**Supplemental File C** – Core publications and their identified themes

| **Author** | **Title** | **Journal** | **Internal Citation Score** | **Author(s) Origin** |
| --- | --- | --- | --- | --- |
| **Level 1 Group 3 - Mobile gaming publications (GROUP 1)** |
| Facer et al. (2004) | Savannah: mobile gaming and learning? | Journal of Computer Assisted Learning | 14 | United Kingdom |
| Facer, K., R. Joiner, D. Stanton, J. Reid, R. Hull, and D. Kirk. 2004. "Savannah: mobile gaming and learning?"  *Journal of Computer Assisted Learning* 20 (6):399-409. doi: 10.1111/j.1365-2729.2004.00105.x. |
| George and Serna (2011) | Introducing mobility in serious games: Enhancing situated and collaborative learning | International Conference on Human-Computer Interaction | 1 | France |
| George, Sébastien, and Audrey Serna. 2011. Introducing mobility in serious games: Enhancing situated and collaborative learning. Paper presented at the International Conference on Human-Computer Interaction. |
| Karoui, Marfisi-Schottman, and George (2015) | Towards an efficient mobile learning games design model | European Conference on Game Based Learning EGCBL | 0 | France |
| Karoui, Aous, Iza Marfisi-Schottman, and Sébastien George. 2015. Towards an efficient mobile learning games design model. Paper presented at the European Conference on Game Based Learning EGCBL. |
| Sánchez, Salinas, and Sáenz (2007) | Mobile Game-Based Methodology for Science Learning | Journal of Computer Assisted Learning | 2 | United Kingdom |
| Sánchez, Jaime, Alvaro Salinas, and Mauricio Sáenz. 2007. "Mobile Game-Based Methodology for Science Learning."  *Journal of Computer Assisted Learning*:322-31. doi: 10.1007/978-3-540-73111-5\_37. |
| Schwabe and Göth (2005) | Mobile learning with a mobile game: design and motivational effects | Journal of computer assisted learning | 19 | Switzerland |
| Schwabe, Gerhard, and Christoph Göth. 2005. "Mobile learning with a mobile game: design and motivational effects."  *Journal of Computer Assisted Learning* 21 (3):204-16. |
| **Level 1 Group 4 - Physical Education (GROUP 2)** |
| Harvey and Pill (2016) | Comparisons of Academic Researchers’ and Physical Education Teachers’ Perspectives on the Utilization of the Tactical Games Model | Journal of Teaching in Physical Education | 0 | USAAustralia |
| Harvey, Stephen, and Shane Pill. 2016. "Comparisons of Academic Researchers’ and Physical Education Teachers’ Perspectives on the Utilization of the Tactical Games Model."  35 (4):313-23. doi: 10.1123/jtpe.2016-0085. |
| Harvey, Cushion, and Massa-Gonzalez (2010) | Learning a new method: Teaching Games for Understanding in the coaches’ eyes | Physical Education & Sport Pedagogy | 3 | USA |
| Harvey, Stephen, Christopher J. Cushion, and Ada N. Massa-Gonzalez. 2010. "Learning a new method: Teaching Games for Understanding in the coaches’ eyes."  *Physical Education & Sport Pedagogy* 15 (4):361-82. doi: 10.1080/17408980903535818. |
| MacPhail, Kirk, and Griffin (2008) | Throwing and catching as relational skills in game play: Situated learning in a modified game unit | Journal of Teaching in Physical Education | 9 | United Kingdom |
| MacPhail, Ann, David Kirk, and Linda Griffin. 2008. "Throwing and catching as relational skills in game play: Situated learning in a modified game unit."  *Journal of Teaching in Physical Education* 27 (1):100-15. |
| Moy et al. (2016) | Overcoming acculturation: physical education recruits' experiences of an alternative pedagogical approach to games teaching | Physical Education and Sport Pedagogy | 0 | AustraliaUnited KingdomFinland |
| Moy, Brendan, Ian Renshaw, Keith Davids, and Eric Brymer. 2016. "Overcoming acculturation: physical education recruits' experiences of an alternative pedagogical approach to games teaching."  *Physical Education and Sport Pedagogy* 21 (4):386-406. doi: 10.1080/17408989.2015.1017455. |
| Wright, McNeill, and Fry (2009) | The tactical approach to teaching games from teaching, learning and mentoring perspectives | Sport, Education and Society | 3 | Singapore |
| Wright, Steven, Mike McNeill, and Joan M. Fry. 2009. "The tactical approach to teaching games from teaching, learning and mentoring perspectives."  *Sport, Education and Society* 14 (2):223-44. doi: 10.1080/13573320902809153. |
| **Level 1 Group 5 - Health and medicine-related publications (GROUP 3)** |
| Awan et al. (2019) | Making Learning Fun: Gaming in Radiology Education | Academic radiology | 1 | USA |
| Awan, Omer, Courtney Dey, Hayden Salts, James Brian, Joseph Fotos, Eric Royston, Maria Braileanu, Emily Ghobadi, Jason Powell, and Charlotte Chung. 2019. "Making Learning Fun: Gaming in Radiology Education."  *Academic radiology* 26 (8):1127-36. |
| Cain and Piascik (2015) | Are Serious Games a Good Strategy for Pharmacy Education? | American Journal of Pharmaceutical Education | 7 | USA |
| Cain, Jeff, and Peggy Piascik. 2015. "Are Serious Games a Good Strategy for Pharmacy Education?"  *American Journal of Pharmaceutical Education* 79 (4):47. doi: 10.5688/ajpe79447. |
| Chee et al. (2019) | Play and Learn with Patients—Designing and Evaluating a Serious Game to Enhance Nurses' Inhaler Teaching Techniques: A Randomized Controlled Trial | Games for Health Journal | 2 | Singapore |
| Chee, Elissa Jia Min, Lathy Prabhakaran, Lay Ping Neo, Guiller Augustin C Carpio, Apphia Jia Qi Tan, Cindy Ching Siang Lee, and Sok Ying Liaw. 2019. "Play and Learn with Patients—Designing and Evaluating a Serious Game to Enhance Nurses' Inhaler Teaching Techniques: A Randomized Controlled Trial."  *Games for health journal* 8 (3):187-94. |
| Diehl et al. (2017) | InsuOnline, an Electronic Game for Medical Education on Insulin Therapy: A Randomized Controlled Trial With Primary Care Physicians | Journal of Medical Internet Research | 2 | Brazil |
| Diehl, Leandro Arthur, Rodrigo Martins Souza, Pedro Alejandro Gordan, Roberto Zonato Esteves, and Izabel Cristina Meister Coelho. 2017. "InsuOnline, an Electronic Game for Medical Education on Insulin Therapy: A Randomized Controlled Trial With Primary Care Physicians."  *Journal of Medical Internet Research* 19 (3):e72. doi: 10.2196/jmir.6944. |
| Gallegos et al. (2017) | The use of a game-based learning platform to engage nursing students: A descriptive, qualitative study | Nurse Education in Practice | 2 | USA |
| Gallegos, C., A. J. Tesar, K. Connor, and K. Martz. 2017. "The use of a game-based learning platform to engage nursing students: A descriptive, qualitative study."  *Nurse Education in Practice* 27:101-6. doi: 10.1016/j.nepr.2017.08.019. |
| Hara et al. (2021) | Design and evaluation of a 3D serious game for communication learning in nursing education | Nurse Education Today | 0 | Brazil |
| Hara, Cristina Yuri Nakata, Fernanda Dos Santos Nogueira Goes, Rosangela Andrade Aukar Camargo, Luciana Mara Monti Fonseca, and Natalia Del' Angelo Aredes. 2021. "Design and evaluation of a 3D serious game for communication learning in nursing education."  *Nurse Education Today* 100:104846. doi: 10.1016/j.nedt.2021.104846. |
| Johnsen et al. (2018) | Developing a Serious Game for Nurse Education | Journal of Gerontological Nursing | 1 | United Kingdom |
| Johnsen, H. M., M. Fossum, P. Vivekananda-Schmidt, A. Fruhling, and A. Slettebo. 2018. "Developing a Serious Game for Nurse Education."  *Journal of Gerontological Nursing* 44 (1):15-9. doi: 10.3928/00989134-20171213-05. |
| Kayyali et al. (2021) | Development and evaluation of a serious game to support learning among pharmacy and nursing students | Currents in Pharmacy Teaching and Learning | 0 | United Kingdom |
| Kayyali, Reem, Joshua Wells, Najaah Rahmtullah, Aniqa Tahsin, Ash Gafoor, Nicola Harrap, and Shereen Nabhani-Gebara. 2021. "Development and evaluation of a serious game to support learning among pharmacy and nursing students."  *Currents in Pharmacy Teaching and Learning* 13 (8):998-1009. doi: 10.1016/j.cptl.2021.06.023. |
| Kerfoot et al. (2014) | An Online Spaced-Education Game Among Clinicians Improves Their Patients’ Time to Blood Pressure Control | Circulation: Cardiovascular Quality and Outcomes | 2 | USA |
| Kerfoot, B. Price, Alexander Turchin, Eugene Breydo, David Gagnon, and Paul R. Conlin. 2014. "An Online Spaced-Education Game Among Clinicians Improves Their Patients’ Time to Blood Pressure Control."  *Circulation: Cardiovascular Quality and Outcomes* 7 (3):468-74. doi: 10.1161/circoutcomes.113.000814. |
| Koivisto et al. (2017) | Nursing students’ experiential learning processes using an online 3D simulation game | Education and Information Technologies | 4 | Finland |
| Koivisto, Jaana-Maija, Hannele Niemi, Jari Multisilta, and Elina Eriksson. 2017. "Nursing students’ experiential learning processes using an online 3D simulation game."  *Education and Information Technologies* 22 (1):383-98. doi: 10.1007/s10639-015-9453-x. |
| Koivisto et al. (2018) | Design principles for simulation games for learning clinical reasoning: A design-based research approach | Nurse Education Today | 4 | Finland |
| Koivisto, J. M., E. Haavisto, H. Niemi, P. Haho, S. Nylund, and J. Multisilta. 2018. "Design principles for simulation games for learning clinical reasoning: A design-based research approach."  *Nurse Education Today* 60:114-20. doi: 10.1016/j.nedt.2017.10.002. |
| Kron et al. (2010) | Medical student attitudes toward video games and related new media technologies in medical education | BMC Medical Education | 7 | USA |
| Kron, Frederick W., Craig L. Gjerde, Ananda Sen, and Michael D. Fetters. 2010. "Medical student attitudes toward video games and related new media technologies in medical education."  *BMC Medical Education* 10 (1):50. doi: 10.1186/1472-6920-10-50. |
| Lee, White, and Malone (2018) | Online educational games improve the learning of cardiac pharmacology in undergraduate pharmacy teaching | Pharmacy Education | 0 | MalaysiaAustralia |
| Lee, Chooi Yeng, Paul J White, and Daniel T Malone. 2018. "Online educational games improve the learning of cardiac pharmacology in undergraduate pharmacy teaching."  *Pharmacy Education* 18:298-302. |
| Liteplo et al. (2018) | SonoGames: Effect of an Innovative Competitive Game on the Education, Perception, and Use of Point-of-Care Ultrasound | Journal of Ultrasound Medicine | 0 | USA |
| Liteplo, A. S., K. Carmody, M. J. Fields, R. B. Liu, and R. E. Lewiss. 2018. "SonoGames: Effect of an Innovative Competitive Game on the Education, Perception, and Use of Point-of-Care Ultrasound."  *Journal of Ultrasound Medicine* 37 (11):2491-6. doi: 10.1002/jum.14606. |
| López-Jiménez et al. (2021) | Effects of Gamification on the Benefits of Student Response Systems in Learning of Human Anatomy: Three Experimental Studies | International Journal of Environmental Research and Public Health | 0 | SpainMorocco |
| López-Jiménez, Juan J., José L. Fernández-Alemán, José A. García-Berná, Laura López González, Ofelia González Sequeros, Joaquín Nicolás Ros, Juan M. Carrillo De Gea, Ali Idri, and Ambrosio Toval. 2021. "Effects of Gamification on the Benefits of Student Response Systems in Learning of Human Anatomy: Three Experimental Studies."  *International Journal of Environmental Research and Public Health* 18 (24):13210. doi: 10.3390/ijerph182413210. |
| Ma et al. (2021) | Does theme game-based teaching promote better learning about disaster nursing than scenario simulation: A randomized controlled trial | Nurse Education Today | 0 | China |
| Ma, Denghui, Yuxin Shi, Guai Zhang, and Jun Zhang. 2021. "Does theme game-based teaching promote better learning about disaster nursing than scenario simulation: A randomized controlled trial."  *Nurse Education Today* 103:104923. doi: 10.1016/j.nedt.2021.104923. |
| Maheu-Cadotte et al. (2021) | Efficacy of serious games in healthcare professions education: a systematic review and meta-analysis | Simulation in Healthcare | 0 | Canada |
| Maheu-Cadotte, Marc-Andre, Sylvie Cossette, Véronique Dubé, Guillaume Fontaine, Andréane Lavallée, Patrick Lavoie, Tanya Mailhot, and Marie-France Deschênes. 2021. "Efficacy of serious games in healthcare professions education: a systematic review and meta-analysis."  *Simulation in Healthcare* 16 (3):199-212. |
| Maskeliūnas et al. (2019) | Serious Game iDO: Towards Better Education in Dementia Care | Information(Yes, it is a journal by MDPI) | 2 | PolandLithuaniaSweden |
| Maskeliūnas, Rytis, Robertas Damaševičius, Connie Lethin, Andrius Paulauskas, Anna Esposito, Mauro Catena, and Vincenzo Aschettino. 2019. "Serious Game iDO: Towards Better Education in Dementia Care."  *Information* 10 (11):355. doi: 10.3390/info10110355. |
| Mokadam et al. (2015) | Gamification in thoracic surgical education: Using competition to fuel performance | The Journal of Thoracic and Cardiovascular Surgery | 4 | USA |
| Mokadam, Nahush A., Richard Lee, Ara A. Vaporciyan, Jennifer D. Walker, Robert J. Cerfolio, Joshua L. Hermsen, Craig J. Baker, et al. 2015. "Gamification in thoracic surgical education: Using competition to fuel performance."  *The Journal of Thoracic and Cardiovascular Surgery* 150 (5):1052-8. doi: 10.1016/j.jtcvs.2015.07.064. |
| Nevin et al. (2014) | Gamification as a tool for enhancing graduate medical education | Postgraduate Medical Journal | 10 | USA |
| Nevin, Christa R., Andrew O. Westfall, J. Martin Rodriguez, Donald M. Dempsey, Andrea Cherrington, Brita Roy, Mukesh Patel, and James H. Willig. 2014. "Gamification as a tool for enhancing graduate medical education."  *Postgraduate Medical Journal* 90 (1070):685-93. doi: 10.1136/postgradmedj-2013-132486. |
| Olszewski and Wolbrink (2017) | Serious Gaming in Medical Education: A Proposed Structured Framework for Game Development | Society for the Simulation of Healthcare | 3 | USA |
| Olszewski, A. E., and T. A. Wolbrink. 2017. "Serious Gaming in Medical Education: A Proposed Structured Framework for Game Development."  *Society for the Simulation of Healthcare* 12 (4):240-53. doi: 10.1097/SIH.0000000000000212. |
| Petit dit Dariel et al. (2013) | Developing the Serious Games potential in nursing education | Nurse Education Today | 5 | France |
| Petit dit Dariel, O. J., T. Raby, F. Ravaut, and M. Rothan-Tondeur. 2013. "Developing the Serious Games potential in nursing education."  *Nurse Education Today* 33 (12):1569-75. doi: 10.1016/j.nedt.2012.12.014. |
| Shahmoradi et al. (2020) | Learning promotion of physiotherapy in neurological diseases: Design and application of a virtual reality-based game | Journal of Education and Health Promotion | 0 | Iran |
| Shahmoradi, L., S. Almasi, N. Ghotbi, and M. Gholamzadeh. 2020. "Learning promotion of physiotherapy in neurological diseases: Design and application of a virtual reality-based game."  *Journal of Education and Health Promotion* 9:234. doi: 10.4103/jehp.jehp\_736\_19. |
| Talley et al. (2019) | Kaizen: Interactive Gaming for Diabetes Patient Education | Games For Health Journal | 1 | United KingdomUSA |
| Talley, M. H., N. Ogle, N. Wingo, C. Roche, and J. Willig. 2019. "Kaizen: Interactive Gaming for Diabetes Patient Education."  *Games for health journal* 8 (6):423-31. doi: 10.1089/g4h.2018.0107. |
| Winkel et al. (2020) | Gamification of Electronic Learning in Radiology Education to Improve Diagnostic Confidence and Reduce Error Rates | American Journal of Roentgenology | 0 | USA |
| Winkel, David J., Philipp Brantner, Jonas Lutz, Safak Korkut, Sebastian Linxen, and Tobias J. Heye. 2020. "Gamification of Electronic Learning in Radiology Education to Improve Diagnostic Confidence and Reduce Error Rates."  *American Journal of Roentgenology* 214 (3):618-23. doi: 10.2214/ajr.19.22087. |
| **Level 1 Group 6 - Business Related (Group 4)** |
| Butzke and Alberton (2017) | Learning styles and business simulation games: students’ perception about teaching strategy and learning environment | REGE - Revista de Gestão | 2 | Brazil |
| Butzke, Marco Aurélio, and Anete Alberton. 2017. "Learning styles and business simulation games: students’ perception about teaching strategy and learning environment."  *REGE - Revista de Gestão* 24 (1):72-84. doi: 10.1016/j.rege.2016.10.003. |
| Devitt et al. (2015) | Serious games in marketing education: Developing higher order cognitive skills through collaboration in a simulation game | 9th International Technology, Education and Development Conference | 0 | Spain |
| Devitt, A, M Brady, M Lamest, G Dalton, N Newman, and S Gomez. 2015. Serious games in marketing education: Developing higher order cognitive skills through collaboration in a simulation game. Paper presented at the 9th International Technology, Education and Development Conference. |
| Hernández-Lara and Serradell-López (2018) | Student interactions in online discussion forums: their perception on learning with business simulation games | Behaviour & Information Technology | 2 | Spain |
| Hernández-Lara, Ana Beatriz, and Enric Serradell-López. 2018. "Student interactions in online discussion forums: their perception on learning with business simulation games."  *Behaviour & Information Technology* 37 (4):419-29. doi: 10.1080/0144929x.2018.1441326. |
| Lin and Tu (2012) | The values of college students in business simulation game: A means-end chain approach | Computers & Education | 3 | Taiwan |
| Lin, Yu-Ling, and Yu-Zu Tu. 2012. "The values of college students in business simulation game: A means-end chain approach."  *Computers & Education* 58 (4):1160-70. doi: 10.1016/j.compedu.2011.12.005. |
| Oliveira and Melo (2020) | Business Games and Stock Market: An analysis of students’ learning in a Business Administration course | Administração: Ensino e Pesquisa | 0 | Brazil |
| Oliveira, Murilo Alvarenga, and Nilce Helena Da Silva Melo. 2020. "Business Games and Stock Market: An analysis of students’ learning in a Business Administration course."  *Administração: Ensino e Pesquisa* 21 (3):316-47. doi: 10.13058/raep.2020.v21n3.1787. |
| Pasin and Giroux (2011) | The impact of a simulation game on operations management education | Computers & Education | 12 | Canada |
| Pasin, Federico, and Hélène Giroux. 2011. "The impact of a simulation game on operations management education."  *Computers & Education* 57 (1):1240-54. doi: 10.1016/j.compedu.2010.12.006. |
| Schmitt et al. (2021) | Learning environment and Business games: the perception of the students | Administração: Ensino e Pesquisa | 0 | Brazil |
| Schmitt, Tatiani, Anete Alberton, Marco Aurélio Butzke, and Francine Simas Neves. 2021. "Learning environment and Business games: the perception of the students."  *Administração: Ensino e Pesquisa* 22 (2). doi: 10.13058/raep.2021.v22n2.1983. |
| Zulfiqar et al. (2019) | An Analysis of Influence of Business Simulation Games on Business School Students’ Attitude and Intention Toward Entrepreneurial Activities | Journal of Educational Computing Research | 4 | China |
| Zulfiqar, Salman, Binesh Sarwar, Saira Aziz, Khurram Ejaz Chandia, and Muhammad Kaleem Khan. 2019. "An Analysis of Influence of Business Simulation Games on Business School Students’ Attitude and Intention Toward Entrepreneurial Activities."  *Journal of Educational Computing Research* 57 (1):106-30. doi: 10.1177/0735633117746746. |
| **Level 2 Group 1 - Performance related articles (Group 5)** |
| Hung, Sun, and Yu (2015) | The benefits of a challenge: student motivation and flow experience in tablet-PC-game-based learning | Interactive Learning Environments | 3 | Taiwan |
| Hung, Cheng-Yu, Jerry Chih-Yuan Sun, and Pao-Ta Yu. 2015. "The benefits of a challenge: student motivation and flow experience in tablet-PC-game-based learning."  *Interactive Learning Environments* 23 (2):172-90. doi: 10.1080/10494820.2014.997248. |
| Hung et al. (2017) | Collaborative Game-Based Learning with Motion-Sensing Technology: Analyzing Students' Motivation, Attention, and Relaxation Levels | International Journal of Online Pedagogy and Course Design (IJOPCD) | 0 | Taiwan |
| Hung, Cheng-Yu, Yu-Ren Lin, Kai-Yi Huang, Pao-Ta Yu, and Jerry Chih-Yuan Sun. 2017. "Collaborative Game-Based Learning with Motion-Sensing Technology: Analyzing Students' Motivation, Attention, and Relaxation Levels."  *International Journal of Online Pedagogy and Course Design (IJOPCD)* 7 (4):53-64. |
| Hwang, Wu, and Chen (2012) | An online game approach for improving students’ learning performance in web-based problem-solving activities | Computers & Education | 15 | Taiwan |
| Hwang, Gwo-Jen, Po-Han Wu, and Chi-Chang Chen. 2012. "An online game approach for improving students’ learning performance in web-based problem-solving activities."  *Computers & Education* 59 (4):1246-56. doi: 10.1016/j.compedu.2012.05.009. |
| Khamparia and Pandey (2017) | Effects of visual mapping placed game-based learning on students learning performance in defence-based courses | International Journal of Technology Enhanced Learning | 0 | India |
| Khamparia, Aditya, and Babita Pandey. 2017. "Effects of visual mapping placed game-based learning on students learning performance in defence-based courses."  *International Journal of Technology Enhanced Learning* 1 (1). doi: 10.1504/ijtel.2017.10002787. |
| Sung and Hwang (2013) | A collaborative game-based learning approach to improving students' learning performance in science courses | Computers & Education | 40 | Taiwan |
| Sung, Han-Yu, and Gwo-Jen Hwang. 2013. "A collaborative game-based learning approach to improving students' learning performance in science courses."  *Computers & Education* 63:43-51. doi: 10.1016/j.compedu.2012.11.019. |
| Sung and Hwang (2018) | Facilitating effective digital game-based learning behaviors and learning performances of students based on a collaborative knowledge construction strategy | Interactive Learning Environments | 3 | Taiwan |
| Sung, Han-Yu, and Gwo-Jen Hwang. 2018. "Facilitating effective digital game-based learning behaviors and learning performances of students based on a collaborative knowledge construction strategy."  *Interactive Learning Environments* 26 (1):118-34. doi: 10.1080/10494820.2017.1283334. |
| Sung, Hwang, and Yen (2015) | Development of a contextual decision-making game for improving students' learning performance in a health education course | Computers & Education | 16 | Taiwan |
| Sung, Han-Yu, Gwo-Jen Hwang, and Yi-Fang Yen. 2015. "Development of a contextual decision-making game for improving students' learning performance in a health education course."  *Computers & Education* 82:179-90. doi: 10.1016/j.compedu.2014.11.012. |
| Sung et al. (2017) | Experiencing the Analects of Confucius: An experiential game-based learning approach to promoting students' motivation and conception of learning | Computers & Education | 8 | Taiwan |
| Sung, Han-Yu, Gwo-Jen Hwang, Chi-Jen Lin, and Ting-Wei Hong. 2017. "Experiencing the Analects of Confucius: An experiential game-based learning approach to promoting students' motivation and conception of learning."  *Computers & Education* 110:143-53. doi: 10.1016/j.compedu.2017.03.014. |
| Wang and Chen (2010) | The effects of game strategy and preference‐matching on flow experience and programming performance in game‐based learning | Innovations in Education and Teaching International | 21 | Taiwan |
| Wang, Li‐Chun, and Ming‐Puu Chen. 2010. "The effects of game strategy and preference‐matching on flow experience and programming performance in game‐based learning."  *Innovations in Education and Teaching International* 47 (1):39-52. doi: 10.1080/14703290903525838. |
| Yien et al. (2011) | A game-based learning approach to improving students' learning achievements in a Nutrition course | Turkish Online Journal of Educational Technology-TOJET | 17 | Turkey |
| Yien, Jui-Mei, Chun-Ming Hung, Gwo-Jen Hwang, and Yueh-Chiao Lin. 2011. "A game-based learning approach to improving students' learning achievements in a Nutrition course."  *Turkish Online Journal of Educational Technology-TOJET* 10 (2):1-10. |
| **Level 2 Group 2 - Programming and computing related articles** |
| Basawapatna, Koh, and Repenning (2010) | Using scalable game design to teach computer science from middle school to graduate school | Proceedings of the fifteenth annual conference on Innovation and technology in computer science education | 5 | USA |
| Basawapatna, Ashok R, Kyu Han Koh, and Alexander Repenning. 2010. Using scalable game design to teach computer science from middle school to graduate school. Paper presented at the Proceedings of the fifteenth annual conference on Innovation and technology in computer science education. |
| Demi̇rkiran and Tansu Hocanin (2021) | An investigation on primary school students’ dispositions towards programming with game-based learning | Education and Information Technologies | 0 | TurkeyCyprus |
| Demi̇rkiran, Mustafa Can, and Fatma Tansu Hocanin. 2021. "An investigation on primary school students’ dispositions towards programming with game-based learning."  *Education and Information Technologies* 26 (4):3871-92. doi: 10.1007/s10639-021-10430-5. |
| Denner, Werner, and Ortiz (2012) | Computer games created by middle school girls: Can they be used to measure understanding of computer science concepts? | Computers & Education | 21 | USA |
| Denner, Jill, Linda Werner, and Eloy Ortiz. 2012. "Computer games created by middle school girls: Can they be used to measure understanding of computer science concepts?"  *Computers & Education* 58 (1):240-9. doi: 10.1016/j.compedu.2011.08.006. |
| Förster, Förster, and Löwe (2018) | Teaching programming skills in primary school mathematics classes: An evaluation using game programming | 2018 IEEE Global Engineering Education Conference (EDUCON) | 0 | GermanyAustria |
| Förster, Emmy-Charlotte, Klaus-Tycho Förster, and Thomas Löwe. 2018. Teaching programming skills in primary school mathematics classes: An evaluation using game programming. Paper presented at the 2018 IEEE Global Engineering Education Conference (EDUCON). |
| Giannakoulas and Xinogalos (2018) | A pilot study on the effectiveness and acceptance of an educational game for teaching programming concepts to primary school students | Education and Information Technologies | 8 | Greece |
| Giannakoulas, Andreas, and Stelios Xinogalos. 2018. "A pilot study on the effectiveness and acceptance of an educational game for teaching programming concepts to primary school students."  *Education and Information Technologies* 23 (5):2029-52. doi: 10.1007/s10639-018-9702-x. |
| Holenko Dlab and Hoic-Bozic (2021) | Effectiveness of game development-based learning for acquiring programming skills in lower secondary education in Croatia | Education and Information Technologies | 0 | Croatia |
| Holenko Dlab, Martina, and Natasa Hoic-Bozic. 2021. "Effectiveness of game development-based learning for acquiring programming skills in lower secondary education in Croatia."  *Education and Information Technologies* 26 (4):4433-56. doi: 10.1007/s10639-021-10471-w. |
| Hooshyar, Malva, et al. (2021) | An adaptive educational computer game: Effects on students' knowledge and learning attitude in computational thinking | Computers in Human Behavior | 1 | EstoniaHong KongChinaKorea |
| Hooshyar, Danial, Liina Malva, Yeongwook Yang, Margus Pedaste, Minhong Wang, and Heuiseok Lim. 2021. "An adaptive educational computer game: Effects on students' knowledge and learning attitude in computational thinking."  *Computers in Human Behavior* 114. doi: 10.1016/j.chb.2020.106575. |
| Hooshyar, Pedaste, et al. (2021) | From Gaming to Computational Thinking: An Adaptive Educational Computer Game-Based Learning Approach | Journal of Educational Computing Research | 0 | EstoniaTaiwanHong KongKorea |
| Hooshyar, Danial, Margus Pedaste, Yeongwook Yang, Liina Malva, Gwo-Jen Hwang, Minhong Wang, Heuiseok Lim, and Dejan Delev. 2021. "From Gaming to Computational Thinking: An Adaptive Educational Computer Game-Based Learning Approach."  *Journal of Educational Computing Research* 59 (3):383-409. doi: 10.1177/0735633120965919. |
| Howland and Good (2015) | Learning to communicate computationally with Flip: A bi-modal programming language for game creation | Computers & Education | 9 | United Kingdom |
| Howland, Kate, and Judith Good. 2015. "Learning to communicate computationally with Flip: A bi-modal programming language for game creation."  *Computers & Education* 80:224-40. doi: 10.1016/j.compedu.2014.08.014. |
| Kazimoglu (2020) | Enhancing Confidence in Using Computational Thinking Skills via Playing a Serious Game: A Case Study to Increase Motivation in Learning Computer Programming | Institute of Electrical and Electronics Engineers (IEEE) | 0 | Cyprus |
| Kazimoglu, Cagin. 2020. "Enhancing Confidence in Using Computational Thinking Skills via Playing a Serious Game: A Case Study to Increase Motivation in Learning Computer Programming."  *IEEE Access* 8:221831-51. doi: 10.1109/access.2020.3043278. |
| Kazimoglu et al. (2012a) | Learning Programming at the Computational Thinking Level via Digital Game-Play | Procedia Computer Science | 17 | United Kingdom |
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| Kazimoglu et al. (2012b) | A Serious Game for Developing Computational Thinking and Learning Introductory Computer Programming | Procedia - Social and Behavioral Sciences | 22 | United Kingdom |
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