

Learning business through simulation games. Survey among students who played developed games

Õun, Kandela; Mägi, Merle; **Noppel, Airi** Perspectives on computer gaming in higher education 2016 / p. 89-102 : ill

Reference framework for inclusive digital education - a project report

Hammoda, Basel Osama Sayed Ahmed; Ellyton, Mathilde; **Foli, Samuel**; Mallarge, Jerome; **Durst, Susanne**; Rothenberge, Sandra Fostering digital skills and competencies in higher education 2023 / p. 150-197 <https://doi.org/10.12657/9788379863761>