

## ERRATA

Nilsson, Elisabet M. (2010). *Simulated “real” worlds: Actions mediated through computer game play in science education*. Unpublished doctoral thesis, School of Education, Malmö University, Malmö.

Page	Error	Correction
13, 32, 37, 41, 67, 71, 82, 85, 102	(Svingby & Nilsson, Submitted)	(Svingby & Nilsson, Accepted)
15	Research review: empirical studies on computer game play in science education Co-author: Gunilla Svingby Under review by the <i>Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches</i> edited by Patrick Felicia, IGI Global, Hershey, PA	Research review: empirical studies on computer game play in science education Co-author: Gunilla Svingby Accepted with revisions by the <i>Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches</i> edited by Patrick Felicia, IGI Global, Hershey, PA
98	Svingby, Gunilla, & Nilsson, Elisabet M. (Submitted). Research review: Empirical studies on Computer game play in Science education. Under review by Felicia, P. (Ed), <i>Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches</i> . Hershey, PA: IGI Global.	Svingby, Gunilla, & Nilsson, Elisabet M. (Accepted). Research review: Empirical studies on Computer game play in Science education. Accepted with revisions by Felicia, P. (Ed), <i>Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches</i> . Hershey, PA: IGI Global.
103	Svingby, Gunilla & Nilsson, Elisabet M. (Submitted). Research review: empirical studies on computer game play in the science classroom. Under review by by Felicia, P. (Ed.), <i>Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches</i> . Hershey, PA: IGI Global.	Svingby, Gunilla & Nilsson, Elisabet M. (Accepted). Research review: empirical studies on computer game play in the science classroom. Accepted with revisions by Felicia, P. (Ed.), <i>Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches</i> . Hershey, PA: IGI Global.