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Titolo	Choosing and Using Digital Games in the Classroom : A Practical Guide // by Katrin Becker
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Descrizione fisica	1 online resource (XXV, 411 p. 106 illus. in color.)
Collana	Advances in Game-Based Learning, , 2567-8485
Disciplina	371.33
Soggetti	Educational technology Learning, Psychology of Digital Education and Educational Technology Instructional Psychology
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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	Part One Context -- What Is It About Games? -- Digital Game-Based Learning: Learning With Games -- Digital Game Pedagogy: Teaching With Games -- Part Two Choosing Games -- Commercial Off-The-Shelf Games (COTS) -- A Magic Bullet -- Evaluating Games -- 4PEG In Action -- Part Three Using Games -- Designing Game Based Pedagogy -- Game Based Lessons -- Creating DGBL Lesson Plans & Curricula -- End Game -- Supplementary Materials. .
Sommario/riassunto	This book presents an in-depth overview of the uses of digital games in education, from K-12 up through post-secondary. Beginning with a look at the history of games in education and the context for digital games, this book guides readers through various methods of serious game implementation, including the Magic Bullet Model, which focuses on the player's point of view of the game experience. The book also includes methods of measuring the effects of games in education and guidance on creating digital game-based learning lesson plans.