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Exploration through video games

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Acronyms

5DC Five-Dimensional Curiosity Scale. 20, 21, 22, 57, 66, 67, 70, 74, 77, 78, 84, 85, 86, 88, 97, 173, 184, 194, 225

eSFQ Extended Short Feedback Questionnaire. 46, 48, 49

GBL Game-Based Learning. 15, 16, 25, 26, 29, 36, 52, 54, 55, 201

GUESS Game User Experience Satisfaction Scale. 173, 177, 184, 185, 187, 194, 197

GUR Game User Research. 5, 205

OSF Open Science Framework. 119, 175, 180

PIR Pattern Instantiation Region. 125, 140, 141, 147, 152, 153, 154, 176, 181, 182, 183, 184, 186, 188, 189, 191, 192, 193

STEM Science, Technology, Engineering, and Mathematics. 23, 25, 27, 31

