



Smart Educational Games and Gamification Systems in Online Learning Environments

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Message from the Guest Editors

Educational games and *gamification* systems have been attracting increasing attention from researchers and educators as they can make the learning process immersive, interactive, and fun (Thomas et al., 2004). Consequently, several studies have reported that they can enhance learners' motivation, engagement, and learning outcomes (Deater-Deckard et al, 2013). However, many researchers have also pointed out that educational games are black boxes, i.e., aside from the game score and the achieved game levels, the teacher cannot see how the learning process is occurring (Alonso-Fernandez, Calvo, Freire, Martinez-Ortiz, Fernandez-Manjon, 2017). Therefore, studies have highlighted the need to design smart educational games and systems which incorporate analytics tools. These tools can analyze learners' in-game data while learning to give insights into the learning process. Therefore, this Special Issue is focused on the design, development, and implementation of smart educational games and *gamification* systems in online learning environments.





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