



Game-Based Learning and Gamification for Education—Series 2

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Message from the Guest Editor

The scope of this Special Issue including designing and employing digital education games, as well as the theoretical development, educational game demonstrations, empirical studies, case studies, action research and practices of adapting technology with gamification mechanisms for education.

Topic of interest to this Special Issue will include but not be limited to:

- Literature Review, Theoretical and Trends of Game-Based Learning or Gamified Teaching;
- Applications and Development of Educational Games in Education;
- Action Research/Case Studies of Employing Game-Based Learning in Education;
- Gamed-Based Learning Activity Design and Teaching Plan;
- Adapting Technology in Gamified Teaching Activity;
- Empirical Studies of Game-Based Learning and Gamified Teaching Activity;
- Process/Behavior Analysis of Game-Based Learning and Gamified Teaching Activity;
- Learners' Feedbacks on Game-Based Learning and Gamified Teaching Activity;
- Interface Design of Digital Educational Games;
- Adapting Technology in Board Games or Physical Games;





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Message from the Editor-in-Chief

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