



ADMITERE DOCTORAT

Sesiunea Septembrie 2023

Domeniul de doctorat: Filologie

Conducător de doctorat: Prof. dr. Răzvan SĂFTOIU

TEME (TEMATICĂ) PENTRU CONCURS

TEMA 1: Îmbunătățirea achiziției vocabularului specializat printr-o abordare gamificată

Bibliografie recomandată:

1. Adams, E. and Dormans, J. "Game mechanics: Advanced game design." New Riders, Berkeley, 2012.
2. Bell, K. "Game On!: Gamification, gameful design, and the rise of the gamer educator." Johns Hopkins University Press, Baltimore, 2017.
3. Christians, G. "The origins and future of gamification." *Senior Theses*, University of South Carolina, 2018, Retrieved from https://scholarcommons.sc.edu/senior_theses/254/.
4. Collins A., Joseph D., and Bielaczyc K. "Design research: Theoretical and methodological issues." *Journal of the Learning Sciences* 13(1), 2004, pages 15-42.
5. Deci, E. L. and Ryan, R. M. "Self-Determination Theory." In "Handbook of Theories of Social Psychology", ed. by P. A. M. Van Lange, A. W. Kruglanski, and E. T. Higgins, Thousand Oaks, Sage, 2012, pages 416-437.
6. Deterding S., Dixon D., Khaled R., Nacke L. "From game design elements to gamefulness: Defining "gamification"." *Proceedings of the 15th International Academic MindTrek Conference: Envisioning future media environments*, 2011, pages 9-15.
7. Dichev C., Dicheva D., Angelova G., Agre G. "From gamification to gameful design and gameful experience in learning." *Cybernetics and Information Technologies* 14(4), 2014, pages 80-100.
8. Faiella, F. and Ricciardi, M. "Gamification and learning: A review of issues and research." *Journal of e-Learning and Knowledge Society*, Vol.11, No. 3, 2015, pages 13-21.
9. Hamari J., Koivisto J., Sarsa H. "Does gamification work? - A literature review of empirical studies on gamification." *47th Hawaii International Conference on System Science*, 2014, pages 3025-3034.
10. Lazarro, N. "Why we play games: Four keys to more emotion without story.", pages 1-8, 2004. Retrieved from http://www.xeodesign.com/xeodesign_whyweplaygames.pdf
11. Leblanc, G. "Enhancing intrinsic motivation through the use of a token economy." *Essays in Education*, Vol. 11, Article 5, 2004, pages 1-20. Retrieved from <https://openriver.winona.edu/eie/vol11/iss1/5>.
12. Lee, J. and Hammer, J. "Gamification in education: What, how, why bother?" *Academic Exchange Quarterly* 15(2), 2011, pages 1-5.
13. Martí-Parreño J., Méndez-Ibáñez E., Alonso-Arroyo A. "The use of gamification in education: A

bibliometric and text mining analysis." Journal of Computer Assisted Learning 32(6), 2016, pages 663-676.

14. Rabah J., Cassidy R., Beauchemin R. "Gamification in education: Real benefits or edutainment?" Proceedings of European Conference on E-Learning, Academic Conferences and Publishing International, pages 1-12.
15. Rock, M. "Transfiguring it out: Converting disengaged learners to active participants." Teaching Exceptional Children 36(5), 2004, pages 64-72.
16. Sitzmann, T. "A meta-analytic examination of the instructional effectiveness of computer-based simulation games." Personnel Psychology 64(2), 2011, pages 489-528.

Notă: Candidatul va prezenta un plan de lucru adaptat temei și **cel puțin o lucrare publicată** (articol, capitol) în legătură cu tema propusă.

Conducător de doctorat,

Prof. dr. Răzvan Săftoiu

Coordonatorul domeniului de doctorat,

Prof. dr. Răzvan Săftoiu