1.	Record Nr. Autore Titolo	UNINA9910137496803321 Michaela Anderle Gamepaddle : video games, education, empowerment
	Pubbl/distr/stampa	Ledizioni, 2016 [Place of publication not identified], : Ledizioni, 2016
	Soggetti	Recreation & Sports Social Sciences
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Sommario/riassunto	In the educational discourse video games are often regarded as a vital risk for young people. Especially excessive gaming of adolescents troubles teachers, educators and parents. The lack of knowledge about digital gaming worlds, as well as the lack of own gaming experience can lead to misjudgement and ignorance of resources acquired by young gamers. This is the starting point of the Gamepaddle project: identifying young people's game-related resources and helping them to benefit from them in other primarily non-game-related contexts such as school, intergenerational dialogue, creative activity or civic commitment.