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The recent re-emergence of serious games as a branch of video games and as a promising frontier of education has introduced the concept of games designed for a serious purpose other than pure entertainment. To date the major applications of serious games include education and training, engineering.

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Furthermore, three primary studies were book chapters from the book Serious Games and Edutainment

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Serious games for serious purposes will take us through case studies dealing with subjects such as the communication of culture and history followed by works in gamification theory and practice. The effectiveness of serious games and edutainment applications is where we turn our attention to work relating to the assessment of the effectiveness of serious games. Finally, we will look at