
About the Author

Eelco Braad (Smallingerland, 1981) completed his master in computing science at the University of Groningen, specializing in Computational Science & Scientific Visualization. Two papers on solving polynomial equations using combinatorial optimization were published from his graduation work. During his studies, he co-founded a game development studio and worked on various entertainment and serious game projects.



Unsatisfied with contemporary game education, he made a switch to Hanze University of Applied Science and commenced a long but steady road towards building a four-year international bachelor-level program in game design and game development. From the various cooperations with students, local companies, and researchers, two papers on design research and serious game design were published. This rekindled his interest in research, and he began as a part-time PhD-candidate.

In the present work, three main themes of his work come together: learning, playing, and technology.

Eelco is currently working as a senior researcher at Hanze University of Applied Sciences, Groningen. His research focuses on the design and implementation of digital technology to improve the effectiveness, efficiency, and enjoyability of learning. Key areas of interest include self-regulated learning, game-based learning, and design research.