

article(s)

- Axelrod R., An evolutionary approach to norms, American Political Science Review, vol. 80 no. 4 december, 1986
- Axelrod R. & D. Scott Bennett D., A Landscape Theory of Aggregation, British Journal of Political Science, Vol. 23, No. 2 (Apr., 1993), pp. 211-233
- Axelrod R., The Dissemination of Culture: A Model with Local Convergence and Global Polarization, The Journal of Conflict Resolution, vol 41, issue 2, april 1997, pp. 203-226
- Barabasi A-L. A-L., Deszo Z., Ravasz E., Yook S-H., Oltvai A. (2002) Scale-free and hierarchical structures in complex networks, Proc. Complex Networks 2002
- Philip Clayton – Emergence Theory ...?
- Decety J., Jackson P.L., The Functional Architecture of Human Empathy, Behavioral and Cognitive Neuroscience Reviews, Volume 3 Number 2, June 2004, pp. 71-100
- Eliëns A. & Ruttkay Z., Record, Replay & Reflect – a framework for understanding (serious) game play, In Proc. EUROMEDIA, april 2009, Brugge, ISBN 978-90-77381-4-65, pp. 42-48
- Grabbe J. O. An Introduction to Quantum Game Theory, Cornell University Library
- Perttu Hamalainen, Tommi Ilmonen Johanna Hoysniemi Mikko Lindholm, Ari Nykanen – Martial Arts in Artificial Reality, CHI 2005 . PAPERS: Enhancing Virtual Spaces and Large Displays April 2.7 . Portland, Oregon, USA
- Holowchak M.A. Games as Pastimes in Suits's Utopia: Meaningful Living and the "Metaphysics of Leisure", Journal of the Philosophy of Sport, 2007, 34, 88-96, (C) 2007 International Association for the Philosophy of Sport
- Jarvinen A. (2007) Introducing Applied Ludology: Hands-on Methods for Game Studies, Situated Play, Proceedings of DiGRA 2007 Conference
- Juarrero A. (200x) Complex Dynamical Systems Theory, www.cognitive-edge.com
- Kahneman D., Tversky A. (1979) Prospect Theory: An Analysis of Decision under Risk, Econometrica, 47(2), pp. 263-291, March 1979
- Kahneman D. (2002) MAPS OF BOUNDED RATIONALITY: A PERSPECTIVE ON INTUITIVE JUDGMENT AND CHOICE, Nobel prize lecture (2002)
- Kempe D., Kleinberg J. & Tardos E. (2003) Maximizing the Spread of Influence through a Social Network, Proc. SIGKDD 2003 Washington, DC, USA (ACM)
- Levine R., Schelling T, Jones W. (1991) Crisis Games 27 Years Later: plus c'est dejavu, RAND Corporation
- McCulloch W.S. & Pitts W. (1943) A logical calculus of the ideas immanent in nervous activity , Bulletin of Mathematical Biophysics Volume 5, 1943
- Moser C. (2011) Children Ideation Workshop – Creative low-fidelity Prototyping of Game Ideas, HCI & Usability Unit, ICT&S Center University of Salzburg, Springer Verlag

- Nowak M.A. et al. (2006) Five Rules for the Evolution of Cooperation, *Science* 314, 1560
- D. Sornette (2003) Critical market crashes, *Physics Reports* 378 (2003) 1-98
- Sprott J.C (2004) Dynamical Models of Love, Nonlinear Dynamics, Psychology, and Life Sciences, Vol. 8, No. 3
- Sprott J.C (2005) Dynamical Models of Happiness, Nonlinear Dynamics, Psychology, and Life Sciences, Vol. 9, No. 1
- Susi T., Johannesson M., Backlund P. (2007) Serious Games – An Overview, Technical Report HS- IKI -TR-07-001 School of Humanities and Informatics University of Skövde, Sweden
- Winnicott D.W., Transitional Objects and Transitional Phenomena, *International Journal of Psycho-Analysis*, Vol. 34, Part 2 (1953)
- Zagal J.P. (2009) Ethically Notable Videogames: Moral Dilemmas and Gameplay, Proc. of DiGRA 2009: Breaking New Ground – Innovation in Games, Play, Practice and Theory.