

GENERAL INFORMATION

DATA TITLE: ASEE Game Creation Content Analysis Data Set 2021

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DATA COLLECTION METHODS

We searched research articles published on ASEE (The American Society for Engineering Education) paper from 2006 to 2020 on <https://peer.asee.org/>

Our search included the terms game, gaming, gamer, gamify, and gamification from 2006-2020 resulted in 176 relevant publications. Our analysis focused on document metadata and abstracts; a methodology similar to other content analyses examining journals' trends over time.

Time period: February 2021

FILE DIRECTORY

FILE LIST

- ASEE_ContentAnalysis_DataSet.csv
- readme.pdf

CODEBOOK

Number of Columns: 13

Number of Rows: 177 (including header row).

All of the data, except for the column “Creating games”, was downloaded from <https://peer.asee.org/> and contains bibliographic information about the papers used in this study.

The column “Creating Games” indicates the creation of games by the journal authors. Data is recorded as 0 = no game was created, 1 = game was created.

LICENSING

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