

Title of Paper / Literature related to illustration	Authors	Journal / Paper	Reference	DOI / link	Date accessed
The 'Theoretical Turn' and pedagogy in illustration education	Jaleen Grove (2018)	Journal of Illustration	179, Volume 5 Number 2, 2018 Intellect Ltd Editorial.	doi: 10.1386/jill.5.2.179_2	
An introduction to the manifesto for illustration pedagogy: A lexicon for contemporary illustration practice	Fauchon, Mireille; Gannon, Rachel (2018)	Journal of Illustration	Volume 5, Number 2, 1 November 2018, pp. 207-223(17)	<a href="https://doi.org/10.1386/jill.5.2.207_1">https://doi.org/10.1386/jill.5.2.207_1</a>	
Making the subject matter; illustration as interactive, collaborative practice	Luise Vormittag (2014)	Journal of Illustration	Volume 1, Number 1, 1 April 2014, pp. 41-67(27) Publisher: Intellect	<a href="https://doi.org/10.1386/jill.1.1.41_1">https://doi.org/10.1386/jill.1.1.41_1</a>	
A thing to hold: The visual language of the book form	Lucy Roscoe (2019)	Journal of Illustration	Volume 6 Number 1, 1 August 2019, pp. 77-98(22)	<a href="https://doi.org/10.1386/jill_00005_1">https://doi.org/10.1386/jill_00005_1</a>	
Sketchbook as Therapist: Self-authorship and the art of making picturebooks	Caroline Pendler (2020)	Journal of Illustration	Volume 7 Numbers 1 & 2	<a href="https://doi.org/10.1386/jill_00029_1">https://doi.org/10.1386/jill_00029_1</a>	
Book journey: An illustrator and a writer discuss their collaboration	Iro Tsavala, Henry Martin (2018)	Journal of Illustration	Volume 5, Number 1, 1 April 2018, pp. 157-172(16)	doi: 10.1386/jill.5.1.157_7	
Editorial: Illustrator as Intellectual	Jaleen Grove	Journal of Illustration	Volume 4, Number 1, 1 April 2017, pp. 2-10(9)	<a href="https://doi.org/10.1386/jill.4.1.2_2">https://doi.org/10.1386/jill.4.1.2_2</a>	
Illumination through illustration: Research methods and authorial practice	Stephanie Black	Journal of Illustration	2014	doi: 10.1386/jill.1.2.275_1	
Eye Heart Theory: Not to be taken lightly	Adam Paxman	Journal of Illustration	Volume 5, Number 2, 1 November 2018, pp. 225-233(9)	<a href="https://doi.org/10.1386/jill.5.2.225_7">https://doi.org/10.1386/jill.5.2.225_7</a>	
Texture: Faking the physical	Stevenson, Gabrielle Brace; Stevenson, Nicholas	Journal of Illustration	Volume 6, Number 1, 1 August 2019, pp. 57-76(20)	<a href="https://doi.org/10.1386/jill_00004_1">https://doi.org/10.1386/jill_00004_1</a>	
Drawing thinking: Illustration as pedagogy	Hirons, Jason ; Brown, Mel (2019)	Drawing: Research, Theory, Practice	Volume 4, Number 2, 1 November 2019, pp. 327-340(14)	<a href="https://doi.org/10.1386/drtip_00011_1">https://doi.org/10.1386/drtip_00011_1</a>	
The role of learning theories in the illustration classroom	Camelia Burn (2020)	Journal of Useful Investigations in Creative Education	-	<a href="https://juice-journal.com/2020/03/05/the-role-of-learning-theories-in-the-illustration-classroom/">https://juice-journal.com/2020/03/05/the-role-of-learning-theories-in-the-illustration-classroom/</a>	
Reflective teaching in the creative arts	NOAH BUSCHER (2019)	Journal of Useful Investigations in Creative Education	-	<a href="https://juice-journal.com/2019/05/21/reflective-teaching-in-the-creative-arts/">https://juice-journal.com/2019/05/21/reflective-teaching-in-the-creative-arts/</a>	
Visualising transformative spaces for education: a focus on lecture halls, computer rooms and studios	VALENTINA SIGNORELLI, ELMAZ EKREM, LUKE OVERIN, CONNIE LIM, NICOLA MUIRHEAD AND AIAS DEMETRIOU	Journal of Useful Investigations in Creative Education	-	<a href="https://juice-journal.com/2020/03/07/visualising-transformative-spaces-for-education/">https://juice-journal.com/2020/03/07/visualising-transformative-spaces-for-education/</a>	
Towards a new pedagogical mindset: digital technologies and learning theories	JEREMIAH AMBROSE (2020)	Journal of Useful Investigations in Creative Education	-	<a href="https://juice-journal.com/2020/03/03/towards-a-new-pedagogical-mindset-digital-technologies-and-learning-theories/">https://juice-journal.com/2020/03/03/towards-a-new-pedagogical-mindset-digital-technologies-and-learning-theories/</a>	
Could do better? Inclusion in higher education arts institutions (review)	RAY MARTIN	Journal of Useful Investigations in Creative Education	-	<a href="https://juice-journal.com/2020/03/01/could-do-better-inclusion-in-higher-education-arts-institutions-review/">https://juice-journal.com/2020/03/01/could-do-better-inclusion-in-higher-education-arts-institutions-review/</a>	
Towards Illustration Theory: Harold Rosenberg, Robert Weaver, and the 'Action Illustrator'?	Jaleen Grove (2009)	Art Criticism	Art Criticism, Vol. 24, Issue 1 (Spring, 2009): 69-84.	<a href="http://dx.doi.org/10.17613/M6PZ2R">http://dx.doi.org/10.17613/M6PZ2R</a>	
The Missing Critical History of Illustration	Poynor Rick (2010)	Printmag Article	Print, June 2012	<a href="https://www.printmag.com/post/the-forgotten-history-of-illustration">https://www.printmag.com/post/the-forgotten-history-of-illustration</a>	
Is Illustration a Big Enough profession?	Steven Heller (2017)	Varoom Article	Varoom, August 2007	<a href="https://www.hellerbooks.com/pdfs/varoom_04.pdf">https://www.hellerbooks.com/pdfs/varoom_04.pdf</a>	
Using the Lenses of Critically Reflective Teaching in the Community College Classroom	Stephen J Brookfield (2002)	Becoming a Critically Reflective Teacher	Chapter from 'Becoming a Critically Reflective Teacher	<a href="https://beedie.sfu.ca/assets/files/PDF/faculty-portal/Teaching@Beedie/Critically-Reflective-Teaching-2.pdf">https://beedie.sfu.ca/assets/files/PDF/faculty-portal/Teaching@Beedie/Critically-Reflective-Teaching-2.pdf</a>	
Aligning Teaching for constructing learning	John Biggs	The HE Academy		<a href="https://www.advance-he.ac.uk/knowledge-hub/aligning-teaching-constructing-learning">https://www.advance-he.ac.uk/knowledge-hub/aligning-teaching-constructing-learning</a>	
A New Pedagogy for Illustration?	Roderick Mills (2018)	MOKITA ICON Conference	MOKITA 10	<a href="https://icon10.theillustrationconference.org/wp-content/uploads/2018/04/MOKITA-ICON10-PAPER.pdf">https://icon10.theillustrationconference.org/wp-content/uploads/2018/04/MOKITA-ICON10-PAPER.pdf</a>	
Towards A Community Of Artists' Books: Extending Internantional Knowledge & Debate In the Field Of Artists' Books Through Practice-Research	Bodman, Sarah	Phd Paper	-		
PhD	Angie Butler	Phd Paper	2017		
Rachel Davey PGCert Blog UAL	Rachel Davey	Blog on PGCert	RCA	<a href="https://rdpgcert.myblog.arts.ac.uk/">https://rdpgcert.myblog.arts.ac.uk/</a>	
Exploring Play in Higher Education	Alison James (ed)	Creative Academic	online article	<a href="https://www.creativeacademic.uk/">https://www.creativeacademic.uk/</a> <a href="http://www.creativeacademic.uk/uploads/1/3/5/4/13542890/cam_2a.pdf">http://www.creativeacademic.uk/uploads/1/3/5/4/13542890/cam_2a.pdf</a>	
TACKLING THE WICKED PROBLEM OF CREATIVITY IN HIGHER EDUCATION	Norman Jackson	Creative Academic	online article	<a href="https://www.creativeacademic.uk/uploads/1/3/5/4/13542890_tackling_the_wicked_problem_2013.pdf">https://www.creativeacademic.uk/uploads/1/3/5/4/13542890_tackling_the_wicked_problem_2013.pdf</a>	
Making higher education a more creative place	Norman Jackson	Hertfordshire Conference	online doc	<a href="https://uhra.herts.ac.uk/bitstream/handle/2299/2595/902905.pdf?sequence=1">https://uhra.herts.ac.uk/bitstream/handle/2299/2595/902905.pdf?sequence=1</a>	

Where is the Content? Where is the comment?	Lawrence Zeegan	Creative Review	28th feb 2018	<a href="https://www.creativereview.co.uk/where-is-the-content-where-is-the-comment-2/">https://www.creativereview.co.uk/where-is-the-content-where-is-the-comment-2/</a>	
Arts and Design Schools must cultivate creators not theorists	Ted Hunter	The Conversation	2018	<a href="https://theconversation.com/art-and-design-schools-must-cultivate-creators-not-theorists-91054">https://theconversation.com/art-and-design-schools-must-cultivate-creators-not-theorists-91054</a>	
Interviews on the Critical Framework of Illustration in Education	Catherine A. Moore	Medium	2010- 2017?	<a href="https://catherineanemoore.medium.com/interviews-on-the-critical-framework-of-illustration-in-education-c17f0980e690">https://catherineanemoore.medium.com/interviews-on-the-critical-framework-of-illustration-in-education-c17f0980e690</a>	
Art under threat: the growing crisis in higher education	Sam Phillips	Royal Academy Website	Published 20 March 2019	<a href="https://www.royalacademy.org.uk/article/art-under-threat-crisis-britain-higher-education#related-articles">https://www.royalacademy.org.uk/article/art-under-threat-crisis-britain-higher-education#related-articles</a>	18 / 08/21
EDUCATE AGITATE ABDICATE (manifesto)	Paul Bowman	AOI WEBSITE	2017	<a href="https://theaoi.com/2018/12/07/varoom-activism-manifesto-for-illustrators/">https://theaoi.com/2018/12/07/varoom-activism-manifesto-for-illustrators/</a>	13/09/21
10 RULES FOR STUDENTS, TEACHERS, AND LIFE (manifesto)	Corita Kent / John Cage	Immaculate Heart College	1967	<a href="https://www.brainpickings.org/2012/08/10/10-rules-for-students-and-teachers-john-cage-corita-kent/">https://www.brainpickings.org/2012/08/10/10-rules-for-students-and-teachers-john-cage-corita-kent/</a>	
		Learn X Design	2015	<a href="https://www.academia.edu/13300548/Proceedings_of_the_3rd_International_Conference_for_Design_Education_Researchers_volume_1_">https://www.academia.edu/13300548/Proceedings_of_the_3rd_International_Conference_for_Design_Education_Researchers_volume_1_</a>	
Pedagogical approaches to illustration: From replication to spontaneity	Carolina Rojas				
<b>GAMIFICATION PAPERS</b>	<b>Author</b>	<b>Journal/ Paper</b>	<b>Reference</b>	<b>DOI Link</b>	
The Role of Games Through Gamification in Higher Education	Gastón Sanglier Contreras,	Contemporary Engineering Sciences, Vol. 14, 2021, no. 1, 43 - 50	2021	<a href="https://doi.org/10.12988/ces.2021.91675">https://doi.org/10.12988/ces.2021.91675</a>	
A model of gameful design for learning using interactive tabletops: Enactment and evaluation in the socio-emotional education classroom	Andri Ioannou		2018	<a href="https://doi.org/10.1007/s11423-018-9610-1">https://doi.org/10.1007/s11423-018-9610-1</a>	
Game mechanics and why they are employed: What we know about gamification so far	Katherine Lynn Bevins, Craig Dennis Howard		2018	<a href="https://journals.uair.arizona.edu/index.php/itet/article/view/21281/21620">https://journals.uair.arizona.edu/index.php/itet/article/view/21281/21620</a>	
Does Gamification Work? A Literature Review of Empirical Studies on Gamification	Juho Hamari, Jonna Koivisto, Harri Sarsa ,	proceedings of the 47th Hawaii International Conference on System Sciences, Hawaii, USA, January 6-9, 2014.	2014	<a href="https://www.researchgate.net/publication/256743509_Does_Gamification_Work_-_A_Literature_Review_of_Empirical_Studies_on_Gamification">https://www.researchgate.net/publication/256743509_Does_Gamification_Work_-_A_Literature_Review_of_Empirical_Studies_on_Gamification</a>	
Gamification in Education: What, How, Why Bother?	Joey J. Lee, Jessica Hammer	Academic Exchange Quarterly, 15(2).	2011	<a href="https://www.academia.edu/40527847/Gamification_in_Education_What_How_Why_Bother">https://www.academia.edu/40527847/Gamification_in_Education_What_How_Why_Bother</a>	
A Comprehensive Taxonomy for Serious Games	Rafael Prieto De Lope1 and Nuria Medina-Medina	Journal of Educational Computing Research 2017, Vol. 55(5) 629-672	2016	<a href="https://doi.org/10.1177/0735633116681301">DOI: 10.1177/0735633116681301</a>	
Developing a Method for Gamifying Higher Education	E. Rivera, C. Garden	Edinburgh Napier University			
Developing a Theory of Gamified Learning: Linking Serious Games and Gamification of Learning	Richard N. Landers		2014	DOI: 10.1177/1046878114563660	
Game Definitions: A Wittgensteinian Approach	Jonne Arjoranta			<a href="http://gamestudies.org/1401/articles/arjoranta">http://gamestudies.org/1401/articles/arjoranta</a>	
Student Engagement and Student Learning: Testing the Linkages	Robert M. Carini et al	Research in Higher Education, in press	2014		
The Physiology of Play: Potential relevance for Higher Education	Maarten P. Koeners, Joseph Francis	College of Medicine and Health, University of Exeter, Exeter, UK	2019	<a href="https://doi.org/10.1080/21594937.2020.1720128">https://doi.org/10.1080/21594937.2020.1720128</a>	
Gamification in Higher Education - Toward a pedagogy to engage and motivate students	Per-Anders Langendahl, Matthew Cook & Cecilia Mark-Herbert	Swedish University of Agricultural Sciences, Department of Economics - Working Paper series	2016	DOI: 10.13140/RG.2.1.4594.9042	
Games & Simulations and thier Relationship to Learning	Margaret E. Gredler				
Academic Course Gamification: The Art of Perceived Playfulness	David Codish, Gilad Ravid Ben-Gurion University of the Negev, Beer-Sheba, Israel		2014	<a href="http://www.ijello.org/Volume10/IJELL0v10p131-151Codish893.pdf">http://www.ijello.org/Volume10/IJELL0v10p131-151Codish893.pdf</a>	
Gamification: Using Game Design Elements in Non-Gaming Contexts	Sebastian Deterding et al		2011	<a href="https://dl.acm.org/doi/pdf/10.1145/1979742.1979575">https://dl.acm.org/doi/pdf/10.1145/1979742.1979575</a>	
Examining Board Gameplay and Learning: A Multidisciplinary Review of Recent Research	Rebecca Yvonne Bayeck	Simulation & Gaming 2020, Vol. 51(4) 411-431		<a href="https://journals.sagepub.com/doi/pdf/10.1177/1046878119901286">https://journals.sagepub.com/doi/pdf/10.1177/1046878119901286</a>	
Effects of Using an Instructional Game on Motivation and Performance	James. D. Klein and Eric Freitag	The Journal of Educational Research , May - Jun., 1991, Vol. 84, No. 5 (May - Jun., 1991), pp. 303-308	1991	<a href="https://www.jstor.org/stable/40539699?seq=1#metadata_info_tab_contents">https://www.jstor.org/stable/40539699?seq=1#metadata_info_tab_contents</a>	
Gamified Pedagogy: From Gaming Theory to Creating a Self-Motivated Learning Environment in Studio Art	Hsiao-Cheng (Sandrine) Han	<a href="https://www.jstor.org/stable/pdf/45185595.pdf?ab_segments=0%2Fbasic_search_gsv2%2Fcontrol&amp;refreqid=fastly-default%3A3d3dfa1955507c1fe01666e82bc15e1af">Studies in Art Education, Vol. 56, No. 3 (SPRING 2015), pp. 257-267</a>	2015	<a href="https://www.jstor.org/stable/pdf/45185595.pdf?ab_segments=0%2Fbasic_search_gsv2%2Fcontrol&amp;refreqid=fastly-default%3A3d3dfa1955507c1fe01666e82bc15e1af">https://www.jstor.org/stable/pdf/45185595.pdf?ab_segments=0%2Fbasic_search_gsv2%2Fcontrol&amp;refreqid=fastly-default%3A3d3dfa1955507c1fe01666e82bc15e1af</a>	

<b>Toward a Theory of Game-Media Literacy: <i>Playing and Building as Reading and Writing</i></b>	Idit Harel Caperton, PhD	To be published in the <b>International Journal of Gaming and Computer-Mediated Simulations</b> , 2(1) (January, 2010)	2010	<a href="http://www.worldwideworkshop.org/pdfs/Globaloria-TowardTheoryofGame-MediaLiteracy.pdf">http://www.worldwideworkshop.org/pdfs/Globaloria-TowardTheoryofGame-MediaLiteracy.pdf</a>	
<b>Gamification: Designing for motivation</b>	Sebastian Deterding	<b>interactions / Hamburg University</b>	2012	DOI: 10.1145/2212877.2212883	
<b>Foundations of Game-based learning</b>	Jan L. Plass, Bruce D. Homer & Charles K. Kinzer	Jan L. Plass, Bruce D. Homer & Charles K. Kinzer (2015) <b>Foundations of Game-Based Learning</b> , <i>Educational Psychologist</i> , 50:4, 258-283,	2016	<a href="https://doi.org/10.1080/00461520.2015.1122533">https://doi.org/10.1080/00461520.2015.1122533</a>	
<b>The use of gamification in higher technical education: Perception of university students on innovative teaching materials</b>	Maria-Mar Fernandez-Antolin, Jose Manuel del Rio, Roberto-Alonso Gonzalez-Lezcano	<i>International Journal of Technology and Design Education</i> (2021) 31:1019–1038 <a href="https://doi.org/10.1007/s10798-020-09583-0">https://doi.org/10.1007/s10798-020-09583-0</a>	2020	<a href="https://doi.org/10.1007/s10798-020-09583-0">https://doi.org/10.1007/s10798-020-09583-0</a>	
<b>Use of board games in higher education literature review</b>	Edward Smith, Lewis Golding	<b>MSOR Connections</b> 16(2) – <a href="http://journals.gre.ac.uk">journals.gre.ac.uk</a>			
<b>Why Play Matters in a world of REF, TEF and What the Jeff</b>	Alison James	<b>Compass: Journal of Learning and Teaching</b> , Vol 10, No 3, 2017	2017		
<b>Gamification in education: A board game approach to knowledge acquisition</b>	Bahar Taspinara, Werner Schmidta, Heidi Schuhbauerb	<b>International Conference on Knowledge Management, ICKM 2016, 10-11 October 2016, Vienna, Austria</b>	2016	doi: 10.1016/j.procs.2016.09.104	