

**The effect of challenge-based gamification on learning: An experiment in the context of statistics education**

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**Avatar capital: The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital**

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**From Chance to Serendipity: Knowledge Workers' Experiences of Serendipitous Social Encounters**

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**Development of measurement instrument for visual qualities of graphical user interface elements (VISQUAL): a test in the context of mobile game icons**

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**ClothFace: A Passive RFID-Based Human-Technology Interface on a Shirtsleeve**

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**Understanding decision-making in recruitment: Opportunities and challenges for information technology**

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Research output: Chapter in Book/Report/Conference proceeding › Conference contribution › Scientific › peer-review

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Research output: Chapter in Book/Report/Conference proceeding › Conference contribution › Scientific › peer-review

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