Accepted Manuscript

Pre-test influences on the effectiveness of digital-game based learning: A case study of a fire safety game

Anissa All, Barbara Plovie, Elena Patricia Nuñez Castellar, Jan Van Looy

PII: S0360-1315(17)30123-9

DOI: 10.1016/j.compedu.2017.05.018

Reference: CAE 3187

To appear in: *Computers & Education*

Received Date: 9 March 2016

Revised Date: 23 December 2016

Accepted Date: 28 May 2017

Please cite this article as: All A., Plovie B., Nuñez Castellar E.P. & Van Looy J., Pre-test influences on the effectiveness of digital-game based learning: A case study of a fire safety game, *Computers & Education* (2017), doi: 10.1016/j.compedu.2017.05.018.

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

ACCEPTED MANUSCRIPT

Pre-test influences on the effectiveness of digital-game based learning: a case study of a fire safety game

Anissa All[1*], Barbara Plovie[2] Elena Patricia (first names) Nuñez Castellar (double last name)[1,3]

& Jan Van Looy[1]

[1] Department of communication sciences, iMinds-MICT-Ghent University, Belgium
[2]HOWEST University of applied sciences, Belgium
[3]Department of data-analysis, Ghent University, Belgium

Corresponding author:

Anissa All

Korte Meer 7-9-11, 9000 Gent, Belgium

E-mail: anissa.all@ugent.be

Tel : +32 9 264 97 79

ACCEPTED MANUSCRIPT

Download English Version:

https://daneshyari.com/en/article/4936808

Download Persian Version:

https://daneshyari.com/article/4936808

Daneshyari.com