Serious Games on a Global Market Place (SG)

# Details

## Year

2011

## Scope

National

## Countries

Denmark

## Type

Empirical research – Mixed methods

## Researched Groups

## Children Ages

All (0-18 years old)

## Funder

Aarhus University; IT-University; SDU

## Funder Types

University

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## URL

https://pure.au.dk/portal/da/projects/serious-gameson-a-global-market-place(1c38fa68-ddf8-4a0d-93da-91d144c0e26e).html

## Data Set Availability

Not mentioned

# Goals

games, play, game-based teaching