

## Accepted Manuscript

Fun in Making: Understanding the Experience of Fun and Learning through Curriculum-based Making in the Elementary School Classroom

Sharon Lynn Chu, Genna Angello, Michael Saenz, Francis Quek

PII: S1875-9521(16)30028-3

DOI: <http://dx.doi.org/10.1016/j.entcom.2016.08.007>

Reference: ENTCOM 191

To appear in: *Entertainment Computing*

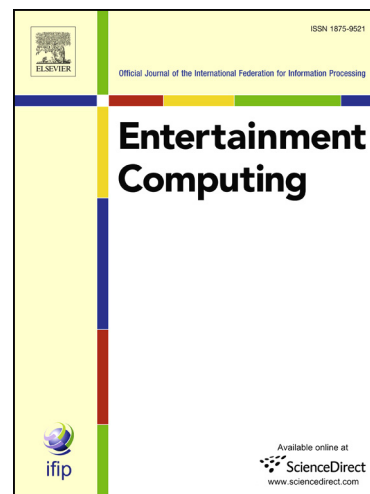
Received Date: 16 December 2015

Revised Date: 4 July 2016

Accepted Date: 18 August 2016

Please cite this article as: S. Lynn Chu, G. Angello, M. Saenz, F. Quek, Fun in Making: Understanding the Experience of Fun and Learning through Curriculum-based Making in the Elementary School Classroom, *Entertainment Computing* (2016), doi: <http://dx.doi.org/10.1016/j.entcom.2016.08.007>

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.



Fun in Making: Understanding the Experience of Fun and Learning through Curriculum-based  
Making in the Elementary School Classroom

Sharon Lynn Chu<sup>1</sup>, Genna Angello<sup>2</sup>,  
Michael Saenz<sup>2</sup> and Francis Quek<sup>3</sup>

<sup>1</sup> The StoryLab@Texas A&M

<sup>2</sup> Department of Visualization

<sup>2</sup> TAMU Embodied Interaction Lab  
Texas A&M University

Author Note

This work has been partially supported by NSF grants CNS-1439614 and DRL-1433770.

The authors can be contacted at HCI@Viz, B208 Langford Center, 3137 TAMU, College  
Station, Texas 77843-31317.

Download English Version:

<https://daneshyari.com/en/article/4942888>

Download Persian Version:

<https://daneshyari.com/article/4942888>

[Daneshyari.com](https://daneshyari.com)