

Schriftenverzeichnis Andreas Dengel

Dissertation

Dengel, A. (2020) *Effects of Immersion and Presence on Learning Outcomes in Immersive Educational Virtual Environments for Computer Science Education*. Ph.D. Dissertation. University of Passau.

Publikationen in Konferenzbänden

1. Dengel, A. and Mägdefrau, J. *Immersive Learning Predicted: Presence, Prior Knowledge, and School Performance Influence Learning Outcomes in Immersive Educational Virtual Environments*. 6th International Conference of the Immersive Learning Research Network (iLRN), San Luis Obispo, CA, USA, 2020, pp. 163-170, doi: 10.23919/iLRN47897.2020.9155084.
Best Full Paper Award iLRN 2020
2. Dengel, A. (2020) *Public-Private-Key Encryption in Virtual Reality: Predictors of Students' Learning Outcomes for Teaching the Idea of Asymmetric Encryption*. Proceedings of International Conference on Computational Thinking Education 2020. Hong Kong: The Education University of Hong Kong. 41-46
Outstanding Student Paper Full Scholarship
3. Dengel, A. (2020) *How Important is Immersion for Learning in Computer Science Replugged Games?* Proceedings of the 51st ACM Technical Symposium on Computer Science Education (SIGCSE '20). Association for Computing Machinery, New York, NY, USA, 1165–1171.
4. Dengel, A. (2019) *Computer Science Replugged: What Is the Use of Virtual Reality in Computer Science Education?* Proceedings of the 14th Workshop in Primary and Secondary Computing Education (WiPSCE'19). Association for Computing Machinery, New York, NY, USA, Article 21, S. 1–3.
5. Dengel, A. und Mägdefrau, J. (2018) *Immersive Learning Explored: Subjective and Objective Factors Influencing Learning Outcomes in Immersive Educational Virtual Environments*. Proceedings of IEEE International Conference on Teaching, Assessment and Learning for Engineering (TALE) 2018. S.608-615.
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6. Dengel, A. (2018) *Seeking the Treasures of Theoretical Computer Science Education: Towards the Concept of an Educational Virtual Reality for the Visualization of Finite State Machines*. Proceedings of IEEE International Conference on Teaching, Assessment and Learning for Engineering (TALE) 2018. 6 Seiten.
7. Dengel, A. und Heuer, U. (2018). *A Curriculum of Computational Thinking as a Central Idea of Information & Media Literacy*. Proceedings of the 13th Workshop in Primary and Secondary Computing Education (WiPSCE'18), October 4–6, 2018, S.103-108, Potsdam, Germany. ACM, New York, NY, USA.
8. Dengel, A. (2018). *Student Primary School Teachers' Attitude towards Virtual Reality in Primary School Education*. Workshop, Long and Short Paper, and Poster Proceedings from

the Third Immersive Learning Research Network Conference (iLRN 2018 Montana), S.234-246, Missoula.

9. Dengel, A. (2018). *Lucid Learning: a Theory of Learning in Mentally Enriched Virtual Realities*. In: Workshop, Long and Short Paper, and Poster Proceedings from the Third Immersive Learning Research Network Conference (iLRN 2018 Montana), S.129-130, Missoula.
6. Dengel, A. (2018). *Virtuality Literacy: About the Representation of Perception*. Conference Proceedings of International Conference on Computational Thinking Education 2018. S. 87-88 ,Hong Kong: The Education University of Hong Kong.
7. Dengel, A. (2017). *Opinions of CS Teachers in Secondary School Education about CS in Primary School Education*. Barendson, Erik; Hubwieser, Peter (Eds.) (2017). WiPSCE 2017 Proceedings of the 12th Workshop in Primary and Secondary Computing Education. S. 97-98, Nijmegen.
8. Dengel, A. und Heuer, U. (2017). *Aufbau des Internets: Vorstellungsbilder angehender Lehrkräfte*. Diethelm, Ira (Ed.) (2017). Informatische Bildung zum Verstehen und Gestalten der digitalen Welt (GI-Fachtagung "Informatik und Schule 2017"), S. 87-96, Oldenburg.

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1. Pellas, N., Dengel, A. and Christopoulos, A., A Scoping Review of Immersive Virtual Reality in STEM Education," in IEEE Transactions on Learning Technologies, in print. doi: 10.1109/TLT.2020.3019405.
2. Dengel A. und Mägdefrau J. (2019) *Presence Is the Key to Understanding Immersive Learning*. In: Beck D. et al. (eds) Immersive Learning Research Network. iLRN 2019. Communications in Computer and Information Science, vol 1044. S.185-198, Springer, Cham.
3. Pollak, G., Decker, J.-O., Dengel, A., Fitz, K., Glas, A., Heuer, U., Huang, V., Knapp, D., Knauer, J., Makeschin, S., Michler, A. und Zimmermann, A. (2018). *Interdisziplinäre Grundlagen der Information and Media Literacy (IML): Theoretische Begründung und (hochschul-)didaktische Realisierung – Ein Positionspapier*. PARadigma Themenheft: Information and Media Literacy, S.9-129.
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5. Knapp, D. und Dengel, A. (2018). *Game Design in der universitären Lehrerinnen- und Lehrerbildung? Gestaltung von Lernspielen als Zugang zur Professionalisierung von Lehramtsstudierenden im Bereich der Information and Media Literacy – ein Praxisbeispiel*. PARadigma Themenheft: Information and Media Literacy, 11 Seiten.
6. Dengel, A. (2017). *Professionalisierung von Lehrerinnen und Lehrern im Spannungsfeld des digitalen Wandels – Eine Anforderungsanalyse*. Grünberger, Nina; Himpl-Gutermann, Klaus; Szucsich, Petra; Brandhofer, Gerhard; Huditz, Edmund; Steiner, Michael (Eds.) (2017). Schule neu denken und medial gestalten. S. 268-280. Glückstadt: vwh-Verlag.
7. Dengel, A. (2018). «Digitale Bildung: ein interdisziplinäres Verständnis zwischen Medienpädagogik und Informatik». Torsten Brinda, Ira Diethelm, Sven Kommer and Klaus Rummler (Eds.) (2018). MedienPädagogik 32: Medienpädagogik und Didaktik der Informatik. Eine Momentaufnahme disziplinärer Bezüge und schulpraktischer Entwicklungen., S.11-29.