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Editorial

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This issue features six regular papers, that are shortly introduced in the following.

“An innovative Hybrid Approach in Teaching and Experiencing Sport Event Management through Serious Gaming: Bridging Theory and Practice”, by Afthinos et al. [1], investigates whether the serious game Top Eleven can support sport event management education, combining hybrid learning, practical tasks, and theory. Results show improved knowledge, skills, and satisfaction, suggesting such games can enhance learning and offer a replicable educational model for curriculum design in sport management programs and research.

“The Convergence of Gamification and Interactive Multimedia Experiences in Promoting a Culture of Recognition: A Wizeline Case Study ”, by Loaiza et al. [2], presents a gamification strategy integrated into the WizeLand multimedia system to enhance employee recognition, engagement, and professional growth. Results show improved perceptions of fairness, participation, and performance, suggesting gamification fosters positive workplace culture and can serve as a scalable solution for organizational development and decision-making.

“Game Architecture in Transmedia Education (GATE): A Framework for Designing Micro-Learning Experiences through Serious Games”, by Roedavan et al. [3], introduces GATE, a framework for developing focused microlearning serious games under time and resource constraints. Results show consistent, positive player experiences across novice teams, indicating GATE enables coherent, scalable game design and supports integration into transmedia educational ecosystems.

"Emotional and behavioral benefits of a standardized program with modern board games", by Sánchez-Moreno et al. [4], evaluates a board game-based program to enhance emotional intelligence and behavioral benefits in students using a randomized design. Results show short-term improvements comparable to a standard program, with higher enjoyment, though effects were not sustained after one year.

“Redesigning for Inclusion and Accessibility: Lessons learned from an educational game”, by Cezarotto et al. [5], examines redesigning a food safety educational game to improve accessibility and extensive fruition. Findings show enhanced usability and representation

without reducing effectiveness, offering practical guidance for creating equitable, engaging educational games for various learners.

“Gamified Shoulder Wheel: Enhancing Pediatric Engagement and Data Collection”, by Ding and Holland [6], develops a low-cost gamified shoulder wheel system for pediatric rehabilitation using a tablet game and sensors. Results show increased engagement and objective movement tracking, suggesting feasibility and clinical relevance, though further research is needed to confirm long-term therapeutic effectiveness.

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