Entertainment technology and human behaviour: literature study

Citation for published version (APA):

Document status and date:
Published: 01/01/2004

Document Version:
Publisher’s PDF, also known as Version of Record (includes final page, issue and volume numbers)

Please check the document version of this publication:
• A submitted manuscript is the version of the article upon submission and before peer-review. There can be important differences between the submitted version and the official published version of record. People interested in the research are advised to contact the author for the final version of the publication, or visit the DOI to the publisher’s website.
• The final author version and the galley proof are versions of the publication after peer review.
• The final published version features the final layout of the paper including the volume, issue and page numbers.

Link to publication

General rights
Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

• Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
• You may not further distribute the material or use it for any profit-making activity or commercial gain
• You may freely distribute the URL identifying the publication in the public portal.

If the publication is distributed under the terms of Article 25fa of the Dutch Copyright Act, indicated by the “Taverne” license above, please follow below link for the End User Agreement:
www.tue.nl/taverne

Take down policy
If you believe that this document breaches copyright please contact us at:
openaccess@tue.nl
providing details and we will investigate your claim.
1. LITERATURE SEARCH

We have done an intensive literature search online in all accessible databases provided by the central library of the Technical University Eindhoven, The Netherlands.

1.1 KEYWORDS

The following search terms and keywords are used, context dependent in different combinations:

Academic achievement, aggression, ANOVA, cognition, computer, education, edutainment, emotion, entertainment, gamble, game, meta analysis, PDF, performance, pet, positive effect, religion, robot, school record, school, technology, therapy, user study, video, violence.

1.2 SEARCH DONE ONLINE

In May, June and July 2004 the following sources are searched:

ACM Digital Library:  
http://portal.acm.org/dl.cfm

Google:  
http://www.google.com/

IEEE Computer Society Digital Library:  
http://www.computer.org/publications/dlib/

ISI web of science:  
http://isi4.isiknowledge.com/

Kluweronline:  
http://www.kluweronline.com/

LookSmart:  
http://www.findarticles.com/

Prenctice Hall:  
http://vig.prenhall.com/
Science Direct:  
http://www.sciencedirect.com/

Scirus for scientific information:  
http://www.scirus.com/

SpringerLink:  
http://springerlink.metapress.com/

Wiley interScience:  
http://www3.interscience.wiley.com/

The next chapter provides the results of about 440 found documents. All listed references can be downloaded in full-text (PDF format) from the following link (zipped files alphabetically sorted by first author’s family name):

http://www.idemployee.id.tue.nl/g.w.m.rauterberg/references-ec.html

Most of the collected documents could be classified according to the following five categories:

**Meta review [MR]**: a meta-review is based on literature studies, literature review(s) and at least one meta-analysis.

**Meta analysis [MA]**: a meta-analysis study is based on a structured and often quantitative analysis of several empirical studies.

**Literature review [LR]**: a literature review is a comprehensive theoretically oriented analysis of the state of the art according to the selected topic.

**Literature study [LS]**: a literature study is less ambitious than a literature review, mainly provides a good overview over the state of the art with some conclusions.

**Empirical study [E]**: an empirical investigation, mainly experiment, field test, inquiry, etc.

**Design study [D]**: a description of the design of an entertainment product with some user testing or evaluation (pure technical papers are excluded from this literature study).

**Survey study [S]**: a survey study is mainly motivated by marketing aspects, and provides descriptive data about the selected topic; it is somewhat difficult to clearly distinguish between an empirical inquiry study and a market survey, because both present user data.

**Any others [O]**: any other document that could not be categorized according the above mentioned categories.

MR includes MA; MA includes LR; LR includes LS; LS includes E, D and/or S.

2. REFERENCES


Entertainment Technology and Human Behaviour: Literature Study

Early Years Special Interest Group, Retrieved May 4, 2004 from http://www.bera.ac.uk/ [LR]


Kim, J. Y. (1998). The effects of frequency and quality of interactions in a computer-based learning system. *Master Thesis* at Faculty of Virginia Polytechnic Institute and State University, USA. [E]


Entertainment Technology and Human Behaviour: Literature Study


Conference on Intelligent Autonomous Systems (IAS-8), 10-13 March, Amsterdam, The Netherlands, IOS Press. [D]


Abrams, J. M. Marques, & M. A. Hogg (Eds.), *The social psychology of inclusion and exclusion*. Philadelphia: Psychology Press. [LR]


Yano, Y. (2003). Effectiveness of interactive multimedia for children with special educational needs-educational games and their effect on children’s motivation. *Bachelor Thesis* at SAE Institute of Middlesex University, UK. [D]


Not available reference in database:
