

## Conference Proceedings

2008

Wu, S., Chang, M., & Heh, J.-S. (2008). Game-based Learning Scenes Design for Individual User in Ubiquitous Learning Environment. In *In the Proceedings of the 3rd International Conference on E-Learning and Games* (pp. 451–462). Nanjing, China: In the Proceedings of the 3rd International Conference on E-Learning and Games.