Research outputs:

**Learning effectiveness of 360° video: experiences from a controlled experiment in healthcare education**
Research output: Contribution to journal › Journal article – Annual report year: 2019 › Research › peer-review

**Exploring Divergent and Convergent Production in Idea Evaluation: Implications for Designing Group Creativity Support Systems**
Research output: Contribution to journal › Journal article – Annual report year: 2018 › Research › peer-review

**Creating Evaluation Profiles for Games Designed to be Fun: An Interpretive Framework for Serious Game Mechanics**
Research output: Contribution to journal › Journal article – Annual report year: 2017 › Research › peer-review