Research outputs

Bicycle Kicks and Camp Sites: Towards a Phenomenological Theory of Game Feel with Special Attention Towards 'Rhythm'

"I know I have done this in school, but this is more fun!" The Development of the Motivating Learning Application, The World of Carl

Development of the Learning Game Tile War

The Concept of the Magic Circle and the Pokémon GO Phenomenon

Scaffolding Content and Context: A revision of Gregory Bateson's learning theory through a micro-level analysis of how learning takes place in the computer game StarCraft 2

The Ontology of Gameplay: Toward a New Theory

Play and Gameful Movies: The Ludification of Modern Cinema

Juicing the game design process: Towards a content centric framework for understanding and teaching game design in higher education

Object Oriented Ontology Meets Computer Games: Themes, Questions, and Problems

An adaptation framework for turning real life events into games: The design process of the refugee game

Pokémon GO – A Pervasive Game and Learning Community
Seeing the unseen: Spatial visualization of the Solar System with physical prototypes and Augmented Reality

Expanding the Game Design Space: Teaching Computer Game Design in higher Education

An adaptation framework for turning Real-Life Events into Games: The design process of the Refugee Game

At se det usete - Rumlig visualisering af solsystemet med fysiske prototyper og Augmented Reality

Collision thrills: Unpacking the aesthetics of action in computer games

Play and Space - Towards a Formal Definition of Play

Computerspil og læring

A model for understanding and learning of the game process of computer games: Design paradigm, design space, problem-based creativity

The Dark side of World of Warcraft: a critical reading of the state of 'the other' in World of Warcraft

Stedets Anatomi: En Teoretisk Undersøgelse af Stedet og Rumlighedens Betydning for Leg, Computerspil og Læring

A New Design Approach to Game-Based learning

Objects of Desire: A Reading of the Reward System in World of Warcraft

A New Design Approach to game or play based learning

Pervasive technology in the classroom

Developing and Understanding Intelligent Contexts for Playing and Learning: Reflections on the research and development project "Octopus" inspired by Bachtins idea of the "chronotopos"

Robot og brugerdreven innovation
There is no game without a player

Destruktion og identitet - i dialog med det ødelagte

Pervasive Learning: A Question of Context

A tentative study of World of Warcraft’s addictiveness: Reflections on World of Warcraft’s ontological structure and the design of human desire

Det legende menneske: at lade som om

Developing and Understanding Intelligent Contexts for Playing and Learning

Intelligent playgrounds: Introductory research on play, game and learning elements in conjunction with intelligent playware intended for outdoor use

Introduktion til robotforskning og robotteknologi i læringssammenhæng

MOBILE LEARNING - possibilities and perspectives

Robotter gør matematik sjov og kropslig

Hvad er brugerdreven innovation?

Digital representation and learning of cultural heritage: - use of Second Life, Facebook and Text messaging

Inno-Space: Udvikling af forskningsbaserede metoder for brugerdreven innovation

PLE and e-portfolio as learning tools in the educational system

Selvinstrumentalisering eller jejeg som avatar

The ‘taking place’ of learning in computer games: Qualitative studies on learning strategies in digital media
Brugerdreven innovation: - en introduktion

Integration of scholastic curriculum in computergames – impossible or a design challenge?

Activities
Teaching for Active Learning
Lasse Juel Larsen (Speaker)
3. Nov 2015

Serious Games, gamifikation og læring
Lasse Juel Larsen (Speaker)
5. Mar 2015

Overcomming Illiteracy Through Digital Literacy
Lasse Juel Larsen (Speaker)

Brug af spil og spilelementer i undervisningen
Lasse Juel Larsen (Lecturer)
23. Oct 2013