Editorial

Charalampos Karagiannidis and Sabine Graf, Co-Editors

Welcome to the Bulletin of the IEEE Technical Committee on Learning Technology, Volume 17, Number 4, December 2015 issue. This issue focuses on topics related to **serious games and gamification for technology enhanced learning** and consists of seven articles discussing cutting-edge research on this topic. Furthermore, one article is included in the regular paper section which focuses on diverse topics on learning technologies.

In the first paper, Theodosiou and Karasavvidis describe a study with students of a Serious Games Design (SGD) course and their development following the IGENAC model, and discuss the complexity of the serious games design, even working with educational experts.

The second paper, written by Mazarakis, presents the results of a series of studies which used feedback mechanisms to increase user participation with different learning tools.

In the third paper, Barbat, Dutra, Adamatti and Werhli describe a serious game-type simulator for teaching high school and university students physics and industrial automation concepts through the development and experimentation of industrial plants.

Subsequently, Broer introduces the gamification inventory, an instrument for structured assessment of gamification in a given system, based on an expert survey which analyses terms related to gamification.

In the fifth paper, Lazem, Bassuony, Gaber, Youssef and Farag present a work-in-progress prototype for an affordable multi-player interactive floor that allows for various game scenarios and tracks the students' performance.

The sixth paper, written by Klock, Gasparini, Pimenta and de Oliveira, explores characteristics (i.e., player type, age, sex, motivation, personality, culture) that influence the gamification success and could be considered to adapt the use of these techniques in an adaptive hypermedia system.

In the seventh paper, Wu, Zhu and Luo discuss gamification in education, and present an application which aims to teach digital circuits through a game.

In the regular paper section, one paper is included. In this paper, Jalil, Beer and Crowther present a case study which investigated the use of a specific application (MOBIlearn2) while attending a one-hour seminar or workshop.

We sincerely hope that the issue will help in keeping you abreast of the current research and developments in Learning Technology. We also would like to take the opportunity to invite you to contribute your own work in this Bulletin, if you are involved in research and/or implementation of any aspect of advanced learning technology. For more details, please refer to the author guidelines at http://www.ieeetclt.org/content/authors-guidelines .

Special theme of the next issue:
Technology-Enhanced Science, Technology, Engineering and Math Education

Deadline for submission of articles:
May 10, 2016

Articles that are not in the area of the special theme are most welcome as well and will be published in the regular article section.