



# **Games and Learning Alliance: Third International Conference, GALA 2014, Bucharest, Romania, July 2-4, 2014, Revised Selected Papers (Lecture Notes in Computer Science)**

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This book constitutes the refereed proceedings of the Third International Conference on Games and Learning Alliance, GALA 2014, held in Bucharest, Romania, in July 2014. The 15 revised papers presented were carefully reviewed and selected from 26 submissions. The papers presented cover a variety of aspects and knowledge fields. They are grouped into four sessions: pedagogy, technology, design, and applications.

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