Publikationer
Liste af Publikationer

2019

Lyk, P., Majgaard, G., Stock, C., & Dietrich, T. (Accepteret/In press). Co-designing an Immersive and Interactive Alcohol Resistance Training Tool using 360-Degree Video. I *European Conference on Games Based Learning (ECGBL) 2019*

Matthiesen, A. F., Møllebæk, E., & Majgaard, G. (Accepteret/In press). Development of a Virtual Reality tool for patients with eating disorder. I *European Conference on Games Based Learning (ECGBL) 2019)*

Nørgaard, C., Dyhrberg O'Neill, L., Chemnitz, J., & Majgaard, G. (2019). Learning Anatomy with Augmented Reality: – learning design and app design for optimal learning . *Læring og Medier (LOM)*, *12*(20). https://doi.org/10.7146/lom.v12i20.109569

Larsen, L. J., & Majgaard, G. (2019). The Concept of the Magic Circle and the Pokémon GO Phenomenon. I V. Geroimenko (red.), *Augmented Reality Games I: Understanding the Pokémon GO Phenomenon* (s. 33-50). Springer. https://doi.org/10.1007/978-3-030-15616-9_3

Majgaard, G., & Helms, N. H. (2019). Tilstedeværelse og flere virkeligheder – redaktørernes indledning. *Læring og Medier* .

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Larsen, L. J., & Majgaard, G. (2019). Wiki, blogs, and padlet: descriptions, experiences and reflections from two student-centered experimental cases for teaching and learning in higher education . Manuskript afsendt til publicering.

2018

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Majgaard, G., & Larsen, L. J. (2017). Pokémon GO – A Pervasive Game and Learning Community. I M. Pivec, & J. Grundler (red.), *Proceedings of the 11th European Conference on Games Based Learning* (s. 402-409). Academic Conferences and Publishing International.

Majgaard, G., Larsen, L. J., Lyk, P. B., & Lyk, M. (2017). Seeing the unseen: Spatial visualization of the Solar System with physical prototypes and Augmented Reality. *International Journal of Designs for Learning*, *8*(2), 95-109.

Majgaard, G. (2017). *Teaching Game Programming using Video Tutorials: Teaching Game Programming using Video Tutorials*. Poster session præsenteret ved 2nd Exploring Teaching for Active Learning in Engineering Education, Odense, Danmark.

Majgaard, G. (2017). Teaching Mixed Reality Using Video Tutorials. I M. Pivec, & J. Gründler (red.), *Proceedings of the 11th European Conference on Games Based Learning* (s. 410-419). Academic Conferences and Publishing International.

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Majgaard, G. (2015). Multimodal Robots As Educational Tools In Primary And Lower Secondary Education. I *The 9th International Conference on Interfaces and Human Computer Interaction 22 – 24 July 2015, IADIS Multi Conference on Computer Science and Information Systems* (s. 27-34). International Association for Development, IADIS.

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Karoff, H. S., Majgaard, G., Elbæk, L., & Sørensen, M. H. (2013). Picking the right interface for engaging physical activity into game based learning. I *Proceeding of The 7th European Conference on Games Based Learning (ECGBL 2013). Porto, Portugal* (s. 261-267). UK: Academic Conferences and Publishing International.

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