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Cleared for take-off: Game-based learning to prepare airline pilots for critical situations

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List of publications

The investigations performed during this PhD research resulted in the following publications.

Kuindersma, E. C., Field, J. & van der Pal, J. (2015). Game-based training for airline pilots. Paper presented at the Simulation-Based Training for the Digital Generation conference at the Royal Aeronautical Society. London, UK.

Kuindersma, E. C., van der Pal, J., van den Herik, H. J. & Plaat, A. (2015). Voluntary play in serious games. In A. De Gloria & R. C. Veltkamp (Eds.), *Games and Learning Alliance, 4th international conference* (pp. 131–140). Heidelberg, Germany: Springer.

Kuindersma, E. C., van der Pal, J., van den Herik, H. J., & Plaat, A. (2016a). Comparing voluntary and mandatory gameplay. *International Journal of Serious Games*, 3, 17.

Kuindersma, E. C., Van der Pal, J., van den Herik, H. J., & Plaat, A. (2016b). Shuttle to Mars: Training airline pilots for critical situations. Poster and handout presented at the Meaningful Play Conference. East Lansing, MI.

Kuindersma, E. C., van der Pal, J., van den Herik, H. J., & Plaat, A. (2017). Building a game to build competencies. In J. Dias, P. A. Santos & R. C. Veltkamp (Eds.), *Games and Learning Alliance, 6th international conference* (pp. 14–24). Heidelberg, Germany: Springer.

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