Contents

A Evaluation of 3D Character Reflectance and Realistic Implementation for FPS Game ................................. 1
Seongdong Kim, Seongah Chin, Jaemoon Lee and Teresa Cho

Play It Safe; A Situational Game for Occupational Safety ............... 11
Bard O. Wartena, Derek A. Kuipers and Hylke W. van Dijk

Capacity Building in Water with Serious Games ......................... 27
Chengzi Chew, Gareth James Lloyd and Eske Knudsen

The Future of Immersive Technologies and Serious Games ............. 45
David Wortley

User-Generated Character Behaviors in Educational Games .......... 57
Harri Ketamo

Can We Play with ADHD? An Alternative Game-Based Treatment for Inattentive Symptoms in Attention-Deficit/Hyperactivity Disorder ................................................. 69
Xin Yi Lee, Eleni Koukouna, Choon Guan Lim, Cuntai Guan, Tih Shih Lee and Daniel Shuen Sheng Fung

Associating Sport Skills Through Virtual Games: An Introductory Approach .................................................. 87
Normahdiah Sheik Said and Iswardi Mohd

Technology Acceptance of Thai Primary Student on Outdoor Learning Activity Using Mobile Device .................... 101
Pradorn Sureephong, Piriyaamart Sirichai and Sompon Winya
Subconscious Learning via Games and Social Media
Sourina, O.; Wortley, D.; Kim, S. (Eds.)
2015, VIII, 152 p. 72 illus., 60 illus. in color., Hardcover