



# **Gamification for Human Factors Integration: Social, Education, and Psychological Issues (Advances in Human and Social Aspects of Technology (Ahsat) B)**

*Jonathan Bishop*

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With the popularity and ease-of-access to internet technologies, especially social networking, a number of human-centered issues has developed including internet addiction and cyber bullying. In an effort to encourage positive behavior, it is believed that applying gaming principles to non-gaming environments through gamification can assist in improving human interaction online.

**Gamification for Human Factors Integration: Social, Educational, and Psychological Issues** presents information and best practices for promoting positive behavior online through gamification applications in social, educational, and psychological contexts. Through up-to-date research and practical applications, educators, academicians, information technology professionals, and psychologists will gain valuable insight into human-internet interaction and a possible solution for improving the relationship between society and technology.

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