

7. Bibliografía

- Amiel, Tel - Reeves, Thomas, C. (2008) 'Design-Based Research and Educational Technology: Rethinking Technology and the Research Agenda', en *Educational Technology & Society*, 11 (4), pp. 29-40.
- Anderson, Terry - Shattuck, Julie (2012) 'Design Based Research', en *Educational Researcher*, 41 (1), pp. 16-25.
- Batlle, Jaume (2016) 'Gamificación para el desarrollo de la comunicación intercultural en el aula de Español como Lengua Extranjera', en Roig Vila, Rosabel (ed.) (2016) *Tecnología, innovación e investigación en los procesos de enseñanza-aprendizaje*. Barcelona: Octaedro, pp. 114-120. Disponible en: <<http://rua.ua.es/dspace/handle/10045/61787>>.
- Batlle, Jaume - González, Vicenta (2017) 'Análisis de secuencias didácticas gamificadas para la enseñanza de lenguas extranjeras: la importancia de la narrativa en la gamificación', en Actas del V Congreso Internacional de Videojuegos y Educación (CIVE'17). Disponible en: <<https://riull.ull.es/xmlui/handle/915/6640>>.
- Bogost, Ian (2011) 'Persuasive Games: Exploitation ware', en *Gamasutra*. Disponible en: <http://www.gamasutra.com/view/feature/134735/persuasive_games_exploitationware.php>.
- Calleja, Gordon (2007) Digital game involvement: A conceptual model, *Games and culture*, 2 (3), pp. 236-260.
- Carr, Diane (2006) 'Games and narrative', en Carr, Diane - Buckingham, David - Burn, Andrew - Schott, Gareth (eds.) (2006) *Computers games: text, Narrative, and Play*. Cambridge: Polity, pp. 30-44.
- Campbell, Joseph (1959) *El héroe de las mil caras*. México: FCE.
- Cortizo, José Carlos - Carrero, Francisco - Monsalve, Borja - Velasco, Andrés - Díaz, Luis Ignacio - Pérez-Martín, Joaquín (2011) *Gamificación y Docencia: Lo que la Universidad tiene que aprender de los Videojuegos*. Madrid: Universidad Europea de Madrid. Disponible en: <<http://hdl.handle.net/11268/1750>>
- Cruz, Olga (2013) 'Relatos digitales en la clase de ELE: una propuesta para el aprendizaje significativo en un entorno multimodal', en Gregori-Signes, Carmen - Alcantud-Díaz, María (2013), *Experiencias con el relato digital*, Valencia, Universitat_JMP Editores.
- Deterding, Sebastian - Dixon, Dan - Khaled, Rilla - Nacke, Lennart (2011) 'From game design elements to gamefulness: Defining "gamification"', en Lugmayr,

- Artur - Franssila, Heljä - Safran, Christian - Hammouda, Imed (eds.) (2011), *Mind Trek*, pp. 9–15. doi: 10.1145/2181037.2181040.
- Donato, Richard - Adair-Hauck, Bonnie (2016) 'PACE: A story-based approach for dialogic inquiry about form and meaning', en Shrum, Judith - Glisan, Eileen (eds.) (2016), *Teacher's handbook: Contextualized foreign language instruction*, Boston, MA: Cengage Learning, pp. 206-230.
- Groh, Fabian (2012) 'Gamification: State of the Art Definition and Utilization', en *Research Trends in Media Informatics* Ulm: Institute of Media Informatics Ulm University, pp. 39-46 Disponible en: <http://hubscher.org/roland/courses/hf765/readings/Groh_2012.pdf>
- Hamari, Juho (2015) 'Do badges increase user activity? A field experiment on the effects of gamification', en *Computers in Human Behaviour*, 71, pp. 469-478.
- Haven, Kendall (2007) *Story proof: The science behind the startling power of story*. London: Libraries Unlimited.
- Herrera, Francisco (2017) *Revista de LdeLengua 02. Gamificar el aula de español*. Cádiz: Formación ELE y L de Lengua. Disponible en: <<http://formacionele.com/almacen/ebook02-formacionele-gamificacion.pdf>>
- Herrera, Francisco - Pujolà, Joan Tomàs - Castrillejo, Victoria (2014) 'La Gamificación en el aula de segundas lenguas', en *Ldelengua*, 86. Disponible en: <<http://eledelengua.com/gamificacion-aula-segundas-lenguas/>>
- Hung, Aaron Chia Yuan (2017) 'A Critique and Defense of Gamification', en *Journal of Interactive Online Learning*, 15 (1), pp. 57-72.
- Juul, Jesper (2005) *Half-Real: Video Games Between Real Rules and Fictional Worlds*. Cambridge, MA: MIT Press.
- Kapp, Karl (2012) *The Gamification of Learning and Instruction: Game-based Methods and Strategies for Training and Education*. New York, NY: Wiley & Sons.
- Kapp, Karl - Blair, Lucas - Mesch, Rich (2013) *The gamification of learning and instruction fieldbook: Theory into practice*. New York, NY: John Wiley & Sons.
- Kelly, Anthony (2006) 'Quality criteria for design research: Evidence and commitments', en Plomp, Tjeerd - Nieveen, Nienke (eds.) (2006), *Educational Design Research*, pp. 107-118.
- Labrador, Emiliano - Villegas, Eva (2016) 'Unir Gamificación y Experiencia del Usuario para mejorar la experiencia docente', en *RIED. Revista Iberoamericana de Educación a Distancia*, 19 (2), pp. 125-142.

- Landers, Richard - Bauer, Kristina - Callan, Rachel (2015) 'Gamification of task performance with leaderboards: A goal setting experiment', en *Computers in Human Behavior*, 71, pp. 508-515.
- Landers, Richard - Landers, Amy K. (2015) 'An Empirical Test of the Theory of Gamified Learning: The Effect of Leaderboards on Time-on-Task and Academic Performance', en *Simulation and Gaming*, pp. 769-785.
- Lawley, Elisabeth (2012) 'Games as an alternate lens for design', en *Interactions*, 19 (4), pp. 16-17.
- Lee, Joey - Hammer, Jessica (2011) 'Gamification in Education: What, How, Why Bother?' en *Academic Exchange Quarterly*, 15 (2), pp. 1-4.
- Lister, Meaghan (2015) 'Gamification: the effect on student motivation and performance at the post-secondary level', en *Issues and Trends in Educational Technology*, 3 (2), pp. 1-22, Disponible en: <<https://journals.uair.arizona.edu/index.php/itet/article/view/18661/18409>>
- Marczewski, Andrzej (2012) *Gamification: A Simple Introduction*. Kindle Edition.
- (2013) 'The Intrinsic Motivation RAMP', en *Gamified UK*. Disponible en: <<http://www.gamified.co.uk/gamification-framework/the-intrinsic-motivationramp/>>
- (2014) 'Thin Layer vs Deep Level Gamification', en *Gamified UK*. Disponible en: <https://www.gamified.uk/2013/12/23/thinlayer-vs-deep-level-gamification/#.Uzmkxah_vvh>
- Martín Peris, Ernesto (coord.) (2008) *Diccionario de Términos Clave de ELE*. Centro Virtual Cervantes Disponible en: <http://cvc.cervantes.es/obref/diccio_ele/>
- Mekler, Elisa - Brühlmann, Florian - Tuch, Alexandre - Opwis, Klaus (2015) 'Towards understanding the effects of gamification elements on intrinsic motivation and performance', en *Computers in Human Behaviour*, 71, pp. 525-534.
- Nicholson, Scott (2012a) 'A User-Centered Theoretical Framework for Meaningful Gamification', en *Games+Learning+Society 8.0*. Madison, WI. Disponible en: <<http://scottnicholson.com/pubs/meaningfulframework.pdf>>
- (2012b) 'Strategies for meaningful gamification: Concepts behind Transformative Play and Participatory Museums', en *Meaningful Play 2012*. Lansing, MI. Disponible en: <<http://scottnicholson.com/pubs/meaningfulstrategies.pdf>>
- Ohler, Jason (2013) *Digital storytelling in the classroom: New media pathways to literacy, learning, and creativity*. Thousand Oaks, CA: SAGE.

- Pastor-Pina, Herminia - Satorre-Cuerda, Rosana - Molina-Carmona, Rafael - Gallego-Duran, Francisco - Llorens-Largo, Faraón (2015) 'Can Moodle be used for structural gamification?' en *Proceedings of INTED2015 Conference*, pp. 1014-1021.
- Phillips, Janae B. (2015) 'Beyond Badges: Changing the Gamification Narrative', en *UA Campus Repository*, Disponible en <http://arizona.openrepository.com/arizona/handle/10150/556586>
- Pujolà, Joan Tomàs (2017) 'En la casilla de salida: la didáctica alrededor del juego', conferencia realizada en *Barcelona GAME World*, Barcelona, 6 de octubre de 2017, Disponible en <https://es.slideshare.net/secret/Ao2OXP5jOC0s69>
- Pujolà, Joan Tomàs - Berríos, Andrea - Appel, Christine (2017) 'Applying DMC in a gamified teacher training course on gamification', en *V Congreso Internacional de Videojuegos y Educación (CIVE'17)*. Disponible en: <https://riull.ull.es/xmlui/handle/915/4769>
- Reeves, Byron - Read, J. Leighton (2009) *Total Engagement: Using games and virtual worlds to change the way people work and businesses complete*. Boston: Harvard Business School Press.
- Reiners, Torsten - Wood, Lincoln (eds.) (2015) *Gamification in Education and Business*. New York: Springer.
- Rigby, Scott - Ryan, Richard (2011) *Glued to Games: How Video Games Draw Us In and Hold Us Spellbound*. Santa Barbara (CA): Praeger.
- Robertson, Margaret (2010) 'Can't play, won't play', en *Hide & Seek*. Disponible en: <http://hideandseek.net/2010/10/06/cant-play-wont-play/> >
- Romero, Hairol Romero - Rojas, Elvin (2013) 'La Gamificación como participante en el desarrollo del B-learning: Su percepción en la Universidad Nacional, Sede Regional Brunca', en *Eleventh LACCEI Latin American and Caribbean Conference for Engineering and Technology (LACCEI'2013) "Innovation in Engineering, Technology and Education for Competitiveness and Prosperity"*. Disponible en: <http://www.laccei.org/LACCEI2013-Cancun/RefereedPapers/RP118.pdf>
- Ruhi, Umar (2015) 'Level Up Your Strategy: Towards a Descriptive Framework for Meaningful Enterprise Gamification' en *Technology Innovation Management Review*, 5 (8), pp. 5-16.
- Sailer, Michael - Hense, Jan Ulrich - Mayr, Sarah Katharina - Mandl, Heinz (2015) 'How gamification motivates: An experimental study of the effects of

- specific game design elements on psychological need satisfaction', en *Computers in Human Behaviour*, 69, pp. 371-380.
- Seaborn, Katie - Fels, Deborah I. (2015) 'Gamification in theory and action: a survey', en *International Journal of Human-Computer Studies*, 74, pp. 14-31.
- Sykes, Julie - Reinhart, Jonathon (2013) *Language at Play. Digital Games in Second and Foreign Language Teaching and Learning*. Boston (MA): Pearson.
- Todorov, Tzvetan (1969) *Grammaire du Decameron*. The Hague: Mouton.
- Tulloch, Rowan (2014) 'Reconceptualising Gamification: Play and pedagogy', en *Digital Culture & Education*, 6(4), pp. 317-333.
- Tzouvara, Konstantina - Zaharias, Panagiotis (2013) 'Towards a framework for applying Gamification in Education', en *Proceedings of the 7th International Conference in Open and Distance Learning (ICODL 2013)*.
- Werbach, Kevin - Hunter, Dan (2012) *For the Win: How Game Thinking Can Revolutionize Your Business*. Philadelphia: Wharton Digital Press.
- Wright, Andrew - Betteridge, David - Buckby, Michael (1979) *Games for Language Learning*. Cambridge: CUP.
- Zichermann, Gabe - Cunningham, Christopher (2011) *Gamification by Design: Implementing game mechanics in web and mobile apps*. Sebastopol: O'Reilly Media.