## Table of contents

### Full Length Articles

- **Attitudes, Openness to Multiculturalism, and Integration of Online Collaborative Learning**
  **Noga Magen-Nagar and Miri Shonfeld**
  1–11

- **Gamification from Player Type Perspective: A Case Study**
  **Selay Arkılm Kocadere and Şeyma Çağlar**
  12–22

- **Ontology Informed Design to Advance Developers’ Informal Online Learning**
  **Brian Dobreski and Yun Huang**
  23–34

- **The Impact of Motivation and Personality on Academic Performance in Online and Blended Learning Environments**
  **Nurcan Akış and Tuğba Taşkaya Temizel**
  35–47

- **Factors Influencing Preservice Teachers’ Intention to Use Technology: TPACK, Teacher Self-efficacy, and Technology Acceptance Model**
  **Young Ju Joo, Sunyoung Park and Eugene Lim**
  48–59

- **Knowledge Sharing Self-Efficacy, Motivation and Sense of Community as Predictors of Knowledge Receiving and Giving Behaviors**
  **Esin Ergün and Ümmühan Avcı**
  60–73

- **Innovative Use of Mobile Video Conferencing in Face-to-Face Collaborative Science Learning: The Case of Reflection in Optics**
  **Yu-Liang Ting, Yaming Tai, Teng-Hui Tseng and Shin-Ping Tsai**
  74–85

### Guest Editorial

- **Technology Enhanced Contextual Game-Based Language Learning**
  **Yu-Ju Lan, Adele Botha, Junjie Shang and Morris Siu-Yang Jong**
  86–89

### Special Issue Articles

- **Early Second Language Learning and Adult Involvement in a Real-World Context: Design and Evaluation of the “ELENA Goes Shopping” Mobile Game**
  **Ellen Rusman, Stefiaan Ternier and Marcus Specht**
  90–103

- **Application of a Gamified Interactive Response System to Enhance the Intrinsic and Extrinsic Motivation, Student Engagement, and Attention of English Learners**
  **Jerry Chih-Yuan Sun and Pei-Hsun Hsieh**
  104–116

- **A Flipped Contextual Game-Based Learning Approach to Enhancing EFL Students’ English Business Writing Performance and Reflective Behaviors**
  **Chi-Jen Lin, Gwo-Jen Hwang, Qing-Ke Fu and Jing-Fang Chen**
  117–131

- **Chinese Character Composition Game with the Augment Paper**
  **Yun Wen**
  132–145

- **The Effects of Competitive Gaming Scenarios and Personalized Assistance Strategies on English Vocabulary Learning**
  **Chun-Wang Wei, Hao-Yun Kao, Hsin-Hsien Lu and Yi Chun Liu**
  146–158

- **Using Game-Based Learning with Kinect Technology in Foreign Language Education Course**
  **Erman Yüksektiltürk, Serhat Altıok and Zeynep Başer**
  159–173

- **Effects of Prior Knowledge on Learning Performance and Anxiety in an English Learning Online Role-Playing Game**
  **Jie Chi Yang and Benazir Quadir**
  174–185

- **Using Narrative-based Contextual Games to Enhance Language Learning: A Case Study**
  **Zhi-Hong Chen, Howard Hao-Jan Chen and Wan-Jhen Dai**
  186–198
The Online Ecology of Literacy and Language Practices of a Gamer

Boris Vázquez-Culvo

199–212

Effective Learning Design of Game-Based 3D Virtual Language Learning Environments for Special Education Students

Yu-Ju Lan, Indy Y. T. Hsiao and Mei-Feng Shih

213–227