

Schriftenverzeichnis

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. <https://opus4.kobv.de/opus4-uni-passau/frontdoor/index/index/year/2020/docId/841>

Publikationen in Konferenzbänden

1. Dengel, A., Auer, A., Urlbauer, P., Läufer, T. (2022). Game-Based Teaching of Basic Hardware Components With an Educational Virtual Reality at Different Levels of Immersion. 2022 ITiCSE 2022, July 8–13, 2022, Dublin, Ireland. doi: 10.1145/3502718.3524824
2. Dengel, A., & Fernes, D. (2022). A Course Curriculum for Immersive Teaching and Learning in Initial Teacher Education. In Society for Information Technology & Teacher Education International Conference (pp. 1020-1027). Association for the Advancement of Computing in Education (AACE).
3. Dengel, A. (2022): „What is Immersive Learning?“, 8th International Conference of the Immersive Learning Research Network (iLRN).
4. Dengel, A., & Heuer, U. (2021). Motivation, Fachinteresse und Schulleistung in Informatik. INFOS 2021–19. GI-Fachtagung Informatik und Schule.
5. Dengel, A., Buchner, J., Mulders, M., Pirker, J. (2021): „Beyond the Horizon: Integrating Immersive Learning Environments in the Everyday Classroom“, 7th International Conference of the Immersive Learning Research Network (iLRN).
6. Wetzel, V., Dengel, A. (2021): “Fostering Religion Learning Through Immersive Experiences: A Pilot Study“, 7th International Conference of the Immersive Learning Research Network (iLRN).
7. Haferkamp, M., Dengel, A. (2021): “Learning Organology in Virtual Reality: A Pilot Study for Music Education“, 7th International Conference of the Immersive Learning Research Network (iLRN).
8. Dengel, A., Plabst, L. und Fernes, D. (2021) Poster: Indicators and Predictors of the Suspension of Disbelief: Children’s Individual Presence Tendencies. Proc. IEEE Virtual Reality 2021.
9. Pirker, J., Kopf, J., Kainz, A., Dengel, A. und Buchbauer, B. (2021) *The Potential of Virtual Reality for Computer Science Education - Engaging Students through Immersive Visualizations*. IEEE VR 6th Annual Workshop on K-12+ Embodied Learning through Virtual and Augmented Reality (KELVAR). Accepted for publication.
10. Pirker, J., Dengel, A., Holly, M., and Safikhani, S. (2020) *Virtual Reality in Computer Science Education: A Systematic Review*. 26th ACM Symposium on Virtual Reality Software and Technology (VRST '20). Association for Computing Machinery, New York, NY, USA, Article 8, 1–8. DOI:<https://doi.org/10.1145/3385956.3418947>
11. Dengel, A. und Mägdefrau, J. (2020) *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

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Best Full Paper Award iLRN 2020

12. 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
13. 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.
14. 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.
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16. 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.
17. 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, NewYork, NY, USA.
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19. 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.
14. 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.
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1. Dengel, A., Iqbal, M. Z., Grafe, S., & Mangina, E. E. (2022). A Review on Augmented Reality Authoring Toolkits for Education. *Frontiers Virtual Real.*, 3, 798032.
2. J. Pirker and A. Dengel (2021) "The Potential of 360-Degree Virtual Reality Videos and Real VR for Education - A Literature Review" in *IEEE Computer Graphics and Applications*, doi: 10.1109/MCG.2021.3067999.
3. Pellas, N., Dengel, A. und Christopoulos, A. (2020). „A Scoping Review of Immersive Virtual Reality in STEM Education," in *IEEE Transactions on Learning Technologies*, *IEEE Transactions on Learning Technologies*, vol. 13, no. 4, pp. 748-761, 2020, doi: 10.1109/TLT.2020.3019405.
4. Dengel A. und Mägdefrau J. (2019) *Presence Is the Key to Understanding Immersive Learning*. *Communications in Computer and Information Science*, vol. 1044. S.185-198, Springer, Cham. **Best Student Paper (2nd Place)**
5. 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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9. Dengel, A. (2018). «Digitale Bildung: ein interdisziplinäres Verständnis zwischen Medienpädagogik und Informatik». Torsten Brinda, Ira Diethelm, Sven Kommer and Klaus Rummel (Hrsg.) (2018). *Medienpädagogik 32: Medienpädagogik und Didaktik der Informatik. Eine Momentaufnahme disziplinärer Bezüge und schulpraktischer Entwicklungen.*, S.11-29.

Lehrbücher

1. Bergmann, D., Bokelberg, S., Dengel, A., Gramlich, B, Greubel, A., Mahns, P., Nordmann, T., Rau, T., Vogel, H., Wieczorek, B. (2021). *Informatik 9. (im Prüfverfahren, genehmigte Auflage)* C.C.Buchner.

Herausgeberschaften

1. Buchner, J., Mulders, M., Dengel, A., Zender, R. (2021 & 2022): Lehren und Lernen mit immersiven Medien. Zweiteiliges Sonderheft der Zeitschrift für Medienpädagogik. <https://www.medienpaed.com/announcement/view/19>