

University of Groningen

Why so serious?

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Stellingen behorend bij het proefschrift.

Why So Serious?

1. Every student likes to play - *This thesis*
2. Gamification has unwanted effects on learning - *This thesis*
3. Our taxonomy and accompanying factor arrays can be used to tailor game-based learning design to students' game preferences to optimize game-based learning effectiveness.– *This thesis*
4. The *inefficiency* of play is only justified when it increases the *efficiency* of learning - *This thesis*
5. Game-based learning ought to be designed to appeal to a specific target group - *This thesis*
6. There is a need for more social elements in medical education' game-based learning design. - *This thesis*
7. Play is an occasion of pure waste: waste of time, energy, ingenuity, skill, and often of money." In spite of this--or because of it--play constitutes an essential element of human social and spiritual development - *R. Caillos – play philosopher*
8. The opposite of play is not work; it is depression - *Prof. B. Sutton-Smith– play philosopher*
9. Wubba Lubba Dub Dub! - *Rick (from the series Rick and Morty)*
10. You can deny seriousness but you cannot deny play. – J. Huizinga – play philosopher