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	Titolo	Game-Based Learning Across the Lifespan : Cross-Generational and Age-Oriented Topics / / edited by Margarida Romero, Kimberly Sawchuk, Josep Blat, Sergio Sayago, Hubert Ouellet
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	Collana	Advances in Game-Based Learning, , 2567-8086
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	Soggetti	Educational technology Learning Instruction Lifelong learning Adult education Educational Technology Learning & Instruction Lifelong Learning/Adult Education
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	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
	Nota di contenuto	Cross-generational and age-oriented digital game based learning (DGBL) from childhood to older adulthood -- DGBL state-of-the-art for cross-generational and age-oriented learning -- Childhood play and DGBL: Should parents be afraid of digital technologies for supporting children's work or play?.-Primary education and DGBL: From mini-games to immersive games in primary formal education.- Secondary education and DGBL: the opportunity of mobile game environments.- Higher education and DGBL.- Gaming in the workplace.- Digital game activities in later life: a literature review.- Older adults and DGBL, from exergames to social gaming.- Game co-creation with older adults.- Exergames and games for health across the lifespan.- Serious games for society challenges.- DGBL across the lifespan implications for game designers and formal education.- DGBL across the lifespan, game

industry opportunities and challenges.- Cross-generational DGBL outlook for the short, mid and long term future.

Sommario/riassunto	The book provides a systemic view of the state-of-the-art of Digital Game Based Learning (DGBL) across the lifespan, from age-specific game design requirements to technological devices that could overcome child and older adult difficulties in the use of DGBL technologies. Other topics include cross-generational digital game-based learning, workplace gaming, exergaming, serious games to tackle societal challenges,and implications of DGBL across the lifespan for game designers. In addition to the state-of-the-art methodologies provided for age-specific gamedesign, development, implementation and assessment, a significant portion of the book focuses on case studies where DGBL have been designed and implemented in every age groups and in cross-generational situations.