



International Journal of Game-Based Learning (IJGBL)

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Editor(s)-in-Chief: Patrick Felicia (Waterford Institute of Technology, Ireland)

The International Journal of Game-Based Learning (IJGBL) is devoted to the theoretical and empirical understanding of game-based learning. To achieve this aim, the journal publishes theoretical manuscripts, empirical studies, and literature reviews. The journal publishes this multidisciplinary research from fields that explore the cognitive and psychological aspects that underpin successful educational video games. The target audience of the journal is composed of professionals and researchers working in the fields of educational games development, e-learning, technology-enhanced education, multimedia, educational psychology, and information technology. IJGBL promotes an in-depth understanding of the multiple factors and challenges inherent to the design and integration of Game-Based Learning environments.

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- Adaptive games design for game-based learning
- Design of educational games for people with disabilities
- Educational video games and learning management systems
- Game design models and design patterns for game-based learning
- Instructional design for game-based learning
- Integration and deployment of video games in the classroom
- Intelligent tutoring systems and game-based learning
- Learning by designing and developing video games
- Learning styles, behaviors and personalities in educational video games
- Mobile development and augmented reality for game-based learning
- Motivation, audio and emotions in educational video games
- Role of instructors
- Virtual worlds and game-based learning

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All submissions and inquiries should be directed to the attention of:
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