

# Gg



**G2B:** see *Government to Business*

**G2C:** see *Government to Citizen*

**G2G:** see *Government to Government*

**G7 Concept:** a concept created by a Mexican housing company that comprises seven basic housing elements: innovative design, financing, post-sale link, connectivity, school link, shopping link, and security (Gonzalez, Kraemer, & Castro, 2009)

**Gadgetphilia:** love of new inventions, including an overemphasis on hardware and software (Lee, 2009f)

**Gaelic-Arvanitika Model:** a model of the language shift and language extinction based on the studies of the extinction of two languages in Europe: a variety of Scottish Gaelic and an Albanian dialect spoken in Greece (Beltran et al., 2011)

**Gallium Nitrate (GaN):** a compound semiconductor that has the advantage of wide-bandgap (~ 3.3 eV) (Mukherjee, 2012)

**Galois Lattice:** a logic structure that connects the vector of negations commonly observed in arguments between human or artificial

agents in a traditional group, organization, or networked and virtual organization (NVO). Galois Lattice provides some meanings to analyze and represent data. This refers to two-ordered sets. An ordered set  $(I, \#)$  is the set  $I$  together with a partial ordering  $\#$  on  $I$  (Nigro & González Císaro, 2009; Lawless, Chaudron, & Abubucker, 2008)

**Game:** a type of play that includes rules/constraints, conflict/contest, challenges, and goals. The players choose strategies that will maximize their benefit (Schwartz & Bayliss, 2011; Escudero-Garzás & García-Armada, 2009)

**Game Design:** the process of defining the idea, concept, structure, rules, and content of a game or the process of developing a plan for the learning content, pedagogy, game mechanics, and user interface in a serious game. This also includes the iterative process of improving upon those things during game development (Evans, 2011; Winn, 2009)

**Game Design Pattern:** a convention for describing and documenting recurring game design decisions, generally documented as a three-part rule, which expresses a relation between a certain context, a problem, and a solution (Dormann, Whitson, & Biddle, 2011)

**Game Development:** the process of creating and producing a game with a team of people, often including artists, animators, programmers, sound designers, writers, producers, and game designers (Evans, 2011)

**Game Dynamics:** the proportions of game functionality or characteristics created to intentionally encourage game play or game enjoyment; for instance, social activities and fighting (Jinman, 2009)

**Game Elements:** the components that make up a game, also called game attributes (van Staalduinen, 2011)

**Game Engine:** a software application that hides technical implementation of the graphics rendering, sound reproduction, asset management, collision detection, and physics simulation aspects of game development, allowing the developer to focus on the game logic and interaction (Anagnostou & Pappa, 2011)

**Game Genre:** a particular type or style of a game. The most widely used game classifying system categorizes games into eight genres: action, adventure, fighting, puzzle, role-playing, simulation, sports, and strategy (Qian, 2009)

**Game Interactivity:** the way games are experienced or the non-trivial effort or actions taken in playing video games (Foster & Mishra, 2009)

**Game Literacy:** the ability to decode and understand meanings with respect to the semiotic domain of games, but also the ability to produce meanings. In acknowledging the interactive nature of the games, understanding has therefore becomes analogous with

the ability to access content, i.e. play (Schott & Selwyn, 2011)

**Game Mechanics:** the formal rules that define the operation of the game world, what the player can do, the challenges the player will face, and the player's goals (Winn, 2009a)

**Game Modding:** the process of altering the game content and design while maintaining the game engine technology (Anagnostou & Pappa, 2011)

**Game Mode:** the mode in which the game is experienced. It may affect players' movement as tightly structured or multidirectional or multilinear. (Foster & Mishra, 2009)

**Game Play:** in computer game terminology, the overall experience of playing the game. It refers to "what the player does." (Ke, 2009)

**Game Play Mechanics:** the processes that players can implement within the game environment to move them toward their goal (de Byl, 2009)

**Game Studies:** an emerging and interdisciplinary field that takes digital games, gaming, and play as a central focus (Carr & Pelletier, 2009)

**Game Theory:** a branch of applied mathematics and economics that studies situations (games) where self-interested, interacting players act for maximizing their returns (Garro, 2009)

**Game Theory Based Negotiation Model:** a mathematical framework designed for analyzing the interaction between several agents whose decisions affect each other. The game theory is widely acknowledged to provide a useful

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