

Table of Contents

International Journal of Gaming and Computer-Mediated Simulations

Volume 10 • Issue 2 • April-June-2018 • ISSN: 1942-3888 • eISSN: 1942-3896

An official publication of the Information Resources Management Association

Research Articles

- 1 **Comparative Effectiveness Between Game-Enhanced and Pencil-and-Paper English Vocabulary Learning Approaches**
Zhonggen, Jiangning Campus of Hohai University, Jiangsu Sheng, China

- 21 **Revoicing, Bridging, and Stuttering Across Formal, Physical, and Virtual Spaces**
Grant Van Eaton, Teach For America, Washington D.C., USA
Douglas B Clark, University of Calgary, Calgary, USA
Pratim Sengupta, University of Calgary, Calgary, USA

- 47 **Avoiding Revenge Using Optimal Opponent Ranking Strategy in the Board Game Catan**
Márton Attila Boda, Szent István University, Gödöllő, Hungary

- 71 **Diversity and Inclusion in Esports Programs in Higher Education: Leading by Example at UCI**
Khaila Amazan-Hall, University of California, Irvine, USA
Jen Jen Chen, University of California, Irvine, USA
Kathy Chiang, University of California, Irvine, USA
Amanda L. L. Cullen, University of California, Irvine, USA
Mark Deppe, University of California, Irvine, USA
Edgar Dormitorio, University of California, Irvine, USA
Doug Haynes, University of California, Irvine, USA
Jessica Kernan, University of California, Irvine, USA
Kirsten Quanbeck, University of California, Irvine, USA
Morgan Romine, AnyKey, Irvine, USA
Bonnie Ruberg, University of California, Irvine, USA
Jenny Song, University of California, Irvine, USA
Judith Stepan-Norris, University of California, Irvine, USA
Constance Steinkuehler, University of California, Irvine, USA
Aaron Trammell, University of California, Irvine, USA

COPYRIGHT

The **International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)** (ISSN 1942-3888; eISSN 1942-3896), Copyright © 2018 IGI Global. All rights, including translation into other languages reserved by the publisher. No part of this journal may be reproduced or used in any form or by any means without written permission from the publisher, except for noncommercial, educational use including classroom teaching purposes. Product or company names used in this journal are for identification purposes only. Inclusion of the names of the products or companies does not indicate a claim of ownership by IGI Global of the trademark or registered trademark. The views expressed in this journal are those of the authors but not necessarily of IGI Global.

The *International Journal of Gaming and Computer-Mediated Simulations* is indexed or listed in the following: ACM Digital Library; Bacon's Media Directory; Cabell's Directories; Compendex (Elsevier Engineering Index); DBLP; GetCited; Google Scholar; INSPEC; JournalTOCs; MediaFinder; PsycINFO®; SCOPUS; The Standard Periodical Directory; Ulrich's Periodicals Directory; Web of Science; Web of Science Emerging Sources Citation Index (ESCI)