Game Design

Books

- Critical Gaming: Interactive History and Virtual Heritage / Erik Champion, 2016.
- Digital games as history: how video games represent the past and offer access to historical practice / Adam Chapman, 2016.
- Designing for Empathy: Perspectives on the Museum Experience / Elif M. Gokcigdem, 2019.
- Fostering empathy through museums / ed. Elif M. Gokcigdem, 2016.
- Players Making Decisions, 2nd Edition / Zach Hiwiller, 2019.
- Emotional Heritage: Visitor Engagement at Museums and Heritage Sites / L.J. Smith, 2020.
- Museum Experience Design: Crowds, Ecosystems and Novel Technologies / Vermeeren et al, 2018.
- Play-Responsive Teaching in Early Childhood Education / Pramling et al, 2019.
- Geogames and Geoplay Game-based Approaches to the Analysis of Geo-Information / eds. O. Ahlqvist, C. Schlieder, 2018.
- Museum Learning: Theory and Research as Tools for Enhancing Practice / Hohenstein and Moussouri, 2017.
- Games and Narrative: Theory and Practice / ed. B. Bostan, 2022.
- Writing for Games: Theory and Practice / Hannah Nicklin, 2022.

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