References

- Alessi, S. M. & Trollip, S. R. 2001. *Multimedia for Learning*. Boston: Allyn and Bacon.
- Baker, A., Navarro, E. O. & van der Hoek, A. 2003. Problems and programmers: an educational software engineering card game. In *Proceedings of the 25th International Conference on Software Engineering*, IEEE.
- Barab, S., Thomas, M., Dodge, T., Carteaux, R. & Tuzun, H. 2005. Making learning fun: Quest Atlantis, a game without guns. *Educational Technology Research and Development*, **53**/1, 86–107.
- Becker, K. 2001. Teaching with games: the minesweeper and asteroids experience. *Journal of Computing in Small Colleges*, **17**/2, 23–33.
- Becta. 2001a. Computer Games in Education Project: Findings Report. [Available online] http://partners.becta.org.uk/index.php?section=rh&rid=13595
- Becta. 2001b. What aspects of games may contribute to education? [Available online] http://partners.becta.org.uk/index.php?section=rh&&catcode=&rid=13588
- BERA. 2004. Revised ethical guidelines for educational research. [Available online] http://www.bera.ac.uk/publications/guides.php
- Benyon, D., Turner, P. & Turner, S. 2005. *Designing Interactive Systems*. Harlow: Addison-Wesley.
- Biggs, W. D. 1993. Using supplementary activities with computerised business simulations to develop transferable skills. In Lodge, S., Percival, F. & Saunders, D. (Eds) *The Simulation and Gaming Yearbook, Volume 1: Developing Transferable Skills in Education and Training.* London: Kogan Page.
- Biggs, J. 2003. *Teaching for Quality Learning at University* (2nd edition). Berkshire: Open University Press.
- Bloom, B. S. 1956. *Taxonomy of Educational Objectives, Handbook I: The Cognitive Domain.* New York: David McKay Co Inc.
- Boud, D. & Feletti, G. 1991. *The Challenge of Problem Based Learning*. London: Kogan Page.
- Brown, J. S., Collins, A. & Duguid, S. 1989. Situated cognition and the culture of learning. *Educational Researcher*, **18**/1, 32–42.
- Bredemeir, M. E. & Greenblat, C. E. 1981. The educational effectiveness of games: a synthesis of findings. *Simulation & Games*, **12**/3, 307–332.
- Bruner, J. S. 1966. *Toward a Theory of Instruction*. Oxford: Oxford University Press.
- Caillois, R. 1691. Man, Play and Games. Illinois: The Free Press.
- Cates, W. M. 1992. Fifteen principles for designing more effective instructional hypermedia/multimedia products. *Educational Technology*, **17**/12, 5–11.

- Cavallari, B., Hepburg, J. & Harper, B. 1992. Adventure games in education: a review. *Australian Journal of Educational Technology*, **8**/2, 172–184.
- Chapman, P., Selvarajah, S. & Webster, J. 1999. Engagement in multimedia training systems. In *Proceedings of the 32nd Hawaii International Conference on System Sciences*, Hawaii, United States.
- Chapman, E. 2003. Alternative approaches to assessing student engagement rates. *Practical Assessment, Research & Evaluation*, **8**/13.
- Clark, R. E. & Craig, T. G. 1992. Research and theory on multi-media learning effects. In Giardina, M. (Ed.) *Interactive Multimedia Learning Environments. Human Factors and Technical Considerations on Design Issues.* Heidelberg: Springer.
- Cohen, L. Manion, L. & Morrision, K. 2000. *Research Methods in Education* (5th edition). London: RoutledgeFalmer.
- Colarusso, C. A. 1993. Play in adulthood. *Psychoanalytic Study of the Child*, **48**, 225–245.
- Cooper, P. A. 1993. Paradigm shifts in designed instruction: from behaviorism to cognitivism to constructivism. *Educational Technology*, **33**/5, 12–19.
- Crawford, C. 1984. *The Art of Computer Game Design*. Berkeley, CA: Osborne/McGraw Hill. [Available online] http://www.vancouver.wsu.edu/fac/peabody/game-book/Coverpage.html
- Crowther, W. 1976. The Colossal Cave. CRL.
- Csikszentmihalyi, M. 1992. *Flow: the Psychology of Happiness*. London: Random House.
- Davies, C. H. J. 2002. Student engagement with simulations: a case study. *Computers & Education*, **39**/3, 207–317.
- de Freitas, S. I. 2006. Using games and simulations for supporting learning. *Learning, Media and Technology,* **31**/4, 343–358.
- de Freitas, S. 2007. Learning in Immersive Worlds: a Review of Game-based Learning. JISC.
- Dempsey, J., Lucassen, B., Gilley, W. & Rasmussen, K. 1993–4, Since Malone's theory of intrinsically motivating instruction: What's the score in the gaming literature? *Journal of Educational Technology Systems*, **22**/2, 173–183.
- Dempsey, J. V., Haynes, L. L., Lucassen, B. A. & Casey, M. S. 2002. Forty simple computer games and what they could mean to educators. *Simulation & Gaming*, **33**/2, 157–168.
- Denscombe, M. 2002. *Ground Rules for Good Research: A 10 Point Guide for Social Researchers*. Berkshire: Open University Press.
- DfES. 2007. Participation rates in Higher Education: academic years 1999/2000–2005/06. [Available online] http://www.dfes.gov.uk/rsgateway/DB/SFR/s000716/index.shtml

- Dickie, M. D. 2006. Game design narrative for learning: appropriating adventure game design narrative devices and techniques for the design of interactive learning environments. *Educational Technology Research and Development*, **54**/3, 245–263.
- Dix, A., Finlay, J. & Abowd, G. D. 1997. *Human–Computer Interaction*. London: Prentice Hall.
- Draper, S. 1999. Analysing fun as a candidate software requirement. *Personal Technology*, **3**, 117–122. [Available online] http://www.psy.gla.ac.uk/~steve/fun.html
- Driskell, J. E. & Dwyer, D. J. 1984. Microcomputer videogame-based training. *Educational Technology*, **24**/2.
- Ducheneaut, N. & Moore, R. J. 2005. More than just 'XP': learning social skills in massively multiplayer online games. *Interactive Technology & Smart Education*, **2**, 89–100.
- Dziabenko, O., Pivec, M., Bouras, C., Igglesis, V., Kapoulas, V. & Misedakis, I. 2003. A web-based game for supporting game-based learning. In *Proceedings of the 4th annual European GAME-ON Conference (GAME-ON 2003)*, London, United Kingdom.
- Ebner, M. & Holzinger, A. 2006. Successful implementation of user-centered game based learning in higher education: an example from civil engineering. *Computers and Education*. In Press.
- Electronic Arts. 2004. Harry Potter and the Prisoner of Azkaban. Electronic Arts.
- Ellington, H., Addinall, E. & Percival, F. 1982. *A Handbook of Game Design*. London: Kogan Page.
- Entertainment Software Association. 2007. Facts and research: game player data. [Available online] http://www.theesa.com/facts/gamer_data.php
- Everitt, B. 2002. *The Cambridge Dictionary of Statistics* (2nd edition). Cambridge: Cambridge University Press.
- Feinstein, A. H., Mann, S. & Corsun, D, L. 2002. Charting the experiential territory: clarifying definitions and uses of computer simulation, games and role play. *Journal of Management Development*, **21**/10, 732–744.
- Field, A. 2005. *Discovering Statistics Using SPSS* (2nd edition). London: Sage Publications Ltd.
- Gagné, R. M., Briggs, L. J. & Wager, W. W. 1992. *Principles of Instructional Design*. Fort Worth, TX: Harcourt Brace & Company.
- Garris, R., Ahlers, R. & Driskell, J. E. 2002. Games, motivation and learning: a research and practice model. *Simulation & Gaming*, **33**/4, 441–467.
- Gander, S. 2000. Does learning occur through gaming? *Electronic Journal of Instructional Science and Technology*, **3**/2.
- Gee, J. P. 2003. What Video Games Have to Teach Us About Learning and Literacy. New York: Palgrave MacMillan.
- Gilbert, R. 1990. The Secret of Monkey Island. LucasFilm Games.

- Grabinger, S., Dunlap, J. & Duffield, J. 1997. Rich environments for active learning. *ALT-J*, **5**/2, 5–17.
- Gredler, M. 1996. Educational games and simulations: a technology in search of a (research) paradigm. In Jonassen, D. (Ed.) *Handbook of Research for Educational Communications and Technology*. New York: Macmillan.
- Greenblat, C. S. 1987. *Designing Games and Simulations: An Illustrated Handbook*. Newbury Park, CA: Sage Publications.
- Greene, J. & D'Oliveria, M. 1993. *Learning to Use Statistical Tests in Psychology*. Buckingham: Open University Press.
- Grice, R. & Strianese, L. 2000. Learning and building strategies with computer games. In *Proceedings of 2000 Joint IEEE International and 18th Annual Conference on Computer Documentation*, Cambridge, MA, USA.
- Hämäläinen, R., Manninen, T., Järvelä, S. & Häkkinen, P. 2006. Learning to collaborate: designing collaboration in a 3-D game environment. *The Internet and Higher Education*, **9**, 47–61.
- Hannafin, M. J. & Land, S. M. 1997. The foundations and assumptions of technology-enhanced student-centered learning environments. *Instructional Science*, **25**, 167–202.
- HEFCE. 2006. Higher Education Funding Council for England Strategic Plan. [Available online] http://www.hefce.ac.uk/pubs/hefce/2006/06_13/06_13.pdf
- Hodson, P., Connolly, M. & Saunders, D. 2001. Can computer-based learning support adult learners? *Journal of Further and Higher Education*, **25**/3, 325–335.
- Honebein, P. C. 1996. Seven goals for the design of constructivist learning environments. In Wilson, B. G. (Ed.) *Constructivist Learning Environments:* Case Studies in Instructional Design. Englewood Cliffs, NJ: Educational Technology Publications.
- Hong, J. & Liu, M. 2003. A study on thinking strategy between experts and novices of computer games. *Computers in Human Behaviour*, **19**/2, 245–258.
- Houser, R. & DeLoach, S. 1996. Instructional design lessons technical communicators can learn from games. In *Proceedings of the IPCC96 Conference*, Saratoga Springs, New York.
- Houser, R. & Deloach, S. 1998. Learning from games: seven principles of effective design. *Technical Communication*, Third Quarter, 319–329.
- Hughey, L. M. 2002. A pilot study investigating visual methods of measuring engagement during e-learning. Report produced by The Learning Lab at The Center for Applied Research in Educational Technologies (CARET), University of Cambridge.
- Jacques, R., Preece, J. & Carey, T. 1995. Engagement as a design concept for multimedia. *Canadian Journal of Educational Communication*, **24**/1, 49–59.
- Jenkins, H. 2002. Game theory. *Technology Review*, March.
- Jenson, J. 1993. Gabriel Knight: Sins of the Fathers. Sierra on-line.

- Johnson, D. W. & Johnson, F. P. 1989. *Cooperation and Competition: Theory and Research*. Edina, MN: Interaction Book Company.
- Johnson, D. W. & Johnson, F. P. 2003. *Joining Together: Group Theory and Group Skills*. Boston: Pearson Education.
- Jones, K. 1997a. Damage caused by simulation/games. In *The International Simulation & Gaming Yearbook, Volume 5: Research into Simulations in Education*. London: Kogan Page.
- Jones, M. G. 1998. Creating engagement in computer-based learning environments. [Available online] http://itech1.coe.uga.edu/itforum/paper30/paper30.html
- Jonassen, D.H. 1999. Designing constructivist learning environments. In Reigeluth, C. M. (Ed.) *Instructional Design Theories and Models: Their Current State of the Art.* Mahwah, NJ: Lawrence Erlbaum Associates.
- Jonassen, D. H. 2002. Engaging and supporting problem solving in online learning. *Quarterly Review of Distance Education*, **3**/1, 1–13.
- Ju, E. & Wagner, C. 1997. Personal computer adventure games: their structure, principles and applicability to training. *Data Base for Advances in Information Systems*, **28**, 78–92.
- Kambouri, M., Thomas, S. & Mellar, H. 2006. Playing the literacy game: a case study in adult education. *Learning, Media and Technology,* **31**/4, 395–410.
- Kiesler, S., Siegel, J. & McGuire, T. W. 1988. *Social Psychological Aspects of Computer-mediated Communication*. San Francisco, CA: Morgan Kaufmann Publishers Inc.
- Kiili, K. 2005. Digital game-based learning: towards an experiential gaming model. *The Internet and Higher Education*, **8**, 13–24.
- Kirriemuir, J. 2002. Video gaming and digital learning technologies: relevance and opportunities. *Delib*, February 2002. [Available online] http://www.dlib.org/dlib/february02/kirriemuir/02kirriemuir.html
- Klabbers, J. H. G. 1999. Three easy pieces: a taxonomy on gaming. In Saunders, D. & Severn, J. (Eds) *The International Simulation & Gaming Yearbook, Volume 7: Simulations and Games for Strategy and Policy Planning*. London: Kogan Page
- Klawe, M. 1999. Computer games, education and interfaces: the E-GEMS project. In *Proceedings of Graphical Interface 1999*, Kingston, Ontario. [Available online] http://www.graphicsinterface.org/proceedings/1999/203/
- Knowles, M. 1998. *The Adult Learner* (5th edition). Houston, TX: Butterworth-Heinemann.
- Kolb, D. A. 1984. Experiential Learning: Experience as the Source of Learning and Development. New Jersey, NJ: Prentice Hall.
- Koster, R. 2005. *A Theory of Fun for Game Design*. Scottsdale, Arizona: Paragylph Press.

- Land, S. M. & Hannafin, M. J. 2000. Student-centered learning environments. In Jonassen, D. H. & Land, S. M. (Eds) *Theoretical Foundations of Learning Environments*. Mahwah, NJ: Lawrence Erlbaum Associates.
- Laurillard, D. 1995. Multimedia and the changing experience of the learner. British Journal of Educational Technology, **26**/3, 179–189.
- Lave, J. & Wenger, E. 1991. Situated Learning. Legitimate Peripheral Participation. Cambridge: University of Cambridge.
- Lawrence, R. 2004. Teaching data structures using competitive games. *IEEE Transactions on Education*, **47**/4, 459–466.
- Lean, J., Moizer, J., Towler, M. & Abbey, C. 2006. Simulations and games: Use and barriers in higher education. *Active Learning in Higher Education*, **7**/3, 227–243.
- Lee, S. H. & Boling, E. 1999. Screen design guidelines for motivation in interactive multimedia instruction: a survey and framework for designers. *Educational Technology*, **39**, 19–26.
- Lepper, M. R. 1988. Motivational considerations in the study of instruction. *Cognition and Instruction*, **5**/4, 289–309.
- Lepper, M. R. & Malone, T. W. 1987. Intrinsic motivation and instructional effectiveness in computer-based education. In Snow, R. Farr, M. (Eds) *Aptitude, Learning and Instruction, III: Cognitive and Affective Process Analysis*. Hillside, NJ: Lawrence Erlbaum Associates.
- McConnell, D. 2000. *Implementing Computer Supported Cooperative Learning* (2nd edition). London: Kogan Page.
- McConnell, D. 2006. *E-learning Groups and Communities*. Milton Keynes: Open University Press.
- McFarlane, A., Sparrowhawk, A. & Heald, Y. 2002. Report on the educational use of games. *TEEM*. [Available online] http://www.teem.org.uk/resources/teem_gamesined_full.pdf
- McGrenere, J. L. 1996. Design: educational electronic multi-player games: a literature review. *Technical Report No. 96-12*. University of British Columbia.
- Magnussen, R. 2005. Learning games as a platform for simulated science practice. In *Proceedings of the Digital Games Research Association 2005 Conference*, Vancouver, Canada.
- Makar, J. & Winiarczyk, B. 2004. *Macromedia Flash MX Game Design Demystified*. Berkeley: Peachpit Press.
- Malone, T. 1980a. What makes things fun to learn? A study of intrinsically motivating computer games. *Technical Report CIS-7*, Xerox Parc.
- Malone, T. W. 1980b. What makes things fun to learn? Heuristics for designing instructional computer games. In *Proceedings of the 3rd ACM SIGSMALL Symposium and the first SIGPC Symposium on Small Systems*. Palo Alto.

- Malone, T. W. 1984. Heuristics for designing enjoyable user interfaces: lessons from computer games. In Thomas, J. C. and Schneider, M. L. (Eds), *Human Factors in Computer Systems*. Norwood, NJ: Ablex.
- Malone, T. & Lepper, M. R. 1987. Making learning fun: a taxonomy of intrinsic motivations for learning. In Snow, R. E. & Farr, M. J. (Eds) *Aptitude, Learning and Instruction, III: Cognitive and Affective Process Analysis*. Hilldale, NJ: Erlbaum.
- Marton, F. 1981. Phenomenography describing conceptions of the world around us. *Instructional Science*, **10**, 177–200.
- Marton, F. 1986. Phenomenography a research approach to investigating different understandings of reality. *Journal of Thought*, **21**, 28–49.
- Mason, R. 1994. Using Communications Media in Open and Flexible Learning. London: Kogan Page.
- Mayer, R. E. 2001. *Multimedia Learning*. Cambridge: Cambridge University Press.
- Miller, R. & Miller, R. 1993. Myst. Brøderbund.
- Mitchell, P. 1982. The Hobbit. Beam Software: Melbourne House.
- Mitchell, A. & Savill-Smith, C. 2005. The Use of Computer and Video Games for Learning: A Review of the Literature. London: Learning and Skills Development Agency.
- Morgan, G. A. 2004. SPSS for Introductory Statistics: Use and Interpretation. Mahwah, NJ: Lawrence Erlbaum Associates.
- Najjar, L. J. 1998. Principles of educational multimedia user interface design. *Human Factors*, 40/2, 311–323.
- Nawrocki, L. H. & Winner, J. L. 1983. Video games: instructional potential and classification. *Journal of Computer-Based Instruction*, **10**/3-4, 80–82.
- Oblinger, D. 2004. The next generation of educational engagement. *Journal of Interactive Media in Education*, **8**.
- O'Leary, S., Diepenhorst, L., Churley-Strom, R. & Magrane, D. 2005. Educational games in an obstetrics and gynecology core curriculum. *American Journal of Obstetrics and Gynecology*, **193**/5, 1848–1851.
- Owens, P. 1983. Adventures in learning can video games teach you to think, *Popular Computing*, **3**/2, 147–149.
- Oxland, K. 2004. Gameplay and Design. Harlow: Addison-Wesley.
- Paivio, A. 1991. Duel coding theory and education. *Educational Psychology Review*, **3**/3, 149–170.
- Palloff, R. M. & Pratt, K. 2003. *The Virtual Student: A Profile and Guide to Working With Online Learners*. San Francisco, CS: Jossey-Bass.
- Palloff, R. M. & Pratt, K. 2005. *Collaborating Online: Learning Together in Community*. San Francisco, CA: Jossey-Bass.

- Papert, S. 1998. Does easy do it? Children, games and learning. *Game Developer*, June, **88**.
- Park, I. & Hannafin, M. 1993. Empirically-based guidelines for the design of interactive multimedia. *Educational Technology Research and Development*, 41/3, 63–85.
- Prensky, M. 2001. Digital Game-Based Learning. New York: McGraw Hill.
- Pring, R. 2004. Philosophy of Educational Research. London: Continuum.
- Randel, J. M., Morris, B. A., Wetzel, C. D. & Whitehill, B. V. 1992. The effectiveness of games for educational purposes: a review of recent research. *Simulation & Gaming*, **23**/3, 261–276.
- Rangoonaden, K. & Bordeleau, P. 2000. Collaborative learning on the Internet. *Educational Technology & Society*, **3**/3, 361–372.
- Read, J. C., MacFarlane, S. J. & Casey, C. 2002. Endurability, engagement, and expectations: measuring children's fun. In Becker, M. M., Markopoulos, P. & Kersten-Tsikalkina, M. (Eds) *Proceedings of Interaction Design*. Maastricht: Shaker.
- Rieber, L. 1996. Seriously considering play: designing interactive learning environments based on the blending of microworlds, simulations and games. *Education and Training Resource & Development*, **44**, 42–58.
- Rieber, L. P., Smith, L. & Noah, D. 1998. The value of serious play. *Educational Technology*, **38**/6, 29–37.
- Robson, C. 2002. Real World Research (2nd edition). Oxford: Blackwell.
- Rockler, M. 1989. The British mystery writer as simulation / gamer. Simulation / Games for Learning, 19/2, 63–75.
- Rogers, J. 1989. Adults Learning. Philadelphia, PA: Open University Press.
- Romero, J. 1993. Doom. id Software.
- Romiszowski, A. J. & Mason, R. 1996. Computer-mediated communication. In Jonassen, D. (Ed.) *The Handbook of Research for Educational Communications Technology*, New York: Simon & Schuster MacMillan.
- Salen, K. & Zimmerman, E. 2004. *Rules of Play: Game Design Fundamentals*. Cambridge, MA: The MIT Press.
- Sandford, R. & Williamson, B. 2005. *Games and Learning*. Bristol: Nesta Futurelab.
- Sandford, R., Ulicsak, M., Facer, K. & Rudd, T. 2006. *Teaching With Games:* Using Commercial Off-the-shelf Computer Games in Formal Education. Bristol: Futurelab.
- Savery, J. R. & Duffy, T. M. 1995. Problem-based learning: an instructional model and its constructivist framework. *Educational Technology*, **35**, 31–38.
- Scaife, M. & Rogers, Y. 1996. External cognition: how do graphical representations work? *International Journal of Human–Computer Studies*, **45**, 185–213.

- Shedroff, N. 2001. Experience Design 1. Indianapolis, IN: New Riders.
- Shubik, M. 1989. Gaming: Theory and practice, past and future. *Simulation and Games*, **20**/2, 184–189.
- Sims, R. 1997. Interactivity: a forgotten art? *Computers in Human Behavior*, **13**/2, 157–180.
- Squire, K. D. 2005. Changing the game: What happens when videogames enter the classroom? *Innovate*, **1**/6.
- Squire, K. & Barab, S. 2004. Replaying history: engaging urban underserved students in learning world history through computer simulation games. In *Proceedings of the 6th International Conference on Learning Sciences*, Santa Monica, California.
- Steinkuehler, C. A. 2004. Learning in massively multiplayer online games. In *Proceedings of the 6th International Conference on Learning Sciences*, Santa Monica, California.
- Stemler, L. K. 1997. Educational characteristics of multimedia: a literature review. *Journal of Educational Multimedia and Hypermedia*, **6**/3-4, 339–359.
- Sun, H. 1998. A game for the education and training of productions/operations management. *Education and Training*, **40**/9, 411–416.
- Sung, Y-T., Chang, K-E. & Lee, M-D. 2006. Designing multimedia games for young children's taxonomic concept development. *Computers and Education*. In Press.
- Sweeters, W. 1994. Multimedia electronic tools for learning. *Educational Technology*, May–June, 47–51.
- Thiagarajan, S. 1993a. Simulation game design prescriptions from cognitive psychology. In Lodge, S., Percival, F. & Saunders, D. (Eds) *The Simulation and Gaming Yearbook, Volume 1: Developing Transferable Skills in Education and Training.* London: Kogan Page.
- Thiagarajan, S. 1993b. How to maximise transfer from simulation games through systematic debriefing. In Lodge, S., Percival, F. & Saunders, D. (Eds) *The Simulation and Gaming Yearbook, Volume 1: Developing Transferable Skills in Education and Training.* London: Kogan Page.
- Thiagarajan, S. & Jasinski, M. 2004. Virtual games for real learning: a seriously fun way to learn online. ITFORUM Paper #41 [Available online] http://it.coe.uga.edu/itforum/paper41/paper41.html
- Ubisoft. 2003. Crime Scene Investigation. Ubisoft Entertainment SA.
- van Ments, M. 1995. The development of simulation and gaming in Britain: a SAGSET view. *Simulation & Gaming*, **26**/2, 224–235.
- Virvou, M. & Katsionis, G. 2006. On the usability and likeability of virtual reality games for education: The case of VR-ENGAGE. *Computers and Education*. In Press.

- Virvou, M., Katsionis, G. & Manos, K. 2004. On the motivation and attractiveness scope of the virtual reality user interface of an educational game. In *Proceedings of the 4th International Conference on Computer Science*, Krakow, Poland.
- Vonderwell, S. 2003. An examination of asynchronous communication experiences and perspectives of students in an online course: a case study. *The Internet and Higher Education*, **6**, 77–90.
- Vygotsky, L. 1978. *Mind in Society: The Development of Higher Psychological Functions*. Cambridge: Harvard University Press.
- Wenger, E. 2000. Communities of practice and social learning systems. *Organization*, **7**/2, 225–256.
- Wilson, B. G. 1996. What is a constructivist learning environment? In Wilson, B. G. (Ed) Constructivist Learning Environments: Case Studies in Instructional Design. Englewood Cliffs, NJ: Educational Technology Publications.
- Wilson, T. & Whitelock, D. 1997. 'Are you who I think you are?' Making friends and playing games in cyberspace. In Saunders, P. & Cox, B. (Eds) *The International Simulation & Gaming Yearbook, Volume 5: Research into Simulations in Education*, London: Kogan Page.
- Wittgenstein, L. 1976. *Philosophical Investigations* (3rd edition). Oxford: Basil Blackwell.
- Wolf, M. J. P. 2001. *The Medium of the Video Game*. Texas: University of Texas Press.
- Wolfe, J. & Crookall, D. 1998. Developing a scientific knowledge of simulation/gaming. *Simulation and Gaming*, **29**/1, 7–19.