



Gamification and Advanced Technology to Enhance Motivation in Education

Guest Editors:

Prof. Dr. Faraón Llorens-Largo

Department of Computer Science and Artificial Intelligence,
University of Alicante, 03690
Alicante, Spain

Prof. Dr. Rafael Molina-Carmona

Department of Computer Science and Artificial Intelligence,
University of Alicante, 03690
Alicante, Spain

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Message from the Guest Editors

Motivation is the driving force behind many human activities, particularly learning. Motivated students are ready to make a significant mental effort and use deeper and more effective learning strategies. Some of the fundamental attributes of learning strategies that enhance motivation are:

- Experimentation or learning by doing.
- Interactivity and immediate feedback.
- Allow and naturalize the error.
- Give control to the learner.

This Special Issue aims to promote innovative ideas, theories, models, approaches, technologies, systems, projects, best practices, case studies, ethical studies and products in the area of advanced technologies to enhance motivation in education. Submissions should present empirical and/or theoretical advances on (but not limited to) the following topics:

- Gamification
- Serious games
- Game design applied to education
- Smart learning
- Adaptive learning
- Advanced interfaces for learning





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Prof. Dr. Antony Bryant

Headingley Campus, Leeds
Beckett University, Leeds LS6
3QS, UK

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