usages? Quels effets sur les joueurs? Etat des recherches et nouvelles perspectives», Réseaux 33(194): 199-228.

[24] Lee KM, Peng W, Park N. (2009). Effects of Computer/Video Games and Beyond. Media Effects: Advances in Theory and Research, London and New York: Routledge, 551–566.

[25] Annetta LA. (2010). The "I's" have it: A framework for serious educational game design. Rev. Gen. Psychol. 14(2): 105-112. https://doi.org/10.1037/a0018985

[26] Kato PM. (2010). Video games in health care: Closing the gap. Rev. Gen. Psychol 14(2): 113-121. https://doi.org/10.1037/a0019441

[27] Csikszentmihalyi M. (2002). Flow: The psychology of happiness: The classic work on how to achieve happiness, new Ed edition. London etc. Rider.

[28] Barroy W, Durampart M, Bonfils P. (2016). Les dispositifs numériques de formation : Un enjeu de changements organisationnels. MTO, Presse des Mines.