## Contents

### Education, Learning and Training

<table>
<thead>
<tr>
<th>Title</th>
<th>Authors</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Serious Games to Develop Social and Emotional Learning in Students</td>
<td>Victor Lim-Fei, Huey Ming Woo, and Ming Yew Lee</td>
<td>3</td>
</tr>
<tr>
<td>Exploring Play-Learners’ Analytics in a Serious Game for Literacy</td>
<td>Shamus P. Smith, Daniel Hickmott, Erica Southgate, Ross Bille, and Liz Stephens</td>
<td>13</td>
</tr>
<tr>
<td>Reflection on Assumptions from Designing Female-Centric Educational Games</td>
<td>Corey D.C. Heath, Tyler Baron, Kevin Gary, and Ashish Amresh</td>
<td>25</td>
</tr>
<tr>
<td>A Propriety Game-Based Learning Game as Learning Tool to Learn</td>
<td>Yoke Seng Wong, Mohamad Yatim Maizatul Hayati, and Wee Hoe Tan</td>
<td>42</td>
</tr>
<tr>
<td>Creating Authentic Experiences Within a Serious Game Context:</td>
<td>Joshua Hall, Peta Wyeth, and Daniel Johnson</td>
<td>55</td>
</tr>
<tr>
<td>The Use of Game World Tasks Concepts in Higher Education</td>
<td>Renée Schulz, Andreas Prinz, and Ghislain Maurice N. Isabwe</td>
<td>67</td>
</tr>
</tbody>
</table>

### Health, Well-Being and Accessibility

<table>
<thead>
<tr>
<th>Title</th>
<th>Authors</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Using Twine as a Therapeutic Writing Tool for Creating Serious Games</td>
<td>Katryna Starks, Dakoda Barker, and Alayna Cole</td>
<td>89</td>
</tr>
<tr>
<td>Super Alpha: Arabic Alphabet Learning Serious Game for Children with Learning Disabilities</td>
<td>Jallan Salah, Slim Abdennadher, Caroline Sabty, and Yomna Abdelrahman</td>
<td>104</td>
</tr>
<tr>
<td>Building Social Awareness for Teens and Young Adults with Autism via Gamification</td>
<td>Valerie Gay, Peter Leijdekkers, and Allan Pooley</td>
<td>116</td>
</tr>
</tbody>
</table>
XXIV     Contents

Using Mobile-Based Games as a Means for the Self-treatment of Depression and Anxiety in Youth ........................................ 128
          Scott Cabot and Brett Wilkinson

Design for Happiness - Positive Psychology Through Social Media Games ... 134
          Dale Patterson

Competitive vs Affiliative Design of Immersive VR Exergames .......... 140
          Kiran Ijaz, Yifan Wang, David Milne, and Rafael A. Calvo

Science, Nature and Heritage

Exploring the Value of Simulations in Plant Health in the Developing World ................................................................. 153
          Michael Thompson, Philip Taylor, Robert Reeder, Ulrich Kuhlmann,
          Cara Nolan, Jonathan Mason, and Joshua Hall

Game Science or Games and Science? Towards an Epistemological Understanding of Use of Games in Scientific Fields ................. 163
          Moozhan Shakeri, Richard Kingston, and Nuno Pinto

Reality Reaching into Games - Weather as a Dynamic Link to Real-World Streams of Information .......................................... 169
          Dale Patterson and Scott Roberts

Augmented Reality and Gamification in Heritage Museums ............ 181
          Ramy Hammady, Minhua Ma, and Nicholas Temple

Design, Development and Analysis

The RAGE Software Asset Model and Metadata Model ................ 191
          A. Georgiev, A. Grigorov, B. Bontchev, P. Boytchev, K. Stefanov,
          K. Bahreini, E. Nyamsuren, W. van der Vegt, W. Westera, R. Prada,
          Paul Hollins, and Pablo Moreno

Framing Activity-Based Narrative in Serious Games Play-Grounds Through Objective and Motive .......................................... 204
          Tim Marsh and Bonnie Nardi

A Concurrent Think Aloud Study of Engagement and Usability in a Serious Game .............................................................. 214
          Geoffrey Hookham, Bridgette Bewick, Frances Kay-Lambkin,
          and Keith Nesbitt

Rhythmic Entrainment in Games ............................................. 220
          Brigid Mary Costello
Crowdsourcing, Communities and Social Identities: Using Citizen Science to Combat Online Toxicity .......................................................... 231
Matthew D. Lee

Poster Papers

Cross-Domain Interactive Composition in Music ........................................ 245
Szu-Ming Chung, Chun-Tsai Wu, and Tzu-Yun Maggie Chen

Choose Your Own Uni Adventure: An Orientation and Transition Game .... 250
Briony Wainman

Classification of Isometric Playing Fields and Arenas in Geomorphic Tabletop War Games .............................................................. 255
Andrew Chiou

Virtual Reality MRI Experience for Children ............................................. 260
Jan Kruse, Gregory Bennett, Stephen Reay, and Andrew Denton

A Conflict Resolution Intelligent System for Informed Strategy Expert (CRISIS-Expert) ................................................................. 264
Maneerat Rumsamrong and Andrew Chiou

Exhibits

La Petite Mort ......................................................................................... 271
Andrea Hasselager and Patrick Jarnfelt

Transmission ......................................................................................... 275
Daniel Galbraith and Sean Fitzpatrick

Blown Away (Sydney 365, 2014) ............................................................. 279
Brigid Mary Costello

Coming Through .................................................................................... 282
Andi Spark

Arty Swirly Colourful ............................................................................ 285
Thomas Hanley

VR-Rides: Interactive VR Games for Health ......................................... 289
Kiran Ijaz, Yifan Wang, David Milne, and Rafael A. Calvo

VR Immersive Slow Reef Experience .................................................... 293
Tim Marsh, Nathan Jenson, Whitney Constantine, and Elliot Miller
XXVI  

Contents

A Game of Horseshoes for the Ineffectual Martyr 2.0 .......................... 297
Madeleine Boyd and Jason Haggerty

DE.FORM ........................................... 303
Tyson Foster

Author Index ........................................... 307
Serious Games
Second Joint International Conference, JCSG 2016,
Brisbane, QLD, Australia, September 26-27, 2016,
Proceedings
Marsh, T.; Ma, M.; Oliveira, M.F.; Baalsrud Hauge, J.;
Göbel, S. (Eds.)
2016, XXVI, 308 p. 114 illus., 105 illus. in color.,
Softcover
ISBN: 978-3-319-45840-3