

Section 2

Chapter 9 - Gamification And Self-Direct Learning: The Use Of Mobile Applications In Education And Lifelong Learning

References

Heidegger, M. (1927). Sein und Zeit. 1. 1. Halle a.d.S.: Niemeyer.

Huizinga, J. (1940). Homo ludens : Versuch einer Bestimmung des Spielelementes der Kultur. Amsterdam; Leipzig: Pantheon Akademische Verlagsanstalt.

Caillois, R. (1958). Les jeux et les hommes (Le masque et le vertige). Paris: Gallimard.

Fink, E. (1960). Spiel als Weltsymbol. Stuttgart: W. Kohlhammer.

Hearts, Clubs, Diamonds, Spades: Players Who suit MUDs", Richard Bartle (1996)

Parini, P. (2001). I percorsi dello sguardo : dallo stereotipo alla creatività. Jesi (Ancona): Artemisia.

Ciocca A., Gorla S., Cioffi A., Delle Donne E. (2003). Manuale di didattica museale on-line. Firenze: 2F multimedia.

Kapp K.M. (2007) Tools and Techniques for Transferring Know-How from Boomers to Gamers, Global Business and Organizational Excellence, July/August.

Detering S., Dixon D., Khaled R., Nacke L. (2011) From game design elements to gamefulness: defining "gamification", Proceedings of the 2011 MindTrek conference.

De Kerckhove, D. (2014). The point of being. Newcastle upon Tyne: Cambridge Scholars Publ.

Chou Y. K. (2014), Actionable Gamification: Beyond Points, Badges, and Leaderboards.

Hunicke, Robin; LeBlanc, Marc; Zubek, Robert, MDA: A Formal Approach to Game Design and Game Research, proceedings of the AAAI Workshop on Challenges in Game AI. 2004.

Petruzzi, V., & Amicucci, F. (2015). Il potere della Gamification : usare il gioco per creare cambiamenti nei comportamenti e nelle performance individuali. Milano: FrancoAngeli.

Bartle, R. A. (2016). MMOs from the inside out : the history, design, fun, and art of massively-multiplayer online role-playing games.

Favero, P. S. H., Favero, & Vigil. (2018). Present Image.

Information Resources Management, A. (2018). Gamification in education : breakthroughs in research and practice.

