Publications are sorted by topic and may therefore occur more than once. There is some overlap between Gamification, Orthography Acquisition and Software Engineering as these are the two areas of application.

Gamification:


K. Berkling and C. Thomas, "Gamification of a Software Engineering course and a detailed analysis of the factors that lead to it's failure", in Interactive Collaborative Learning, edited by IEEE, ICL (2013), pp. 525–530.


K. Berkling and C. Thomas, "Gamification of a Software Engineering course and a detailed analysis of the factors that lead to it's failure", in Interactive Collaborative Learning, edited by IEEE, ICL (2013), pp. 525–530.


Orthography Acquisition:


Orthography Acquisition (cont.):


J. Fay and K. Berkling, "Rechtschreibdiagnostik", in (Schrift - ) Sprachdiagnostik heute (Schneider - Verlag: Baltmannsweiler, 2013), pp. 84–108.


Language Identification:


