

References

- Baptista, G., & Oliveira, T. (2019). Gamification and serious games: A literature meta-analysis and integrative model. *Computers in Human Behavior*, 92, 306–315.
<https://doi.org/10.1016/j.chb.2018.11.030>
- Fleming, T. M., Bavin, L., Stasiak, K., Hermansson-Webb, E., Merry, S. N., Cheek, C., et al. (2017). Serious games and gamification for mental health: Current status and promising directions. *Frontiers in Psychiatry*, 7, JAN <https://doi.org/10.3389/fpsyt.2016.00215>.
- Gamify. (2020). WHAT IS GAMIFICATION? expert opinion. In YouTube.
<https://www.youtube.com/watch?v=rWOK5NxmYUk>
- Kim, B., Lee, D., Min, A., Paik, S., Frey, G., Bellini, S., Han, K., & Shih, P. C. (2020). PuzzleWalk: A theory-driven iterative design inquiry of a mobile game for promoting physical activity in adults with autism spectrum disorder. *PLOS ONE*, 15(9), e0237966.
<https://doi.org/10.1371/journal.pone.0237966>
- Kim, S., Song, K., Lockee, B., & Burton, J. (2018). Students' perception of gamification in learning and education. *Gamification in learning and education* (pp. 49–57). . <https://doi.org/10.1007/978-3-319-47283-6>
- McGarty, A., Jones, N., Rutherford, K., Westrop, S., Sutherland, L., Jahoda, A., & Melville, C. (2021). Feasibility of the Go2Play Active Play intervention for increasing physical and social development in children with intellectual disabilities. *Pilot and Feasibility Studies*, 7(1). <https://doi.org/10.1186/s40814-021-00783-6>
- Tan, B.-L., Guan, F. Y., Leung, I. M. W., Kee, S. Y.-M., Devilly, O. Z., & Medalia, A. (2022). A gamified augmented reality vocational training program for adults with intellectual and developmental disabilities: A pilot study on acceptability and effectiveness. *Frontiers in*

Psychiatry, 13. <https://doi.org/10.3389/fpsyt.2022.966080>

TEDx Talks. (2014). Gamification to improve our world: Yu-kai Chou at TEDxLausanne. In

YouTube. <https://www.youtube.com/watch?v=v5Qjuegtiyc>

Willis, C., Powell-Rudy, T., Colley, K., & Prasad, J. (2021). Examining the Use of Game-Based

Assessments for Hiring Autistic Job Seekers. *Journal of Intelligence*, 9(4), 53.

<https://doi.org/10.3390/jintelligence9040053>

Online Images

Reader Rabbit. (2021, April 28). Wikipedia. https://en.wikipedia.org/wiki/Reader_Rabbit

Staff, G. (2022, September 26). *Sag Harbor Cinema: "Mary Poppins" with Julie Andrews Q&A*.

SHELTER ISLAND GAZETTE. <https://shelterislandgazette.com/sag-harbor-cinema->

[mary-poppins-with-julie-andrews-qa/](https://shelterislandgazette.com/sag-harbor-cinema-mary-poppins-with-julie-andrews-qa/)