

Chapters proposals for the Book:

Gaming in Action

engaging adult learners with games and gamification

Book edited by:

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About the book

This book will be a collection of scholarly articles targeting an audience of practising researchers, and academics, but also the general public that is interested in the theme. The contents of the book will be written in English by invited authors and edited by experts in the field. The book will be published in Istanbul, Turkey, under the commitment of Çukurova University, Turkey.

Topics

With the "big umbrella" of Games and Gamification, the book is focused on reports of experiences and perceptions about pedagogical practices, preferably with adult learners. Anyway, the authors are given the liberty of choosing a topic which best suits their research interests.

Later, when all chapter proposals are collected, the editor(s) will give a more general direction of the book.

Types of articles

Theoretical and applied scientific articles which can be presented as original research papers and review papers.

The required length of the full chapters is 8-12 pages.

Deadline(s)

We ask the invited authors to send the editors a chapter proposal as soon as possible. The full article must be sent until the last day of May 2020.

Presentation

The book will be presented to the public on September 3, 2020, during the 5th SUPERTABi conference (Maia, Portugal).