

## PUBLICATIONS 2018

---

Botha-Ravyse, C.R., Lennox, A. and Jordaan, D.B. (2018). Lessons learned from Gamification of a Learning Experience: a case study. Journal: South African Journal for Research in Sport Physical Education and Recreation. (2018) 40(2): 23-40. ISBN: 0379-9069.

Van den Berg, L., Coetzee, B., Blignaut, A.S. and Mearns, M. (2018). The competitive intelligence process in sport: data collection properties of high-level cricket coaches. Journal: International Journal of Performance Analysis in Sport. (2018) 18(1): 32-54. doi: <https://doi.org/10.1080/24748668.2018.1443367>.

Greeff, J.J., Heymann, R., Nel, A. and Carroll, J. (2018). Aligning Student and Educator Capstone Project Preferences Algorithmically. Paper presented at IEEE Global Engineering Education Conference (EDUCON), Canary Islands, Spain. 17-20 April 2018. Pp 527-535. ISBN: 978-1-5386-2957-4.

Heymann, R. and Greeff, J.J. (2018). Designing and Developing a Narrative Driven Serious Game for Teaching Information Theory. Paper presented at IEEE Global Engineering Education Conference (EDUCON), Canary Islands, Spain. 17-20 April 2018. Pp 495-503. ISBN: 978-1-5386-2957-4.

Heymann, R. and Greeff, J.J. (2018). Interactive Serious Games as Electronic Engineering Capstone Projects. Paper presented at IEEE Global Engineering Education Conference (EDUCON), Canary Islands, Spain. 17-20 April 2018. Pp 519-526. ISBN: 978-1-5386-2957-4.

Greeff, J.J., Heymann, R., Nel, A. and Carroll, J. (2018). Location Based Games as the bridge between Capstone Students, Junior Students and the public. Paper presented at IEEE Global Engineering Education Conference (EDUCON), Canary Islands, Spain. 17-20 April 2018. Pp 544-522. ISBN: 978-1-5386-2957-4.

Greeff, J.J., Jacobs, J. and Heymann, R. (2018). Interactive Game for Children with Difficulty Crossing the Midline. Paper presented at IEEE 6th International Conference on Serious Games and Applications for Health (SeGAH), Vienna, Austria. 16-18 May 2018. Pp 1-8. ISBN: 978-1-5386-6298-4.