

Transactions on edutainment VII

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Abstrak

This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design.

The 27 papers of this volume deal with virtual humans; graphics rendering and 3D animation, games and 2D animation, and digital media and its applications.