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Kaloo, V., Kinshuk, & Mohan, P. (2010). Personalized Game Based Mobile Learning to Assist High School Students with Mathematics. In J. M & Spector D. Sampson Kinshuk M. Jemni (Ed.), *Proceedings of the 10th IEEE International Conference on Advanced Learning Technologies* (pp. 485–487). Los Alamitos: IEEE Computer Society Press.