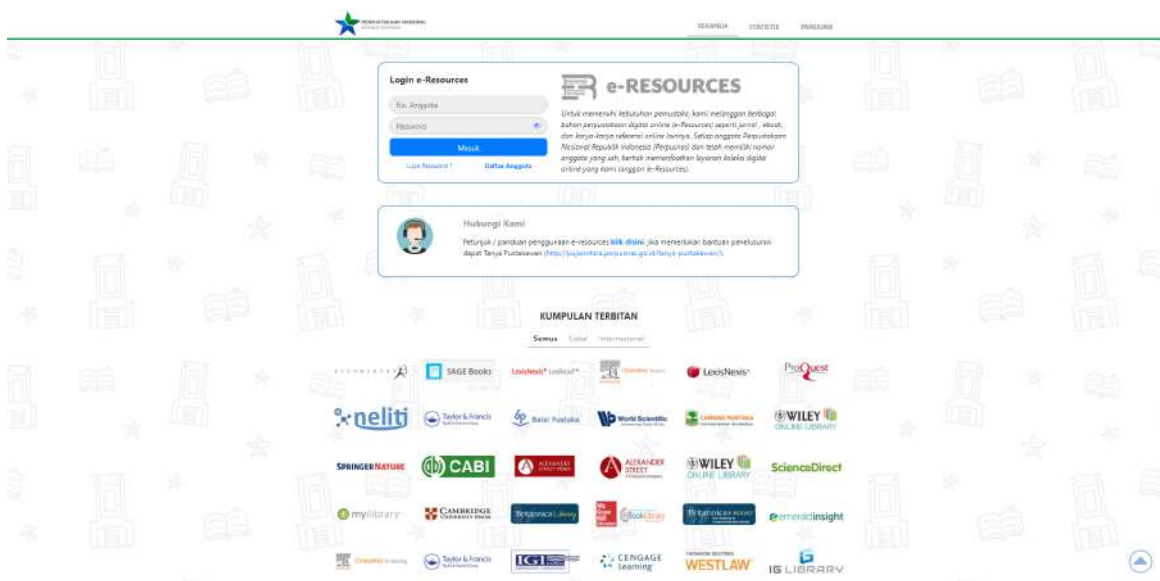




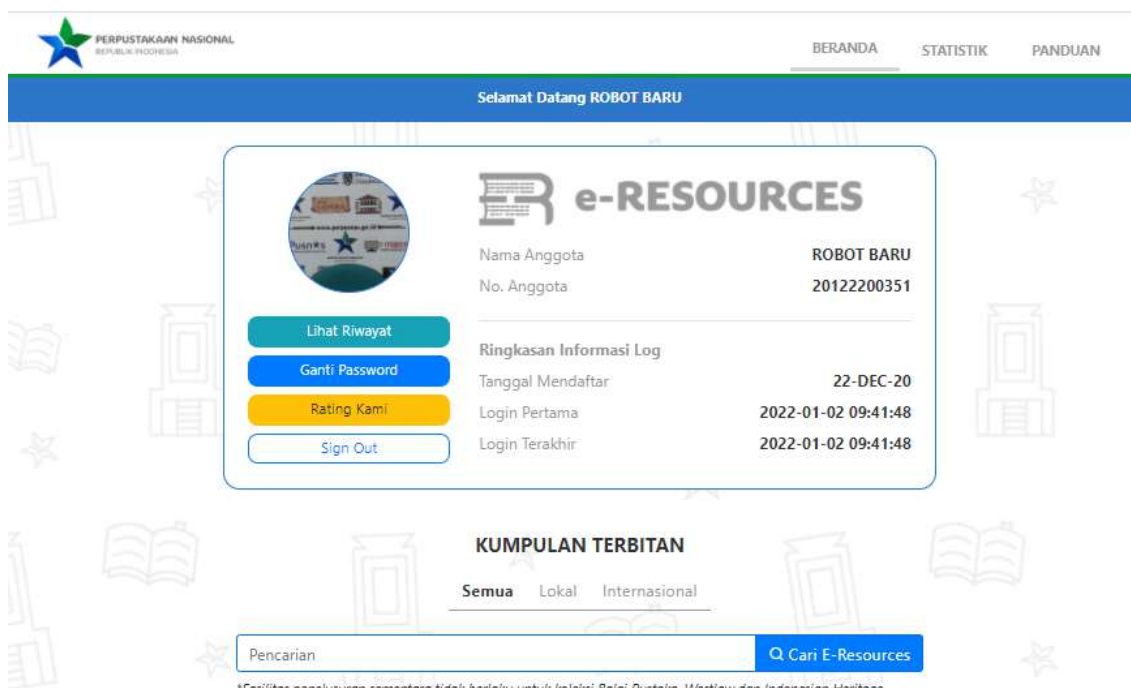
PANDUAN AKSES e-RESOURCES

Provider : IGI Global
Kreator : Nofa Ade Kurniawan, S.Hum.
Tanggal Dibuat : 2 Februari 2022
Tanggal Update : 2 Februari 2022

1. Buka e-resources.perpusnas.go.id dan login menggunakan nomor anggota dan password yang diinput saat pendaftaran.



2. Tampilan setelah login akan seperti ini.

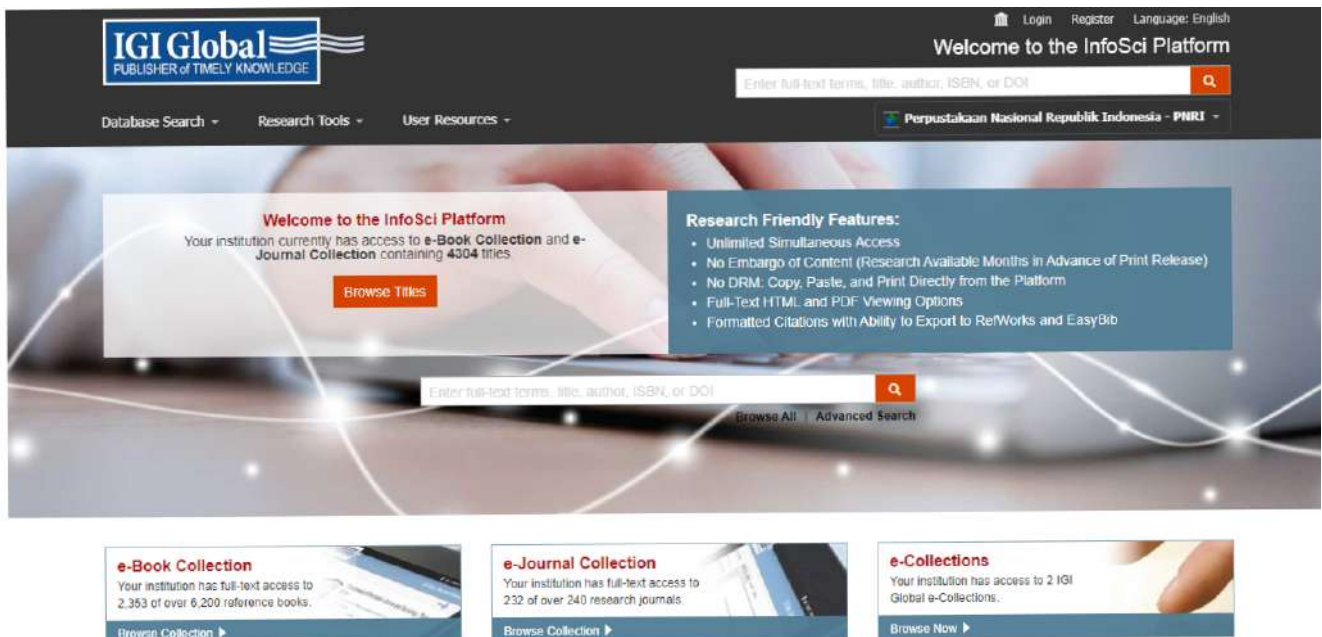


*Fasilitas penelusuran sementara tidak berlaku untuk koleksi Balai Pustaka, Westlaw dan Indonesian Heritage

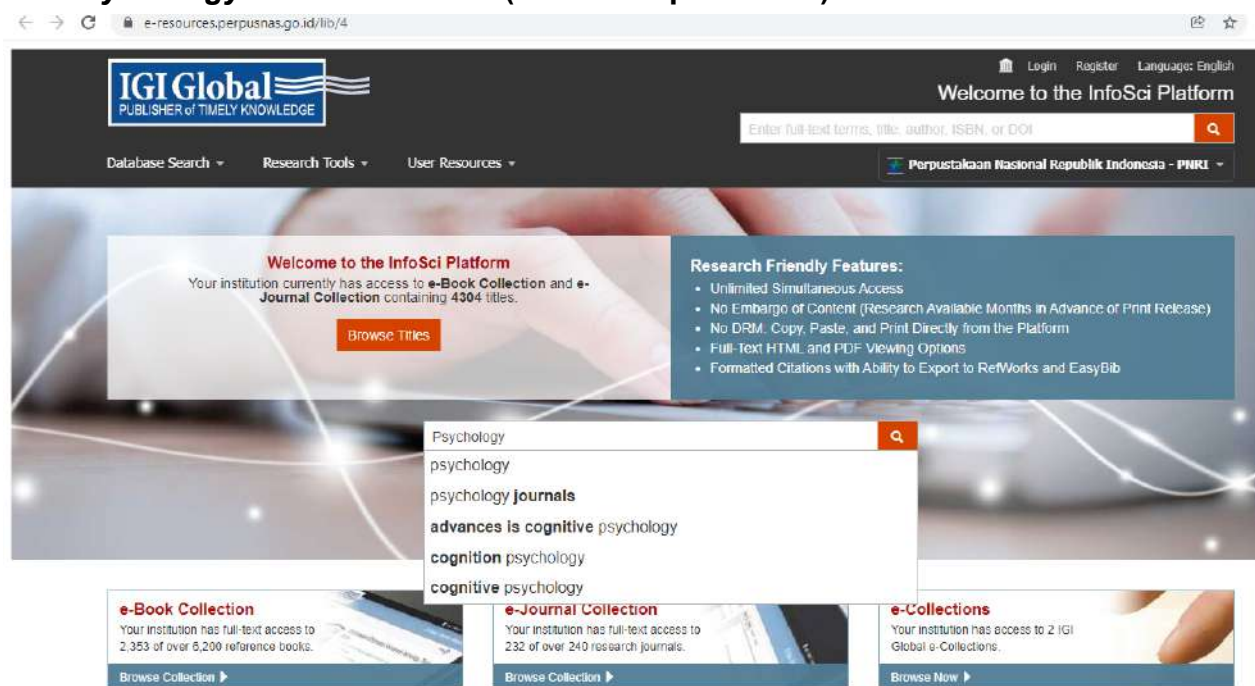
3. Scroll ke bawah dan temukan IGI Global, lalu klik Tautan.



4. Setelah itu akan diarahkan ke IGI Global dengan tampilan seperti ini.



5. Kemudian ketik kata kunci pada kolom pencarian (gunakan bahasa inggris) misalnya "Psychology" lalu klik Search (ikon kaca pembesar) atau tekan Enter.



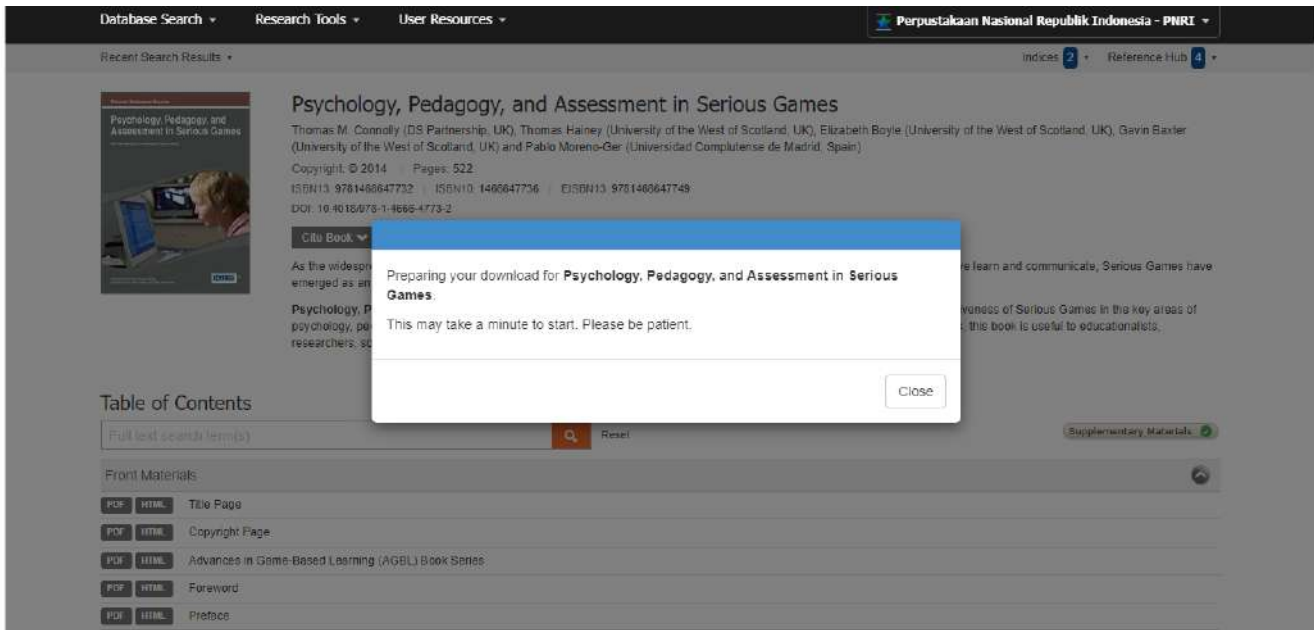
6. Hasil pencarian akan muncul, kemudian lihat tab sebelah kanan, pada menu **Content Accessibility**, **Owned by Institutions**, **Owned by Me**, **Complimentary Content**, dan **Open Access** secara otomatis akan terceklis dengan tujuan hasil pencarian dari topik psikologi hanya menampilkan koleksi-koleksi yang dapat diunduh secara *full text*. Hasil pencariannya berupa *ebook*, *ejournal*, dan lain-lain.

The screenshot shows a search results page with a sidebar of filters. Under 'Content Accessibility', the following options are checked: 'Owned by Institution', 'Owned by Me', 'Complimentary Content', and 'Open Access'. Under 'Content Types', 'Books' is checked. The main search results list three items, each with a 'Full-Text' button and a 'Show Contents' link.

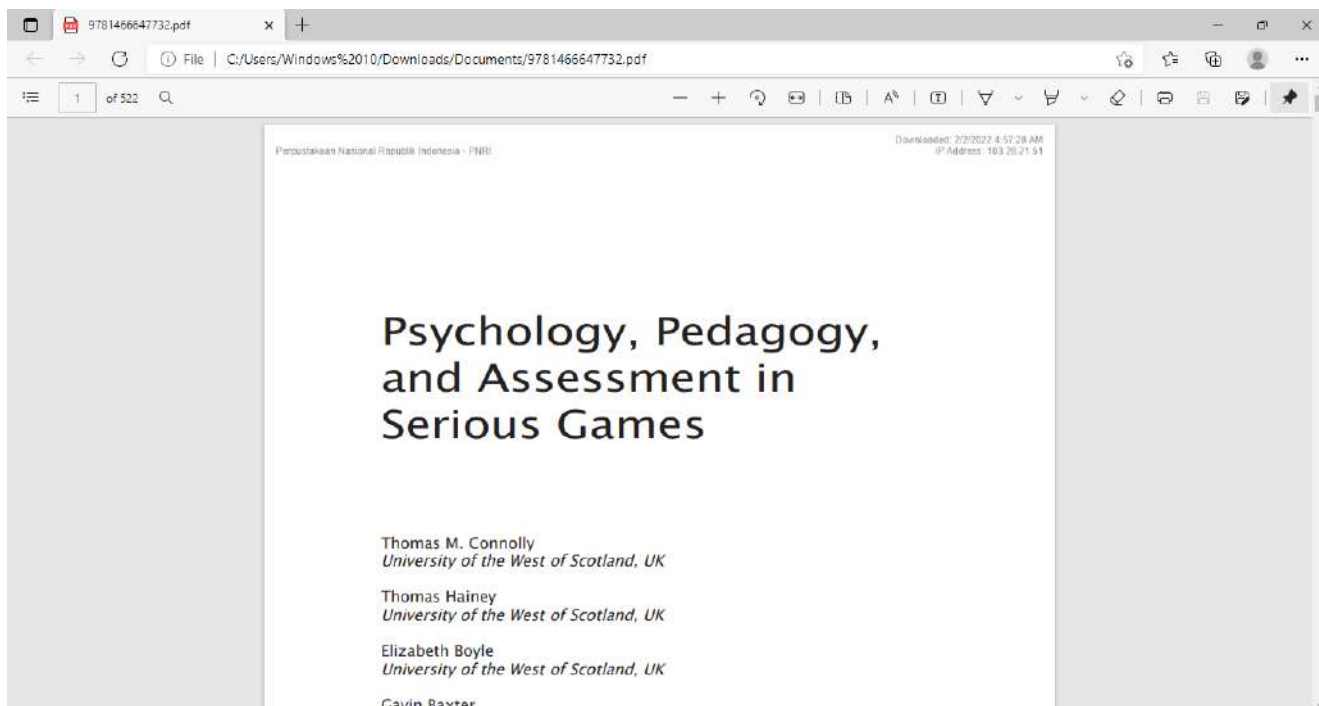
7. Klik pada koleksi yang ingin dibaca / diunduh secara full text dengan mengklik “*Full Text*” yang terletak di bawah cover koleksi, Misalnya kita ingin membaca *ebook* psikologi, lalu tampilannya akan seperti ini.

The screenshot shows the full details of the book 'Psychology, Pedagogy, and Assessment in Serious Games' on the IGI Global website. The page includes the title, authors (Thomas M. Connolly, Thomas Hainey, Elizabeth Boyle, Gavin Baxter, and Pablo Moreno-Ger), copyright information (© 2014), and page count (522). It also lists ISBN-13 (9781466647732), ISBN-10 (1466647736), and DOI (10.4018/978-1-4666-4773-2). A 'Full-Book Download' button is visible. Below the book details, there is a 'Table of Contents' section with a search bar and a 'Supplementary Materials' link.

8. Jika ingin mengunduh bukunya secara lengkap, klik **Full Book Download**. Dibutuhkan waktu beberapa menit untuk mengunduh bukunya tergantung koneksi kita masing-masing.



9. Berikut *ebook* yang telah berhasil diunduh dan otomatis tersimpan di perangkat kita.



10. Kita juga bisa mengunduh bukunya tidak secara lengkap, melainkan **hanya bab-bab tertentu saja**, dengan cara scroll ke bawah, sampai menemukan menu **Chapter**.

PDF HTML Preface

Chapters

PDF HTML Psychology and Serious Games

PDF HTML Chapter 1

[Psychological Aspects of Serious Games](#) (pages 1-18)
Elizabeth Boyle (University of the West of Scotland, UK)
Over the past fifteen years there has been increasing interest in serious games as a new medium for learning, skill acquisition, and training. Developing and evaluating engaging and effective serious games presents an...

PDF HTML Chapter 2

[Executive Functions in Digital Games](#) (pages 19-46)
Elizabeth Boyle (University of the West of Scotland, UK), Melody M. Terras (University of the West of Scotland, UK), Judith Ramsay (University of the West of Scotland, UK), James M. E. Boyle (University of Strathclyde, UK)
Despite enhanced appreciation of the nature and scope of the cognitive advantages of playing games, our understanding of the actual mechanisms responsible for generating and maintaining these remains limited. In this chapter, the...

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[The Road to Critical Thinking and Intelligence Analysis](#) (pages 47-61)
Michel Rudnianski (ORT, France), Milos Kravcik (RWTH Aachen University, Germany)
In an environment characterized by an ever-increasing flow of data and resulting complexity, the development of intelligence analysis is of core importance. After a brief analysis of three core competences (data processing, empathy...

PDF HTML Chapter 4

[Time Factor Assessment in Game-Based Learning: Time Perspective and Time-on-Task as Individual Differences between Players](#) (pages 62-81)
Mireia Usart (Universitat Ramon Llull (ESADE), Spain), Margarida Romero (Universitat Ramon Llull (ESADE), Spain)
From primary school levels to lifelong learning, the use of games for educational purposes has been an increasing focus of interest for instructional designers, teachers, and researchers. One of the factors that can be assessed in...

PDF HTML Chapter 5

[Neurofeedback and Serious Games](#) (pages 82-110)

11. Pilih bab yang ingin diunduh dengan mengklik salah satu format. Tersedia format PDF dan HTML. Misal kita ingin mengunduh bab 1 dengan format PDF. Klik PDF, maka tampilannya seperti ini, lalu klik ikon **download** yang ada di sebelah kiri ikon print

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Chapter 1
Psychological Aspects
of Serious Games
Elizabeth Boyle
University of the West of Scotland, UK

ABSTRACT
Over the past fifteen years there has been increasing interest in serious games as a new medium for learning, skill acquisition, and training. Developing and evaluating engaging and effective serious games presents an interdisciplinary challenge. Psychology is at the juncture between hard sciences and social science and is uniquely placed to play an integrative role in advancing our understanding of the characteristics and impacts of serious games. As the diversity of the chapters in this book illustrates, psychologists have wide-ranging interests in serious games. The purpose of the current chapter is to introduce key concepts, concepts, theories, and research in mechanisms to examine areas where these

Table of Contents
Psychology, Pedagogy, and Assessment in Serious Ge...
Supplementary Materials
Front Materials
Title Page
Copyright Page
Advances in Game-Based Learning (ACBL) Book Ser...
Foreword
Preface
Chapters
Section 1: Psychology and Serious Games
1. Psychological Aspects of Serious Games
2. Executive Functions in Digital Games

12. Selesai.