

## PUBLICATIONS 2016

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De Villiers, P. T. & Blignaut, A.S. (2016). *Design evaluation of a forklift serious game*. The International Journal of Social Sciences and Humanity Studies, 8(2): 1-17.

Fitchat, L. and Blignaut, A.S. (2016) *Ten Heuristics to Evaluate the User Experience Of Serious Games*. International Journal of Social Sciences and Humanity Studies, IBSS 8(2), 209-225.

Lubbe, E. (2016) *Innovative Teaching in Accounting Subjects: Analysis of the Flipped Classroom*. International Journal of Social Sciences and Humanity Studies, IBSS 8(2), 63-74.

Roos, S.J., Lennox, A. and Botha-Ravysa, C. (2016) *Student's Soft Skill Acquisition in an Outdoor Adventure Education Event over Two Years of Participation*. International Journal of Social Sciences and Humanity Studies, IBSS 8(2), 196-208.

Wissing, G-J., Blignaut, A.S. and Van den Berg, K. (2016) *Using readability, comprehensibility and lexical coverage to evaluate the suitability of an introductory accountancy textbook to its readership*. Stellenbosch Papers in Linguistics, 46(2016) 155-179. doi: <http://dx.doi.org/10.5774/46-0-205>

Mdkane, M., Blignaut, A. S., & Els, C. J. (2016). *Inductively Derived Research Framework for Student Satisfaction in ODL: Student Satisfaction with the HE Environment*. Progressio: South African Journal for Open and Distance Learning Practice, 38(1): 33-57

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Beyers, R. N., & Blignaut, A. S. (2016). *Young Engineers and Scientists of Africa: A Case for Developing Future Leaders of Innovation*. Paper presented at the EdMedia 2016 - World Conference on Educational Media and Technology, June 27-30, 2016, Vancouver, British Columbia, Canada. Pp. 8-91.

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Blignaut, A.S., Matthew, G. D. & Fitchat, L. (2016). *Survive the Vuvu on the Vaal: Eyetracking findings of a user interface evaluation of a mobile serious game for Statistics Education*. In L.E. Dyson, W. Ng, & J. Furgusson (Eds.). The 15<sup>th</sup> World Conference on Mobile and Contextual Learning, mLearn 2016, 25-26 October 2016, Sydney, Australia. Pp. 38-48.

Fitchat, L., Booth, M., & Blignaut, A. S. (2016). *A Needs Analysis for Serious Games to Enhance Statistics Education*. Paper presented at the EdMedia 2016 - World Conference on Educational Media & Technology, Vancouver, Canada. Pp. 97-246.

Van Vuuren-Marais, D. M., & Blignaut, A. S. (2016). *e-Literacy Skills Mismatches at a South African University: a Case Study*. Paper presented at the EdMedia 2016 - World Conference on Educational Media and Technology, June 27-30, 2016, Vancouver, British Columbia, Canada. Pp. 236-246.

Varughese, J., Blignaut, A.S. & Els., C.J. (2016). *Information and communication technology pedagogical practices of South African Grade 8 Mathematics and Natural Science teachers, in a scholarly contribution to educational praxis*, in in ARAPBS, of the Academic Development Centre (ADC), NWU, Mafikeng Campus. Editor I.J. Oosthuizen, pp. 273-373.