



Gamification, Playfulness, and Ludicity in Intelligent Environments

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Message from the Guest Editors

Dear Colleagues,

Gamification is a known way to address interaction challenges, and that applies also to Intelligent Environments and IoT applications. To describe and to design interaction modalities that are more pleasant, enjoyable and intriguing through these qualities enhance the system and its use. Gamification and playfulness are approaches that might help to identify risks connected with IoT environments (such as privacy for example, among others).

In this Special Issue, we wish to bring together different perspectives on the topic of combining gamification, playfulness, and ludicity in the development of intelligent environments and challenge mainstream assumptions and design approaches.

We are open to papers addressing a broad range of topics, from foundational topics regarding the design principles of gamification elements, and novel design principles for building intelligent environments that combines gaming aspects, playfulness and ludicity; to papers presenting advanced frameworks and technological platforms for developing real-world environments; to pilots reporting innovative approaches for reinforcing and supporting human engagement.





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Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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