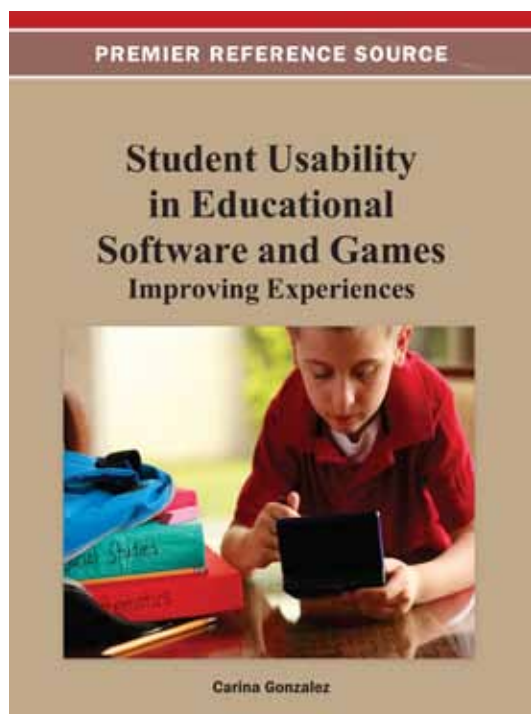


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Student Usability in Educational Software and Games: Improving Experiences



Carina Gonzalez (University of La Laguna, Spain)

Educational games facilitate players' experiences, meet desired pedagogical objectives, and allow users to engage in learning while enjoying themselves. These educational games also give learners immediate feedback on their actions and decisions, inviting exploration and experimentation.

Student Usability in Educational Software and Games: Improving Experiences explores new models of interaction and human-computer interaction paradigms as applied to learning environments. It focuses on the usability design and evaluation of learning systems and educational game environments. An excellent resource for experts in these fields, this research volume will help professionals, educators, and researchers improve their understanding of student experiences using learning-gaming environments.

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- Immersive learning
- Learning-Gaming Environments
- Learning-Gaming Systems
- Mobile Learning and Ubiquitous Learning
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- User-Centered Design
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González González, Carina S. Carina is the head of i-TED research group, and also she was the head of the Educational Innovation and ICT, the Center of Virtual Teaching and responsible of the virtual campus of the ULL. She has her PhD in Computer Science, specialized in AI and HCI techniques, she did her PhD about the developing of an Intelligent Tutoring System (ITS) to support children with SEN. Her main focus area in research is the application of AI techniques, multimedia adaptive interfaces and social videogames in Education. She developed expert systems using Bayesian networks, CBR and rule based systems and identification trees. Actually she is working on model and evaluation of learning communities in virtual environments of CSCL and 3D games. Also she is the manager of international and national research project in the field of ICT applied to SEN and of online masters courses on 3D and videogames. Also, she has a widely experience in e-learning best practices and LMS systems. Carina has written widely in the field of computer science applied to the educational field.