Call for Papers
Technology for Education and Learning

Special Issue on Educational Games and its Technologies

The development, application, and research of educational games are gradually emphasized. Educational games are helpful in promoting learners' motivation since they are challenging and entertaining. So far, many educational games involve multi-teaching strategies and problem-solving tasks, aiming to encourage learners to explore and construct knowledge in the games or even promote their cognitive and metacognitive skills. On the other hand, applications and technologies of digital educational games are various nowadays, including online games for multiple players, Apps for mobile devices, virtual reality, and augmented reality.

In addition to the development of educational games, evaluation of these games is another important issue explored in many research, including the usability and acceptability of the games, learners' learning achievement, flow, and their behavioral patterns. These analyses helped the design and development of educational games on the basis of empirical evaluations. Therefore, this special issue focuses on advanced game-based learning technologies and complete educational games which have at least results of small pilot. The authors should propose a preliminary analysis or a small scale case study based on complete educational games. Moreover, we encourage the cooperation of scholars and game producers and welcome submissions of their initial results to this special issue.

Topics of special interest

- Advanced technologies of digital educational games
- Evaluation of learning achievement in educational games
- Learners' learning behaviour patterns in educational games
- Evaluation of flow in educational games
- Design and evaluation of interface in educational games
- Evaluation of usability in educational games

- Design and evaluation of teaching methods in educational games
- Observations of using educational games in the classroom
- Action research or case studies of educational game applications
- Evaluation of teachers' attitudes in using educational games
- Evaluation of learners' attitudes in using educational games

Important dates and manuscript guidelines

All submissions have to follow ACTA journal manuscript guidelines and should be submitted via open journal system at http://www.actapress.com/review/UI/logon.aspx. All submissions must be original and may not be under review by another publication. All submitted papers will be reviewed on a double-blind, peer review basis. The final camera-ready manuscripts have to be revised by the author(s) according to reviewer comments before sending to the guest editors. The important dates are:

- Submission deadline: **July 31, 2014**
- Review result notification: **September 15, 2014**
- Revised manuscript submission deadline: **October 15, 2014**
- Acceptance notification: **November 1, 2014**
- Final camera-ready manuscript and required documents upload deadline: **November 15, 2014**
- Editorial Preface submitted by guest editor: **November 30, 2014**
- Publication date: according to the arrangement and decision made by Editor-in-Chief of Technology for Education and Learning
- ACTA Press manuscript guidelines
  - http://www.actapress.com/submissioninfo.aspx
  - http://www.actapress.com/PDFs/Submission_info.pdf
  - http://www.actapress.com/PDFs/Initialtemplate.doc

Guest editors (in alphabet order):

Dr. Huei-Tse Hou, National Taiwan University of Science and Technology, Taiwan.
Dr. Rita Kuo, Knowledge Square, Inc., Taiwan