



# Games-Based Learning Advancements for Multi-Sensory Human Computer Interfaces: Techniques and Effective Practices

*Thomas Connolly*

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**Games-Based Learning Advancements for Multi-Sensory Human Computer Interfaces: Techniques and Effective Practices** disseminates knowledge on the theory and practice of games-based learning, promoting the development and adoption of best practices. Through a combination of theoretical chapters as well as practical case studies, readers will benefit from expert knowledge and learn from the experiences of both researchers and practitioners from across the globe.

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