Game-Based Learning and Gamification for Education

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Message from the Guest Editor

The scope of this Special Issue includes designing and employing digital education games, as well as theoretical development, educational game demonstrations, empirical studies, case studies, action research studies, and practices of adapting technology with gamification mechanisms for education. Other topics related to game-based learning and gamification for education are also welcome.

- game-based learning
- gamification
- educational games
- board games

Special Issue

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Message from the Editor-in-Chief

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