



## **Affective and Emotional Aspects of Human-Computer Interaction**

Game-Based and Innovative Learning Approaches

Volume 1 Future of Learning

Edited by: M. Pivec

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The learning process can be seen as an emotional and personal experience that is addictive and motivates learners to proactive behaviour. New research methods in this field are related to affective and emotional approaches to computer-supported learning and human-computer interactions. The major topics discussed are emotions, motivation, games and game-experience. The book is divided in three parts, part I, Game-based Learning, reflects upon the two-way interaction between game and student, thus enabling the game to react to the student's emotional state. Having the possibility to detect and steer the emotional state of the student could have a positive impact on using digital games in education. It is claimed that some commercial computer games increase cognitive skills and may enhance multitasking abilities and the participants' general ability to learn. Part II, Motivation and Learning, analyses whether the absence or presence of social and personal cues in the communication between a tutor and his or her students influence students' learning and their satisfaction with the tutor and the course. The research showed that not all types of personal information are equally important and possibly pictorial information is more important than audible information. Part III, Emotions and Emotional Agents, discusses the production of learning environments which enhance the learner's self esteem, ensure that the learner's best interests are respected through paying attention to the narrative structures of the learner's experience, and the ways in which communication can be enhanced through empathy with the learner.

## Contents:

Foreword/ *M. Pivec*

### Game-Based Learning

- Affective gaming: advancing the argument for game-based learning/ *J. Sykes*
- Didactic Analysis of Digital Games and Game-Based Learning/ *M. Bopp*
- Immersive Environments: What can we learn from commercial computer games?/ *P.R. Kearney*
- What is a Game Ego?/ *U. Wilhelmsson*
- Multiple Motivations Framework/ *H. Tüzün*
- An Instructional Design/Development Model for the Creation of Game-like Learning Environments: The FIDGE Model/ *G. Kaplan Akilli and K. Çağıltay*
- Learning When Using Commercial Computer Games as Simulations: A Case Study Using a Simulation Game/ *P.P. Parker*
- Serious games and 'simulation based e-learning' for infrastructure management/ *I. Mayer and G. Bekebrede*

### Motivation and Learning

- Learning and motivation with virtual tutors/ *M. Paechter and K. Schweizer*
- Achievement Motivation, Performance Structure, and Adaptive Hypertext Learning/ *J. Heller, D. Albert, M. Kickmeier-Rust, M. Kertz*
- An Interactive Dictionary of Concepts: an exploratory platform for enhancing communication between the concepts/ *A. Lian*
- Human-Computer Interaction: Sharing of Intergenerational and Cross-Cultural Knowledge/ *E. McKay*
- Designing the stimulation aspect of hedonic quality - an exploratory study/ *M. Burmester and A. Dufner*

### Emotions and Emotional Agents

- On the Role of Self Esteem, Empathy and Narrative in the Development of Intelligent Learning Environments/ *P. Brna*
- Empathic Characters in Computer-based Personal and Social Education/ *J. Dias, A. Paiva, M. Vala, R. Aylett, S. Woods and C. Zoll*
- Using Machine-Learning Techniques to Recognize Emotions for On-Line Learning Systems/ *M.A. Razek, S. Chaffar, C. Frasson and M. Ochs*
- A Framework for Emotional Agents as Tutoring Entities/ *B. Florin Marin, A. Hunger and S. Werner*
- A Haptic Computing Logic - Agent Planning, Models, and Virtual Trees/ *C.F. Nourani*

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