Keep It Simple and Sparse: Real-time Action Recognition
- Novelty Detection Algorithm for Data Streams Multi-class Problems
- Learning Equilibria of Games via Payoff Queries
- From Competition to Metacognition: Designing Diverse, Sustainable Educational Games
- Teaching Artificial Intelligence Using a Web-based Game Server
- Executive Functioning in Addicts Following Health Mobile Cognitive Stimulation: Evidence from Alcohol and Heroin Patients
- Agile Game Development with Scrum in Game Lab I
- Learning and Incentives in User-generated Content: Multi-armed Bandits with Endogenous Arms
- COR: A New Course Framework Based on Elements of Game Design
- Evaluation of Games for Teaching Computer Science
- Computational Thinking in Educational Activities: An Evaluation of the Educational Game Light-bot
- Villains, Architects and Micro-managers: What Tabula Rasa Teaches Us About Game Orchestration
- Trouble Tower Game Demo
- A Multi-level Video Game for Teaching Security (Abstract Only)
- Alternate Reality Games for Computer Science Education
- Exact Learning Algorithms, Betting Games, and Circuit Lower Bounds
- Adventurous Dreaming Highflying Dragon: A Full Body Game for Children with Attention Deficit Hyperactivity Disorder (ADHD)
- Extracting Usability and User Experience Information from Online User Reviews
- Physics-based 3D Game Design As a First Course in Computing
- Emotion-enabled Haptic-based Serious Game for Post Stroke Rehabilitation
- Differential Privacy for the Analyst via Private Equilibrium Computation
- Predicting Application Performance Using Supervised Learning on Communication Features
- Improving Students' Skills, Knowledge and Abilities in Computer Programming: A Stem Project
- An Advanced Course Design for Mobile Embedded Software Through Android Programming
- Evaluating State-space Abstractions in Extensive-form Games

- Learning Elsewhere: Tales from an Extracurricular Game Development Competition
- Teaching Introductory Programming Using Multiplayer Board Game Strategies in Greenfoot
- Computer Science Students Making Games: A Study on Skill Gaps and Requirement
- Using Video Game Development to Engage Undergraduate Students of Assembly Language Programming
- Building a Social Multi-agent System Simulation Management Toolbox
- Teaching 2D Game Development in CS Curriculum
- High School Students' Perspective to University CS1
- Using an Alternate Reality Game As a Course Backdrop (Abstract Only)
- Using Screencasts to Enhance Coursework Feedback for Game Programming Students
- A Design Feature-based Approach to Deriving Program Code from Features: A Step Towards Feature-oriented Software Development
- In-game Assessments Increase Novice Programmers' Engagement and Level Completion Speed
- How Can a Social Debugging Game Effectively Teach Computer Programming Concepts?
- Efficient Proximity Detection Among Mobile Objects in Road Networks with Self-adjustment Methods
- Machineers: Playfully Introducing Programming to Children
- Could You Help Me to Change the Variables?: Comparing Instruction to Encouragement for Teaching Programming
- Towards a New Massive Multiplayer Online Role Playing Game for Introductory Programming
- How Well Do You Know Tom Hanks?: Using a Game to Learn About Face Recognition
- Nanogenetic Learning Analytics: Illuminating Student Learning Pathways in an Online Fraction Game
- Game Programming by Demonstration
- Game Theory in the Healthcare Literature: A Contextual Co-descriptor Analysis of MeSH Term Assignments
- PBS KIDS Mathematics Transmedia Suites in Preschool Homes
- Demographics of Undergraduate Students in Game Degree Programs in the US and UK
- Long-term Evolutionary Dynamics in Heterogeneous Cellular Automata
- UNTANGLED: A Game Environment for Discovery of Creative Mapping Strategies
- Evolving Neural Networks
- "Welcome to Nimrod" to Learn CS Ideas in the Middle School
- On Signifying the Complexity of Inter-agent Relations in Agentsheets Games and Simulations
- A Theory of Multiclass Boosting
- A Theory of Multiclass Boosting
- Autonomous Massively Multiplayer Online Game Operation on Unreliable Resources
- Autonomic Operation of Massively Multiplayer Online Games in Clouds
- SLA-based Operation of Massively Multiplayer Online Games in Competition-based Environments
- Controlling the Transfer of Kinect Data to a Cloud-hosted Games Platform
- Student Development of Board Game Strategies in a Web-based Graphical Infrastructure (Abstract Only)
- The Digital Dream Lab: Tabletop Puzzle Blocks for Exploring Programmatic Concepts
- Practical Implementation of Learning Fields in Vocational IT/CS Education: A Guideline on Designing Learning Situations
- A More Formal Approach to "Computer Science: Principles"
- Cloudcommuting: Games, Interaction, and Learning
- Rolling Horizon Evolution Versus Tree Search for Navigation in Single-player Real-time Games
- Computer Science As a School Subject
- Computer Science As a School Subject
- Using the Xbox Kinect&Trade; Sensor for Gesture Recognition
- Fostering Creativity in CS1 by Hosting a Computer Science Art Show
- Learning by Game Design: Exploring Its Potential in Undergraduate Information Literacy Instruction
- Shifting the Paradigm of African-american Students from Consumers of Computer Science to Producers of Computer Science
- The Rock Stars of eLearning: An Interview with Alicia Sanchez
- Dyslexia Exercises on My Tablet Are More Fun
- Collaborative Information Seeking in the Wild: Middle-schoolers' Self-initiated Teamwork Strategies to Support Game Design
- Weighted Real-time Heuristic Search
- Growing a Computer Science Program with a Focus on Game Development
- A Process Model for the Generative Production of Interactive Simulations in Engineering Education
- The Joy of Text: Word Games in CS I
- The Joy of Word Games: Or, Putting the Text Back into Context (Abstract Only)
- Word Games and Python in CS I and II
- Two-way Play: Early Learners' Experiences with Bi-directional Television

- Goal-oriented Requirements Analysis and an Extended Design Pattern Using Scala for Artificial Intelligence Programming Contests
- Performance Bounds for &955; Policy Iteration and Application to the Game of Tetris
- Performance Bounds for $dollar; Policy Iteration and Application to the Game of Tetris
- MapInteract '13: Proceedings of the 1st ACM SIGSPATIAL International Workshop on MapInteraction
- Reimagining Leaderboards: Towards Gamifying Competency Models Through Social Game Mechanics
- Diversity in the Game Industry: Is Outreach the Solution?
- Boundedly Rational Agents Playing the Social Actors Game: How to Reach Cooperation
- Data Stream Clustering: A Survey
- ICER '13: Proceedings of the Ninth Annual International ACM Conference on International Computing Education Research
- Mutual Assessment in the Social Programmer Ecosystem: An Empirical Investigation of Developer Profile Aggregators
- Non-monetary Fair Scheduling: A Cooperative Game Theory Approach
- Influencing Middle School Girls to Study Computer Science Through Educational Computer Games
- Composable and Efficient Mechanisms
- Crowdsourcing Facial Expressions Using Popular Gameplay
- Using Cargo-bot to Provide Contextualized Learning of Recursion
- Game Design As a Game
- Pex4Fun: A Web-based Environment for Educational Gaming via Automated Test Generation
- Teaching and Learning Programming and Software Engineering via Interactive Gaming
- How Should Young Children Approach Programming?
- Exploiting a Networked Game
- Presto: Distributed Machine Learning and Graph Processing with Sparse Matrices
- Motivating Skill-based Promotion with Badges
- AppMobiCloud: Improving Mobile Web Applications by Mobile-cloud Convergence
- TanPro-kit: A Tangible Programming Tool for Children
- Know Your Enemy: Learning from In-game Opponents
- Robobuilder: A Computational Thinking Game (Abstract Only)
- Middle School Students Using Alice: What Can We Learn from Logging Data?
- Pair Programming for Middle School Students: Does Friendship Influence Academic Outcomes?
- Education Appropriate for Game Programmers
- Educational Software Engineering: Where Software Engineering, Education, and Gaming Meet
- Overlapping Community Detection in Networks: The State-of-the-art and Comparative Study
- Designing Interactive Activities Within Scratch 2.0 for Improving Abilities to Identify Numerical Sequences
- Developing Game-like Instructional Modules to Enhance Student Learning in Lower Level Core Computer Science Courses (Abstract Only)

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- What Do Students Learn About Programming from Game, Music Video, and Storytelling Projects?
- Comparative Evaluation of MAL Algorithms in a Diverse Set of Ad Hoc Team Problems
- Optimizing Adaptivity in Educational Games
- Exploring Agile Processes
- Metastability of Logit Dynamics for Coordination Games
- Rational Proofs
- Wordplay Games: Three Game Modules to Improve Student Vocabulary Knowledge
- CS Ed Week Showcase at UNC Charlotte
- Learning to Behave by Reading
- Evolving Players That Use Selective Game-tree Search with Genetic Programming
- Quests to Mastery
- Programming Board-game Strategies in the Introductory CS Sequence (Abstract Only)
- On the Complexity of Solving Initial Value Problems
- Maximizing Learning and Guiding Behavior in Free Play User Generated Content Environments
- Crossing the Game Threshold: A System for Teaching Basic Programming Constructs
- Comparing the Performance of Group Detection Algorithm in Serial and Parallel Processing Environments
- Static Prediction Games for Adversarial Learning Problems
- Integrating Hard and Soft Skills: Software Engineers Serving Middle School Teachers
- Give Me a Reason to Dig: Qualitative Associations Between Player Behavior in Minecraft and Life Motives
- Characterizing Gameplay in a Player Model of Game Story Comprehension
- Experiences with Design Patterns for Oldschool Action Games

- Experience with Dream Coders: Developing a 2D RPG for Teaching Introductory Programming Concepts
- Spatial Spectrum Access Game: Nash Equilibria and Distributed Learning
- Teaching Outside the Text
- A Game Design Approach to CS2
- Convex Hull Game: A Tangible Context for Algorithms and Computer Graphics Concepts
- Anza Island: Novel Gameplay Using ASP
- A Multimedia and Liberal Arts Approach to a First Course in Programming and Its Crossover Potential for Computer Science and the Arts (Abstract Only)
- A Simulation Based Game Approach for Teaching Operations Management Topics
- Just Add Pepper: Extending Learning Algorithms for Repeated Matrix Games to Repeated Markov Games
- Way Portals: Efficient Multi-agent Navigation with Line-segment Goals
- Scheduling in Wireless Networks with Rayleigh-fading Interference
- Adaptive Multi-robot Team Reconfiguration Using a Policy-reuse Reinforcement Learning Approach
- Gear2D: An Extensible Component-based Game Engine
- Engaging Students in Computing Using GameSalad: A Pilot Study
- Parameterized Verification of Open Procedural Programs
- Outreach for Improved Student Performance: A Game Design and Development Curriculum
- Automated Mechanism Design with Co-evolutionary Hierarchical Genetic Programming Techniques
- Learning and Predicting Dynamic Networked Behavior with Graphical Multiagent Models
- When Speed Matters in Learning Against Adversarial Opponents
- Fast Exact Graph Matching Using Adjacency Matrices
- Robust Video Content Analysis via Transductive Learning
- Improving the Offline Clustering Stage of Data Stream Algorithms in Scenarios with Variable Number of Clusters
- Tactical Combat Casualty Care: Strategic Issues of a Serious Simulation Game Development
- Mystery at the Library: Encouraging Library Exploration Using a Pervasive Mobile Game
- Gaming Simulations with Environmental Trajectories That Maximize Information Gain
- Exploring Connected Worlds (Abstract Only)
- Generating Game Content from Open Data
- Circular Sector DCT Based Feature Extraction for Enhanced Face Recognition Using Histogram Based Dynamic Gamma Intensity Correction
- Safe Opponent Exploitation
- The Entity System Architecture and Its Application in an Undergraduate Game Development Studio
- Teaching Graph Algorithms to Children of All Ages
- Cloud-based Games for Health: Serious Games and Social Media As Multimedia Technologies for Healthcare
- Ray Tracing Visualization Toolkit
- Standing on the Shoulders of Their Peers: Success Factors for Massive Cooperation Among Children Creating Open Source Animations and Games on Their Smartphones
- Reducing the Learning Curve in an Introductory Programming Course
- Constructing Video Games to Teach Security Using Game Maker, Flash and Unity
- Experience with Video Games for Security
- CS and Popular Culture; Learning from Console Games
- DSAsketch: Data Structures and Algorithms Drawing Game
- From Drawing to Programming: Attracting Middle-school Students to Programming Through Self-disclosing Code (Abstract Only)
- A Simulation Game for Line Memorization
- Developing a Repeated Multi-agent Constant-Sum Game Algorithm Using Human Computation
- Improving First-year Success and Retention Through Interest-based CS0 Courses
- Distributed, Real-time Bayesian Learning in Online Services
- Time-bounded Adaptive A*
- A Trainer's Guideline to Teaching Soft Skills Using Improvisation Theater: A Workshop Format Exemplified on a Requirements Engineering Game
- A 3D Interactive Assembly, Simulation Mobile Application for Intelligent Configurable Robot
- Fitting the Needs of an Industry: An Examination of Games Design, Development, and Art Courses in the UK
- CSI with Games and an Emphasis on TDD and Unit Testing: Piling a Trend Upon a Trend
- Gaming and Mathematics: A Cross Curricular Event
- What Makes Competitions Fun to Participate?: The Role of Audience for Middle School Game Designers
- A Common Gradient in Multi-agent Reinforcement Learning
- Learning Hurdles for Sleeping Experts
- Aid to Regional Development Agencies: Finding and Matching Research Funding Opportunities

- A Survey of Serious Games on Sustainable Development
- Is Simplicity the Key to Engagement for Children on the Autism Spectrum?
- Evolving Story and Character Generation for Role-playing Games
- Girls Gather for Computer Science (G2CS) (Abstract Only)
- Teaching with Greenfoot and the Kinect: A Novel Way to Engage Beginners (Abstract Only)
- Very Fast Decision Rules for Multi-class Problems
- Short Mobile Game Development Projects for CS1/2
- Board Game Project Ideas for CS 1 and CS 2 (Abstract Only)
- Adaptive EEG Artifact Rejection for Cognitive Games
- Life Two Years After a Game Programming Course: Longitudinal Viewpoints on K-12 Outreach
- Nintendo® DS Projects to Learn Computer Input-output
- Coordination Guided Reinforcement Learning
- Soft Errors: The Hardware-software Interface
- Learning, Evolution and Adaptation in Racing Games
- Towards More Intelligent Adaptive Video Game Agents: A Computational Intelligence Perspective
- Teaching Parallelism with GPUS and a Game of Life Assignment
- Seamless Integration of Game and Learning Using Modeling and Simulation
- Motivating Students with Practical Problems
- Software Visualisation Through Video Games
- The Curriculum Planning Process for Undergraduate Game Degree Programs in the United Kingdom and United States
- Desenvolvimento De Jogos Educacionais Pelo Usuário Final: Uma Abordagem AlÉM Do Design Participativo
- A Genetic Algorithm for Workload Scheduling in Cloud Based e-Learning
- Documentation Comes to Life in Computational Thinking Acquisition with Agentsheets
- From Visual Scripting to Lua
- Revitalizing Computing Camp and Outreach: How Do We Engage Teenagers in "Cool" Technology? (Abstract Only)
- Timely and Continuous Machine-learning-based Classification for Interactive IP Traffic
- Mobile App Development in CS0 Using Corona SDK
- Competitive Evaluation in a Video Game Development Course
- Game-based Forensics Course for First Year Students
- In Search of Patterns: Disrupting RPG Classes Through Procedural Content Generation
- Prediction of Early Stage Opponents Strategy for StarCraft AI Using Scouting and Machine Learning
- A Mixed Reality System for Teaching STEM Content Using Embodied Learning and Whole-body Metaphors
- Program by Design: TeachScheme/ReachJava (Abstract Only)
- Using Social Networks to Engage Computer Science Students (Abstract Only)
- Bioinspired Networks with Nanoscale Memristive Devices That Combine the Unsupervised and Supervised Learning Approaches
- Sharing Authoring with Algorithms: Procedural Generation of Satellite Sentences in Text-based Interactive Stories
- Programming Goes Back to School
- Case-based Learning by Observation: Preliminary Work
- An RL Approach to Common-interest Continuous Action Games
- Bringing Unity to the Classroom
- A New Methodology to Derive Objective Quality Assessment Metrics for Scalable Multiview 3D Video Coding
- Crowdsourcing Research Opportunities: Lessons from Natural Language Processing
- Developing Contexts for Teaching Java Using AGUIA/J
- An Open-ended Environment for Teaching Java in Context
- Design and Modeling of Non-blocking Checkpoint System
- Tangicons 3.0: An Educational Non-competitive Collaborative Game
- Programming, PWNed: Using Digital Game Development to Enhance Learners' Competency and Self-efficacy in a High School Computing Science Course
- Interactive 3D Rapid-prototyping Models
- Quantitative Analysis of Systems Using Game-Theoretic Learning
- Using Game Development to Reveal Programming Competency
- Projective Geometry and Duality for Graphics, Games and Visualization
- Catroid: A Mobile Visual Programming System for Children
- A Case Study of Expressively Constrainable Level Design Automation Tools for a Puzzle Game
- The Five Year Evolution of a Game Programming Course
- PCG-based Game Design: Creating Endless Web
- Integrating AI and Machine Learning in Software Engineering Course for High School Students
- How AI Can Change the Way We Play Games

- Evolving Neural Networks
- Programming for the Humanities: Using Targeted Games
- The Design of Mismanor: Creating a Playable Quest-based Story Game
- Rolling the Dice on Theory: One Department's Decision to Strengthen the Theoretical Computing Aspect of Their Curriculum
- World of Golf: A Socially Relevant Simulation Game
- Engage Your Students by Teaching Programming Using Only Mobile Devices with TouchDevelop (Abstract Only)
- The Future of Teaching Programming is on Mobile Devices
- Teaching and Learning Computing via Social Gaming with Pex4Fun (Abstract Only)
- Adaptive Quests for Dynamic World Change in MMORPGs
- Reusable Game Interfaces for People with Disabilities
- On Finding and Learning Effective Strategies for Complex Non-zero-sum Repeated Games
- Game-O-Matic: Generating Videogames That Represent Ideas
- Through the Looking Glass: Talking About the World with Visualization
- E-Block: A Tangible Programming Tool for Children
- Toward an Emergent Theory of Broadening Participation in Computer Science Education
- Children Learning Computer Science Concepts via Alice Game-programming
- The Fairy Performance Assessment: Measuring Computational Thinking in Middle School
- Real-time Evolutionary Learning of Cooperative Predator-prey Strategies
- The Automatic Generation of Mutation Operators for Genetic Algorithms
- A Preliminary Study on Developing Computer Games for Information Literacy Education
- A Framework for Modeling Population Strategies by Depth of Reasoning
- Evaluating the Valuable Rules from Different Experience Using Multiparty Argument Games
- Fun, Phone, and the Future: Microsoft XNA Game Studio, Windows Phone, and Kinect SDK
- AISec '12: Proceedings of the 5th ACM Workshop on Security and Artificial Intelligence
- Developing a Gaming Concentration in the Computer Science Curriculum at an HBCU (Abstract Only)
- Next Challenges for Adaptive Learning Systems
- Automated Scenario Generation: Toward Tailored and Optimized Military Training in Virtual Environments
- Skill-based Mission Generation: A Data-driven Temporal Player Modeling Approach

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- Towards Democratizing Computer Science Education Through Social Game Design
- Introduction to Modern OpenGL Programming
- Online Strategies for Intra and Inter Provider Service Migration in Virtual Networks
- Improving Performance and Retention in Computer Science Courses Using a Virtual Game Show
- Serious Game Development As an Iterative User-centered Agile Software Project
- Convergence to Equilibrium of Logit Dynamics for Strategic Games
- Parking Slot Assignment Games
- Leading Dynamics to Good Behavior
- Learning Submodular Functions
- 3D Environments with Games Characteristics for Teaching History: The VRLerna Case Study
- Recognizing Computational Thinking Patterns
- Secret Ninja Testing with HALO Software Engineering
- Evolving Board-game Players with Genetic Programming
- CS Education Re-kindles Creativity in Public Schools
- Prototyping Virtual Instructors from Human-human Corpora
- Programming on the Move: Design Lessons from IPRO
- Shadow Caster Culling for Efficient Shadow Mapping
- Muddy Hill Games
- Empirical and Theoretical Support for Lenient Learning
- Parallel Models for Sequence Alignment on CPU and GPU
- Simulation Game for Training New Teachers in Class Management
- BeadLoom Game: Adding Competitive, User Generated, and Social Features to Increase Motivation
- Experimental Evaluation of BeadLoom Game: How Adding Game Elements to an Educational Tool Improves Motivation and Learning
- Social User Generated Content's Effect on Creativity in Educational Games
- Learning to Win by Reading Manuals in a Monte-Carlo Framework
- Games As Motivation in Computer Design Courses: I/O is the Key

- Wumpus World in Introductory Artificial Intelligence
- Investigation of the Emotional Characteristics of the Words from an Electronic School-aid Dictionary
- On Minmax Theorems for Multiplayer Games
- MM '11: Proceedings of the 19th ACM International Conference on Multimedia
- Arrrgghh!!!: Blending Quantitative and Qualitative Methods to Detect Player Frustration
- Using a Student Response System in CS1 and CS2
- Designing Games to Educate Diabetic Children
- A Computational Approach Towards Conflict Resolution for Serious Games
- Reaching Correlated Equilibria Through Multi-agent Learning
- Inner Product Spaces for MinSum Coordination Mechanisms
- Analysis of Social Gameplay Macros in the Foldit Cookbook
- Learning by Demonstration in Repeated Stochastic Games
- Scalable Rational Secret Sharing
- Near-optimal No-regret Algorithms for Zero-sum Games
- Greenfoot: Introducing Java with Games and Simulations: Pre-conference Workshop/Tutorial Presentation
- Mobile Game Development Projects for Introductory CS Courses: Tutorial Presentation
- The Serious Game: Wemakeywords
- Descriptions: A Viable Choice for Video Game Authors
- Online Algorithms with Stochastic Input
- Modeling and Designing of Machine Learning Procedures As Applied to Game Playing Using Artificial Intelligence
- Hardness Results for Agnostically Learning Low-degree Polynomial Threshold Functions
- A Prototype Quest Generator Based on a Structural Analysis of Quests from Four MMORPGs
- Learn Java in N Games
- Teaching Introductory Programming with Popular Board Games
- PhysBAM: Physically Based Simulation
- Building an Academic Video Game Pipeline: Keynote Address
- Development and Use of AI and Game Applications in Undergraduate Computer Science Courses
- On the Quality and Complexity of Pareto Equilibria in the Job Scheduling Game
- Kodu Game Lab: Improving the Motivation for Learning Programming Concepts
- Say It with Systems: Expanding Kodu's Expressive Power Through Gender-inclusive Mechanics
- Game Theory-based Opponent Modeling in Large Imperfect-information Games
- Evolving Neural Networks for Geometric Game-tree Pruning
- Creativity Room 5555: Evoking Creativity in Game Design Amongst CS Students
- Using Video Games to Teach Security
- Modeling Bounded Rationality of Agents During Interactions
- Card Games for Teaching Data Structures and Algorithms
- Using Serious Games in Computer Science Education
- Using Navigation Meshes for Collision Detection
- Teaching Game Programming Using XNA: What Works and What Doesn'T
- Using Sequential Observations to Model and Predict Player Behavior
- Constrained 3D Flocking Behavior
- Adversarial Machine Learning
- Cumulative Distribution Networks and the Derivative-sum-product Algorithm: Models and Inference for Cumulative Distribution Functions on Graphs
- Rock-paper-scissors: Nifty Tools and Assignments
- California Speedway: A Concurrent Programming Project for Beginners
- Helping Children with Cognitive Disabilities Through Serious Games: Project CLES
- Cooperation Through Reciprocity in Multiagent Systems: An Evolutionary Analysis
- Incremental Multi-target Model Trees for Data Streams
- K-12 Game Programming Course Concept Using Textual Programming
- African American Men Constructing Computing Identity
- Formal Analysis, Hardness, and Algorithms for Extracting Internal Structure of Test-based Problems
- End-user Programming of Web-native Interactive Applications
- P2N: A Pedagogical &U≫P≪/U≫Attern for Teaching Computer ≪U≫P≪/U≫Rogramming to ≪U≫N≪/U≫on-CS Majors
- Filtering Approaches for Real-time Anti-aliasing
- Using OGRE As a Means of Teaching C++ Programming
- Exploring Game Architecture Best-practices with Classic Space Invaders
- Coordination in Large Multiagent Reinforcement Learning Problems

- Verified Gaming
- Sequential Targeted Optimality As a New Criterion for Teaching and Following in Repeated Games
- Model for Sharing Femto Access
- Bringing Soccer to the Field of Real-time Embedded Systems Education
- Short Mobile Game Development Projects for CS1/2: Conference Tutorial
- Short Mobile Game Development Projects for CS1/2: Tutorial Presentation
- Refreshing Contextualised IT Curriculum with a Pervasive Game Project in Tanzania
- MTDL '11: Proceedings of the Third International ACM Workshop on Multimedia Technologies for Distance Learning
- 3D Spatial Interaction: Applications for Art, Design, and Science
- Personifying Programming Tool Feedback Improves Novice Programmers' Learning
- Identifying Similarities in TMBL Programs with Alignment to Quicken Their Compilation for GPUs: Computational Intelligence on Consumer Games and Graphics Hardware
- TMBL Kernels for CUDA GPUs Compile Faster Using PTX: Computational Intelligence on Consumer Games and Graphics Hardware
- Game-based Concept Visualization for Learning Programming
- A Cognition-based Interactive Game Platform for Learning Chinese Characters
- Introducing Computer Science to K-12 Through a Summer Computing Workshop for Teachers
- The Architectural Challenges of Adding Accessibility Features to ALICE As a Case Study of Maintenance in Educational Software
- The Benefits and Challenges of Using Educational Game Projects in an Undergraduate Software Engineering Course
- Adaptive Playware in Physical Games
- An Educational Tool for Creating Distributed Physical Games
- An Interactive Tool for Creating Multi-agent Systems and Interactive Agent-based Games
- The Design of Kodu: A Tiny Visual Programming Language for Children on the Xbox 360
- The Design of Kodu: A Tiny Visual Programming Language for Children on the Xbox 360
- Brazilian Sign Language Multimedia Hangman Game: A Prototype of an Educational and Inclusive Application
- Engaging High School Students in Computer Science via Challenging Applications
- A Peer-to-peer Checkers Program
- Mining Multimodal Sequential Patterns: A Case Study on Affect Detection
- Motivations and Informing Frameworks of Game Degree Programs in the United Kingdom and the United States
- Educational Games for CS1: Raised Questions
- Revolution - Evolution: The Collaboration Forges on
- Survival of Altruistic Preferences in the Ultimatum Game: An Agent-based Approach
- Strategyproof Classification
- Explosive Ordinance Disposal: Motion Sensor Simulator in Nintendo Wii
- Evolving Neural Networks
- Emerson: Accessible Scripting for Applications in an Extensible Virtual World
- Learning CUDA: Lab Exercises and Experiences, Part 2
- Real-time Sensory Substitution to Enable Players Who Are Blind to Play Video Games Using Whole Body Gestures
- Evolving Subjective Utilities: Prisoner's Dilemma Game Examples
- Efficient and Playful Tools to Teach Unix to New Students
- Computer-supported Collaborative Learning System in Teaching e-Commerce
- Connections for Game Education and Research in the iSchools
- Gaming Security by Obscurity
- Towards the Next Generation of Board Game Opponents
- DISTANCE EDUCATION: Intelligent Games
- Modelling Virtual Camera Behaviour Through Player Gaze
- Innovate in Your Program Computer Class: An Approach Based on a Serious Game
- Combining Multiple Pedagogies to Boost Learning and Enthusiasm
- Soundlib: A Music Library for a Novice Java Programmer
- Critical Thinking and Modeling in CS0: The Prisoner's Dilemma
- Simple Design; Research vs. Teaching; and Quest to Learn
- SpyFeet: An Exercise RPG
- SKIP-3 Solitaire: Nifty Assignment
- Privacy-preserving Approach to Bayesian Network Structure Learning from Distributed Data
- Social Computational Thinking Tools: Reinventing Computation Education in Public Schools
- L2GClust: Local-to-global Clustering of Stream Sources
- Mechanism of Failure Diagnosis Based on Language Games and Q-learning over a Termites Simulator
- Flexible Learning of K-dependence Bayesian Network Classifiers

- Achieving Energy Efficient Equilibrium in Power Diversity-enabled Collision Channels
- Data Management for SSDs for Large-scale Interactive Graphics Applications
- A Pattern Language for Programming Contests with Game AI Competition
- YouDash3D: Exploring Depth-based Game Mechanics and Stereoscopic Video in S3D Gaming
- Game Based Learning for Computer Science Education
- Enforcing Game Rules in Untrusted P2P-based MMVEs
- SIGMOD '11: Proceedings of the 2011 ACM SIGMOD International Conference on Management of Data
- Computational Thinking in a Game Design Course
- Lost in the Middle Kingdom: A Second Language Acquisition Video Game
- Multi-science Applications with Single Codebase - GAMER - for Massively Parallel Architectures
- Software Engineering Senior Design Course: Experiences with Agile Game Development in a Capstone Project
- Problem Based Learning in Introduction to Programming Courses
- License Risks from Ad Hoc Reuse of Code from the Internet
- Price Rigidity and Strategic Uncertainty an Agent-based Approach
- Market Game: Simulation Game for Business Classes
- Hands-on Education in Robotics for Talented Youth in Developing Countries
- Expressing Computer Science Concepts Through Kodu Game Lab
- Lessons in Teaching Game Design
- Game Description Language and Frameworks for Langrid Gaming
- Educational Narrative Games with Choice: The Simula Family
- Socially Relevant Simulation Games: A Design Study
- Minstrel Remixed: A Reconstruction and Exploration
- Maze: Moodle Module for Games of Exercises
- A Zeroth-Level Classifier System for Real Time Strategy Games
- Procedural Filters for Customization of Virtual Worlds
- Playfully Teaching Artificial Intelligence by Implementing Games to Undergraduates
- Online Learning in Case of Unbounded Losses Using Follow the Perturbed Leader Algorithm
- Game Engines in Game Programming Education: Experiences from Use of the CAGE Game Engine
- Integrating Greenfoot into CS1: A Case Study
- Using Greenfoot in Teaching Inheritance in CS1
- Three Human Computation Projects
- Integrating Knowledge Capture and Supervised Learning Through a Human-computer Interface
- Extensive Evaluation of Using a Game Project in a Software Architecture Course
- T-Maze: A Tangible Programming Tool for Children
- A Bayesian Approximation Method for Online Ranking
- GAS '11: Proceedings of the 1st International Workshop on Games and Software Engineering
- Fantasy, Farms, and Freemium: What Game Data Mining Teaches Us About Retention, Conversion, and Virality (Keynote Abstract)
- Scratching the Subject Surface: Infusing Computing into K-12 Curriculum
- Modeling 3D Urban Spaces Using Procedural and Simulation-based Techniques
- Gamers Convention Model: Nifty Assignment
- Is Java Relevant in the Game Industry?
- SLG: An Online Educational Simulation Game to Teach Programming Concepts
- Inferring Users' Online Activities Through Traffic Analysis

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- HCOMP '10: Proceedings of the ACM SIGKDD Workshop on Human Computation
- A Fixed-parameter Algorithm for String-to-string Correction
- Hacker's Mentality: Integrating Games and Hacking to Build It Fluency Among Middle School Students
- Scratching Middle Schoolers' Creative Itch
- Nash Equilibria in Fisher Market
- A Simplex-like Algorithm for Fisher Markets
- High-level Reinforcement Learning in Strategy Games
- Introduction to Computer Science Using Alice 2.0: Tutorial Presentation
- Discounted Stochastic Games with Strategic Complementarities: Theory and Applications
- Learning CUDA: Lab Exercises and Experiences
- Game-themed Instructional Modules: A Video Case Study
- Partition Equilibrium Always Exists in Resource Selection Games

- Regret Bounds and Minimax Policies Under Partial Monitoring
- Mixing Time and Stationary Expected Social Welfare of Logit Dynamics
- Pareto Efficiency and Approximate Pareto Efficiency in Routing and Load Balancing Games
- On Nash-equilibria of Approximation-stable Games
- A New Dynamic Cell Formation Model Considering Machine Sequence and Labor-intensive Situation
- Supporting Young New Media Producers Across Learning Spaces: A Longitudinal Study of the Digital Youth Network
- Cyberspace Meets Brick and Mortar: An Investigation into How Students Engage in Peer to Peer Feedback Using Both Cyberlearning and Physical Infrastructures
- Using Scalable Game Design to Teach Computer Science from Middle School to Graduate School
- Efficient Algorithms for Large-scale Local Triangle Counting
- PCGames '10: Proceedings of the 2010 Workshop on Procedural Content Generation in Games
- Making Knowledge Building Moves: Toward Cultivating Knowledge Building Communities in Classrooms
- Improved Lower Bounds on the Price of Stability of Undirected Network Design Games
- BeadLoom Game: Using Game Elements to Increase Motivation and Learning
- JECRIPE: Stimulating Cognitive Abilities of Children with Down Syndrome in Pre-scholar Age Using a Game Approach
- On the Rate of Convergence of Fictitious Play
- Adaptive Computer Assisted Instruction (CAI) for Students with Dyscalculia (Learning Disability in Mathematics)
- Modeling with Non-cooperative Agents: Destructive Search for Randomly Located Objects
- But I Wasn'T Trained on That!: The Use and Abuse of Training Tools
- Analysis of Graphs for Digital Preservation Suitability
- Lessons from a Course on Serious Games Research and Prototyping
- Teaching Strategies to Millennial Students
- Market Game
- Map Gaming for Local Promotion
- Wemoga: Walking Through a Map
- GamaSlicer: An Online Laboratory for Program Verification and Analysis
- On Learning Algorithms for Nash Equilibria
- Planning Against Fictitious Players in Repeated Normal Form Games
- On the Inefficiency of Equilibria in Linear Bottleneck Congestion Games
- Pinocchio: A Virtual Symphony Orchestra Game
- Introductory Programming in a Web Context
- Experiences Building a College Video Game Design Course
- Towards Procedural Level Generation for Rehabilitation
- Race and Gender in Play Practices: Young African American Males
- Reaching out with Game Design
- Designing Entertaining Educational Games Using Procedural Rhetoric: A Case Study
- An Interview with Koreen Olbrish and Kristen Cromer
- Interactive Simulations to Help Teenagers Cope when a Parent Has a Traumatic Brain Injury
- Investigating Studio-based Learning in a Course on Game Design
- On the Structure of Weakly Acyclic Games
- A Direct Reduction from K-player to 2-player Approximate Nash Equilibrium
- Responsive Lotteries
- When the Players Are Not Expectation Maximizers
- On the Existence of Optimal Taxes for Network Congestion Games with Heterogeneous Users
- Relative Status of Journal and Conference Publications in Computer Science
- Computing Stable Outcomes in Hedonic Games
- Show Me How You Move and I Will Tell You Who You Are
- Search Right and Thou Shalt Find...: Using Web Queries for Learner Error Detection
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- Teach with Alice - and Have Fun!: Pre-conference Workshop
- Context As Support for Learning Computer Organization
- ≪e-Adventure3D≫: An Open Source Authoring Environment for 3D Adventure Games in Education
- A Genetic Programming Approach to Business Process Mining
- Creating Agents That Entertain
- How to Embed a Game Engineering Course into a Computer Science Curriculum
- Prediction with Expert Advice for the Brier Game
- Integrating Games and Machine Learning in the Undergraduate Computer Science Classroom
- Process Improvement of Peer Code Review and Behavior Analysis of Its Participants
- Process Improvement of Peer Code Review and Behavior Analysis of Its Participants
- Escape Machine: Teaching Computational Thinking with a Tangible State Machine Game
- Introduction to Game Design in the Large Classroom
- Improving Comfort Level of Females in the First Computer Programming Course: Suggestions for CS Faculty
- Joint Rate-and-power Allocation for Multi-channel Spectrum Sharing Networks
- Stochastic Learning Solution for Distributed Discrete Power Control Game in Wireless Data Networks
- Games, Robots, and Robot Games: Complementary Contexts for Introductory Computing Education
- Onomatopeta!: Developing a Japanese Onomatopoeia Learning-Support System Utilizing Native Speakers Cooperation
- A Framework for Games Literacy and Understanding Games
- Computer-generated Conjectures(!) and Proofs(!) in Combinatorial Game Theory (Abstract Only)
- Enabling a Voice Modality in Mobile Games Through VoiceXML
- Operating a Computer Science Game Degree Program

- SMILE: An Immersive Learning Game for Deaf and Hearing Children
- IDEA: A Framework for the Fast Creation of Interactive Animations by Pen Sketching
- IDEA: A Framework for the Fast Creation of Interactive Animations by Pen Sketching
- Interactive Gaming Tools, to Acquire Mouse Control for Illiterate and People with Disability
- PLOP '07: Proceedings of the 14th Conference on Pattern Languages of Programs
- The Price of Stability in Selfish Scheduling Games
- Quantum Clustering Algorithms
- Conferences Under Scrutiny
- Critters in the Classroom: A 3D Computer-game-like Tool for Teaching Programming to Computer Animation Students
- A GPU Shader Programming Workshop
- A Hands-on Environment for Teaching GPU Programming
- A Hands-on Environment for Teaching GPU Programming
- Game2Learn: Building CS1 Learning Games for Retention
- Game2Learn: Building CS1 Learning Games for Retention
- Game Show Usability Testing Workshop
- Serious Games + Computer Science = Serious CS
- Developing Educational Virtual Worlds with Game Engines
- Day One of the Objects-first First Course: What to Do
- Day One of the Objects-first First Course: What to Do
- Evaluating Children's Gaming Experiences
- A Globally Optimal Algorithm for TTD-MDPs
- Sharing Introductory Programming Curriculum Across Disciplines
- From External to Internal Regret
- Cell Phone Games for a CS2 Data Structures Course
- Improving the Efficacy of Automated Sign Language Practice Tools
- SoundScapes: Non-formal Learning Potentials from Interactive VEs
- Efficiently Computing Minimax Expected-size Confidence Regions
- Initial Results from the Use of Learning Classifier Systems to Control in Vitro Neuronal Networks
- Computer Games in the Classroom, or, How to Get Perfect Attendance, Even at 8 AM
- Computer Games in the Classroom, or, How to Get Perfect Attendance, Even at 8 AM
- Multiagent Learning in Adaptive Dynamic Systems
- Reducing the Complexity of Multiagent Reinforcement Learning
- Using Puzzles: Problem-solving and Abstraction
- Designing the Market Game for a Commodity Trading Simulation
- A Game AI Production Shell Framework: Generating AI Opponents for Geomorphic-isometric Strategy Games via Modeling of Expert Player Intuition
- What is It Thinking?: Game AI Opponent Computer-human Interaction Using Descriptive Schema and Explanatory Capabilities
- IMTool: An Open Framework for Interactive Music Composition
- Game Development Courses in the Computer Science Curriculum
- An Introduction to Computer Science for Non-majors Using Principles of Computation
- An Introduction to Computer Science for Non-majors Using Principles of Computation
- Editorial Pointers
- Serious Fun in Computer Science
- Serious Fun in Computer Science
- Extreme Programming Compared with Microsoft-style Iterative Development
- Students Teaching Students: Incorporating Presentations into a Course
- Students Teaching Students: Incorporating Presentations into a Course
- Sandbox '07: Proceedings of the 2007 ACM SIGGRAPH Symposium on Video Games
- Computing is a Natural Science
- Play to Learn II: Developing Educational Games for Museums
- Inclusive Computer Science Education Using a Ready-made Computer Game Framework
- Inclusive Computer Science Education Using a Ready-made Computer Game Framework
- Python As a First Language: Pre-conference Workshop
- Expanding the Teaching Styles Used in Computer Science Education
- Bridging the Gap: Balancing Faculty Expectations and Student Realities in Computer Gaming Courses
- Anytime Learning of Decision Trees
- Animations of Important Concepts in Parallel Computer Architecture

- Computer Games As Motivation for Design Patterns
- Computer Games As Motivation for Design Patterns
- On Games, Patterns, and Design
- Elaborating Heuristic Reasoning and Rigor with Mathematical Games
- Complex Game Development by Freshman Computer Science Majors
- Integrating Parallel Programming Techniques into Traditional Computer Science Curricula
- MobiMissions: The Game of Missions for Mobile Phones
- Cognitive Science Implications for Enhancing Training Effectiveness in a Serious Gaming Context
- The On-Line Shortest Path Problem Under Partial Monitoring
- Crafting a Software Engineering Capston Project Course
- Reality Television, Fan Behavior, and Online Communities of Practice
- Mobile Computing, Programming, Games and Online Communities: Changes to the Communicative Ecology of Design Students Through Mobile Computing: Part 2
- ACM Turing Award Lectures
- Give Students a Clue: A Course-project for Undergraduate Artificial Intelligence
- Give Students a Clue: A Course-project for Undergraduate Artificial Intelligence
- Interactive Community Simulation Environment for Community Health Nursing
- A Classroom Outsourcing Experience for Software Engineering Learning
- A Classroom Outsourcing Experience for Software Engineering Learning
- A Learner-centred Design Approach to Developing a Visual Language for Interactive Storytelling
- Building Your Virtual CS Department
- Using Storytelling to Motivate Programming
- How to Build Serious Games
- Mining Breast Cancer Data with XCS
- Forecasting Market Prices in a Supply Chain Game
- Learning by Game-building: A Novel Approach to Theoretical Computer Science Education
- Learning by Game-building: A Novel Approach to Theoretical Computer Science Education
- Using BlueJ and Blackjack to Teach Object-oriented Design Concepts in CS1
- Creativity Techniques in Game Design
- Note to Self: Make Assignments Meaningful
- Note to Self: Make Assignments Meaningful
- Reinforcement Learning in Extensive Form Games with Incomplete Information: The Bargaining Case Study
- A Games First Approach to Teaching Introductory Programming
- A Games First Approach to Teaching Introductory Programming
- Taking Students out for a Ride: Using a Board Game to Teach Graph Theory
- Taking Students out for a Ride: Using a Board Game to Teach Graph Theory
- Mixed Reality Classroom: Learning from Entertainment
- Lessons Learned from an ARTS / CS Game Design Collaboration
- No Slacker on Team Programming Projects
- Scaffolding Cooperative Multi-device Activities in an Informal Learning Environment
- Scaffolding Cooperative Multi-device Activities in an Informal Learning Environment
- Scratch for Budding Computer Scientists
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- Decentralized Control of Large-scale Networks As a Game with Local Interactions: Cross-layer TCP/IP Optimization
- Regret Based Dynamics: Convergence in Weakly Acyclic Games
- Evaluation of Game Engines for Simulated Surgical Training
- Effective Tag Mechanisms for Evolving Coordination
- Games for Science and Engineering Education
- Creating Significant Learning Experiences in Introductory Artificial Intelligence
- Creating Significant Learning Experiences in Introductory Artificial Intelligence
- Results on the Quantitative &calculus qM&
- Motivated Reinforcement Learning for Adaptive Characters in Open-ended Simulation Games
- Evolving Neural Networks
- Learning to Gesture: Applying Appropriate Animations to Spoken Text
- Designing a Cross-campus Collaborative Project
- Entropy-based Bounds for Online Algorithms
- A Fast Temporal Compression/Expansion Algorithm for Sampled Audio
- Stop the Numbers Game
- Carnegie Mellon's Entertainment Technology Center: Combining the Left and Right Brain

- Wildfire Wally: A Volunteer Computing Game
- Team-based Pedagogy for CS102 Using Game Design
- Acquiring Evolvability Through Adaptive Representations
- Adventure Author: A Learning Environment to Support Creative Design
- Design of a Media and Gaming Sequence for Graduates in Applied CS
- The Games Computers Play...: Perfectly
- The Games Computers Play...: Perfectly
- Computer Science Students Can Help to Solve Problems of Multiplayer Mobile Games
- Cross-platform 3D Video Game Engine
- GRID401.CPP: A C++ Graphics Framework Program: Nifty Tools
- Rethinking Graphics and Gaming Courses Because of Fast Ray Tracing
- How Relevant is Game Theory to Intelligent Agent Technology?
- OLINDDA: A Cluster-based Approach for Detecting Novelty and Concept Drift in Data Streams
- Algorithms for Efficient Near-Perfect Phylogenetic Tree Reconstruction in Theory and Practice
- A Constructivist Approach to Teaching Software Processes
- Computer Games in the Classroom: A Practical Guide
- Learning to Solve Game Trees
- Developing Applications on the XBOX 360 Console
- Experiencing Aspects of Games Programming in an Introductory Computer Graphics Class
- Experiencing Aspects of Games Programming in an Introductory Computer Graphics Class
- Consumers, Participants, and Creators: Young People's Diverse Use of Television and New Media
- Towards Clustering with XCS
- Towards an Ethics of Video Gaming
- Guidelines for 3D Positioning Techniques
- Learning with F
- SecurityCom: A Multi-player Game for Researching and Teaching Information Security Teams
- What Image Do CS1/CS2 Present to Our Students?
- Exploring the Use of Competitive Programming: Observations from the Classroom
- Using the Java Instructional Game Engine in the Classroom
- Continuing Motivation for Game Design
- Camera-projector-based Interactive Game Development
- An Integrated Approach to Project Management Through Classic CS III and Video Game Development
- An Integrated Approach to Project Management Through Classic CS III and Video Game Development
- Adaptive Multiple Texture Approach to Texture Packing for 3D Video Games
- 3D Video Games: No Programming Required
- GATELOCK: A Game Authoring Tool for Children
- PPOPP '07: Proceedings of the 12th ACM SIGPLAN Symposium on Principles and Practice of Parallel Programming
- Using Games to Increase Exercise Motivation
- Exploring the Potential of a Handheld Participatory Simulation and Social Network Application for Revealing Decision-making Processes for Information Seeking Amongst Middle School Students
- A Game Theoretic Approach to Active Distributed Data Mining
- Story Scripting for Automating Cinematics and Cut-scenes in Video Games

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- Learning from Induced Changes in Opponent (Re)Actions in Multi-agent Games
- Games for Formal Design and Verification of Reactive Systems
- Learning the Task Allocation Game
- Learning to Commit in Repeated Games
- Games for Formal Design and Verification of Reactive Systems
- Relational Temporal Difference Learning
- Accident or Intention: That is the Question (in the Noisy Iterated Prisoner's Dilemma)
- Collaborative Learning via 3-D Game Development
- Shapes: Allowing K-12 Students to Work in 3D
- RV&963;(T): A Unifying Approach to Performance and Convergence in Online Multiagent Learning
- Can Machine Learning Be Secure?
- Games As a "Flavor" of CS1
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- Distributed Selfish Load Balancing

- Improved Parameterized Complexity of the Maximum Agreement Subtree and Maximum Compatible Tree Problems
- Multi-agent Strategic Modeling in a Robotic Soccer Domain
- PlayToLearn: A Game Adventure in the Realm of Si Piuh
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- A Concept for the Separation of Foreground/ Background in Arabic Historical Manuscripts Using Hybrid Methods
- Interesting Complexity: Sid Meier and the Secrets of Game Design
- Introductory Game Creation: No Programming Required
- Introductory Game Creation: No Programming Required
- Identifying MMORPG Bots: A Traffic Analysis Approach
- Game and Interactivity in Computer Science education Video Presentations Are Available on the Citation Page
- Adding Fun and Games to Training Programs
- Computing Pure Nash Equilibria in Graphical Games via Markov Random Fields
- The Role of Computer Science in Digital Production Arts
- The Role of Computer Science in Digital Production Arts
- "Ninja Looting" for Instructional Design: The Design Challenges of Creating a Game-based Learning Environment
- Play to Learn: Exploring Online Educational Games in Museums
- Developing a Computer Strategy Game in an Undergraduate Course in Software Development Using Extreme Programming
- Games in the Computer Science Classroom
- Optimal Constrained Graph Exploration
- Solving Sudoku Puzzles: Nifty Course Assignments
- Learning Through Game Modding
- Combining Expert Advice in Reactive Environments
- A Game-theoretic Investigation of Selection Methods in Two-population Coevolution
- Fast Convergence to Wardrop Equilibria by Adaptive Sampling Methods
- Some Positive Effects of Online Gaming
- Discretization from Data Streams: Applications to Histograms and Data Mining
- 3D or Not 3D - That is the Question!
- Kernelizing the Output of Tree-based Methods
- Graph Cycles
- Nightmare at Test Time: Robust Learning by Feature Deletion
- Fast Application Development to Demonstrate Computer Graphics Concepts
- Fast Application Development to Demonstrate Computer Graphics Concepts
- A General Algorithm for Tic-tac-toe Board Evaluation
- Towards Integrated Imitation of Strategic Planning and Motion Modeling in Interactive Computer Games
- The Incredible Rainbow Spitting Chicken: Teaching Traditional Programming Skills Through Games Programming
- Theorizing Games in/and Education
- Greenfoot Demonstration
- Greenfoot Demonstration
- The Effect of Network Delay on Remote Calligraphic Teaching with Haptic Interfaces
- Looping Suffix Tree-based Inference of Partially Observable Hidden State
- Games, Learning and Literacy
- The Future of Java&Trade; Game Development
- Responding to the Enrollment Crisis: Alternative Strategies to Increasing Student Interest in Computer Science
- Indirect Co-evolution for Understanding Belief in an Incomplete Information Dynamic Game
- Seeds of a Computer Culture: An Archival Analysis of Programming Artifacts from a Community Technology Center
- Efficient Agents for Cliff-edge Environments with a Large Set of Decision Options
- Neurological Gaming Environments
- Smalltalk Card Game for Learning Object-oriented Thinking in an Evolutionary Way
- A Board Game for Teaching Internet Engineering
- Teaching the Power of Randomization Using a Simple Game
- Teaching the Power of Randomization Using a Simple Game
- The Curse of Monkey Island: Holding the Attention of Students Weaned on Computer Games
- Genetically Programmed Strategies for Chess Endgame
- An Online Game Using Both Client-peer and Peer-peer Communication
- Review of "Algorithmic Learning in a Random World by Vovk, Gammernan and Shafer", Springer, 2005, ISBN: 0-387-00152-2
- Playing Games in Many Possible Worlds
- A CS1 to CS2 Bridge Class Using 2D Game Programming
- MasterMind&Copy;: A Predictor of Computer Programming Aptitude

- Preliminary Evaluation of a Synchronous Co-located Educational Simulation Framework
- Multi-agent Reinforcement Learning Algorithm to Handle Beliefs of Other Agents' Policies and Embedded Beliefs
- Motivated Reinforcement Learning for Non-player Characters in Persistent Computer Game Worlds
- Immersive Chemistry Video Game
- Surprise Snippets
- Surprise Snippets
- Student Opportunities: Industry Scholarship, Internship and Apprenticeship
- The Art and Science of Game Programming
- The Art and Science of Game Programming
- The Inverted Curriculum in Practice
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- Overview of the cyberTech-ITEST Project: An Initiative to Attract and Prepare Under-represented Students for Tomorrow's Careers in the Computing Sciences
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- A Novel Method for Automatic Strategy Acquisition in N-player Non-zero-sum Games
- Learning Strategies and Undergraduate Research
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- Everything I Needed to Know About Teaching I Learned in Kindergarten: Bringing Elementary Education Techniques to Undergraduate Computer Science Classes
- Everything I Needed to Know About Teaching I Learned in Kindergarten: Bringing Elementary Education Techniques to Undergraduate Computer Science Classes
- Learning to Identify Winning Coalitions in the PAC Model
- A Framework for Teaching Polymorphism Using Game Programming
- Multi-agent Learning Model with Bargaining
- The Changing Face of Web Search: Algorithms, Auctions and Advertising
- Playing for Keeps: Gaming As a Language Learning Tool
- Excuse Me, I Need Better AI!: Employing Collaborative Diffusion to Make Game AI Child's Play
- The Elusive Promise of AI
- Reward Allotment in an Event-driven Hybrid Learning Classifier System for Online Soccer Games
- Using Augmented Reality Games to Teach 21st Century Skills
- Kid's Programming Language (KPL)
- Games for Mathematics and Science: A Tri-P-LETS Initiative
- Effects of Handheld Games on Students Learning in Mathematics
- Using a Simple Game Engine in Teaching CS1: Conference Workshop
- The Use of Agents in Human Learning Systems
- A Puzzles-First Approach to Computer Science
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- Fostering Scientific Habits of Mind in the Context of Online Play
- Bayesian Pattern Ranking for Move Prediction in the Game of Go
- Robust Game Play Against Unknown Opponents
- Can Good Learners Always Compensate for Poor Learners?
- Teaching Introductory Computer Graphics Using Java 3D, Games and Customized Software: A Brazilian Experience
- ACL2 in DrScheme
- Peekaboom: A Game for Locating Objects in Images
- Verbosity: A Game for Collecting Common-sense Facts
- Learning Against Multiple Opponents
- Addressing the Need for a Java Based Game Curriculum
- 3D Game Design with Programming Blocks in StarLogo TNG
- Digital Gaming As a Vehicle for Learning
- Digital Gaming As a Vehicle for Learning
- Oh, My Aching Laptop: Expanding the Boundaries of Campus Computing Ergonomics
- Affective Computation Based NPC Behaviors Modeling