



Bibliography

- Sutcliffe, A. (2009) 'MULTIMEDIA USER INTERFACE DESIGN', in *Human-Computer Interaction*. United Kingdom: CRC Press. pp. 66–82.
- Lazzaro, N. (2009) 'WHY WE PLAY: AFFECT AND THE FUN OF GAMES: Designing Emotions for Games, Entertainment Interfaces, and Interactive Products', in *Human-Computer Interaction*. United Kingdom: CRC Press. pp. 156–175.
- Pagulayan, R.J. et al. (2009) 'USER-CENTERED DESIGN IN GAMES', in *Human-Computer Interaction*. [Online]. United Kingdom: CRC Press. pp. 218–234.
- Adabla, S., Nabors, L. and Hamblin, K. (2021). A Scoping Review of Virtual Reality Interventions for Youth with Attention-Deficit/Hyperactivity Disorder. *Advances in Neurodevelopmental Disorders*, 5(3), pp.304–315. doi:<https://doi.org/10.1007/s41252-021-00207-9>.
- Corrigan, N., Păsărelu, C.-R. and Voinescu, A. (2023). Immersive virtual reality for improving cognitive deficits in children with ADHD: a systematic review and meta-analysis. *Virtual Reality*, 27, pp.3545–3564. doi:<https://doi.org/10.1007/s10055-023-00768-1>.
- Nadya Koseva (2024). *Virtual Reality As Therapy For ADHD: The Next Giant Leap Forward?* [online] The ADHD Centre. Available at: <https://www.adhdcentre.co.uk/virtual-reality-as-therapy-for-adhd-the-next-giant-leap-forward/>.
- Rodrigo-Yanguas, M., González-Tardón, C., Bella-Fernández, M. and Blasco-Fontecilla, H. (2022). Serious Video Games: Angels or Demons in Patients With Attention-Deficit Hyperactivity Disorder? A Quasi-Systematic Review. *Frontiers in Psychiatry*, 13. doi:<https://doi.org/10.3389/fpsyg.2022.798480>.

Morisset, V. and Robert, C. (2024) *Vast Body* [Interactive Installation]. At: Bristol: Undershed. <https://www.watershed.co.uk/whatson/12970/vast-body>

G. Jacucci *et al.*, "ParticipArt: Exploring participation in interactive art installations," *2010 IEEE International Symposium on Mixed and Augmented Reality - Arts, Media, and Humanities*, Seoul, Korea (South), 2010, pp. 3-10, doi: 10.1109/ISMAR-AMH.2010.5643313.

Vidyarthi, J. (2011) *Sonic Cradle* [Interactive Installation]. At: California: TEDActive2012. <https://www.trendhunter.com/trends/sonic-cradle>

Barcelona, M. (2009) *Guten Touch* [Interactive Installation]. At: Barcelona: Red Bull Music Academy. <https://www.trendhunter.com/trends/guten-touch>

TopoBox. (n.d.). *Augmented Reality Sandbox | Interactive Sand Table*. [online] Available at: <https://www.topobox.co/>.