

Playing Hanabi: A Study of Fun and Learning

Project leaders: Régis Catinaud, Florian Cossart, Robin Lamarche-Perrin

Measuring Fun

Csikszentmihalyi, M. *Flow: The Psychology of Optimal Experience*. Harper & Row, 1990.

https://www.researchgate.net/publication/224927532_Flow_The_Psychology_of_Optimal_Experience

Holt, R. Examining Video Game Immersion as a Flow State. B.A. Thesis, Department of Psychology, Brock University. Ontario, Canada, 2000.

https://www.academia.edu/1466850/Examining_video_game_immersion_as_a_flow_state

Jennett, C., et al. Measuring and defining the experience of immersion in games. In *International Journal of Human-Computer Studies*, vol. 66, no. 9. Elsevier, 2008.

<https://doi.org/10.1016/j.ijhcs.2008.04.004>

Koster, R. *A Theory of Fun for Game Design (2nd édition)*. O'Reilly Media, 2013.

<https://dl.acm.org/doi/10.5555/2601678>

Nicole, L. The Four Fun Keys. In Schaffer, N., and Isbister, K. (dir.) *Game Usability*. CRC Press, 2008.

<https://www.oreilly.com/library/view/game-usability/9780123744470/>

Sweetser, P. and Wyeth, P. GameFlow: a model for evaluating player enjoyment in games. In *Computers in Entertainment*, vol. 3, no. 3. ACM, 2005.

<https://doi.org/10.1145/1077246.1077253>

Measuring Learning

Catalano, C. E., Luccini, A. M., and Mortara, M. Guidelines for an effective design of serious games. In *International Journal of Serious Games*, vol. 1, no. 1. Serious Games Society, 2014.

<https://doi.org/10.17083/ijsg.v1i1.8>

Soler, L., Zwart, S. E., and Catinaud, R. (dir.) Tacit and Explicit Knowledge: Harry Collins's Framework. In *Philosophia scientiae*, no. 17/3. Éditions Kimé, 2013.

<https://doi.org/10.4000/philosophiascientiae.876>

Game Modding

Abbott, D. Modding Tabletop Games for Education. In proceedings of Games and Learning Alliance (GALA 2018), *Lecture Notes in Computer Science*, vol. 11385. Springer, 2019.

https://doi.org/10.1007/978-3-030-11548-7_30

Castronova, E. and Knowles, I. A Model of Climate Policy Using Board Game Mechanics. *International Journal of Serious Games*, vol. 2, no. 3. Serious Games Society, 2015.

<https://doi.org/10.17083/ijsg.v2i3.77>

Hanabi – Bibliography

Bouzy, B. Playing Hanabi Near-Optimally. In proceedings of Advances in Computer Games (ACG

2017), *Lecture Notes in Computer Science*, vol. 10664. Springer, 2017.

https://doi.org/10.1007/978-3-319-71649-7_5

Cox, C., *et al.* How to Make the Perfect Fireworks Display: Two Strategies for Hanabi.

Mathematics Magazine, vol. 88, no. 5. Taylor & Francis, 2015.

www.jstor.org/stable/10.4169/math.mag.88.5.323

Hanabi – Ludography

Bauza, A. *Hanabi*. Les XII Singes, 2010.

<https://boardgamegeek.com/boardgame/98778/hanabi>

Formery, B. *Hanabi.cards*. MIT License, 2020.

<https://github.com/bstnfrmry/hanabi>

Zamiell, J. *Hanabi Live*. GPL GNU v3, 2017.

<https://github.com/Zamiell/hanabi-live>