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### Digital game-based learning in secondary education

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## AUTHOR CONTRIBUTIONS

Papers in this dissertation and contributions of co-authors.

Chapter 2 is based on:

Huizenga, J., Admiraal, W., & Ten Dam, G. (2011). Claims of games: a decade of research on motivational and learning effects reviewed. *In Book of abstract and extended summaries* (pp. 2079-2080). Exeter, UK : University of Exeter.

*Contributions:*

Jantina Huizenga reviewed the literature, searched, collected and analyzed the data and drafted the various versions of the manuscript. The research team for this article further consisted of Wilfried Admiraal and Geert ten Dam, who together supervised Jantina Huizenga. The research team collaboratively conceptualized and designed the study. As a form of audit, the research team discussed all the steps in the process of analysis and its outcomes, and where necessary the primary data were rechecked. The supervisors contributed to the analysis and interpretation of the data, and reviewed and revised the manuscript.

Chapter 3 is based on:

Huizenga, J., Admiraal, W., Akkerman, S., & Ten Dam, G. (2009). Mobile game-based learning in secondary education: engagement, motivation and learning in a mobile city game. *Journal of Computer Assisted Learning*, 25, 332-344. doi: 10.1111/j.1365-2729.2009.00316.x

*Contributions:*

Jantina Huizenga reviewed the literature, collected and analyzed the data and drafted the various versions of the manuscript. The research team for this article further consisted of Wilfried Admiraal and Geert ten Dam, who together supervised Jantina Huizenga. The research team discussed the various steps of the research. The team collaboratively conceptualized and designed the study, deliberated about the data analysis and its outcomes. The supervisors audited the analysis and interpretation of the data and contributed to reviews and revisions of the manuscript. Sanne Akkerman contributed to reviews and revisions of the manuscript.

Chapter 4 is based on:

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Chapter 5 is based on:

Huizenga, J., Admiraal, W., & Ten Dam, G. (2011, October). Merging digital and urban play spaces: Learning by playing and creating location-based games in secondary education. In *Proceedings on the 5<sup>th</sup> European Conference on Games Based Learning* (p. 703). Academic Conferences International Limited.

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Jantina Huizenga reviewed the literature, collected and analyzed the data and drafted the various versions of the manuscript. The research team for this article further consisted of Wilfried Admiraal and Geert ten Dam, who together supervised Jantina Huizenga. The research team discussed the various steps of the research. The team collaboratively conceptualized and designed the study, deliberated about the data analysis and its outcomes. The supervisors audited the analysis and interpretation of the data and contributed to reviews and revisions of the manuscript.

Chapter 6 is based on:

Huizenga, J.C.; Admiraal, W.F.; Voogt, J.M., & Ten Dam, G.T.M. (2017). Teacher perceptions of the value of game-based learning in secondary education. *Computers & Education*, 110, 105-115. <https://doi.org/10.1016/j.compedu.2017.03.008>

*Contributions:*

Jantina Huizenga reviewed the literature, collected and analyzed the data and drafted the various versions of the manuscript. The research team for this article further consisted of Wilfried Admiraal and Geert ten Dam, who together supervised Jantina Huizenga. The research team discussed the various steps of the research. The team collaboratively conceptualized and designed the study, deliberated about the data analysis and its outcomes. The supervisors audited the analysis and interpretation of the data and contributed to the first reviews and revisions of the manuscript. In later reviews and revisions Joke Voogt contributed as well and was added to the supervision team.