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Titolo	Graduate Skills and Game-Based Learning : Using Video Games for Employability in Higher Education // by Matthew Barr
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Nota di contenuto	Chapter 1. Video games and learning -- Chapter 2. Graduate attributes and games -- Chapter 3. Playing games at university -- Chapter 4. The student perspective -- Chapter 5. Reflections on game-based learning -- Chapter 6. The Educator perspective -- Chapter 7. The games industry perspective -- Chapter 8. Gaming for graduates.
Sommario/riassunto	This book explores the efficacy of game-based learning to develop university students' skills and competencies. While writing on game-based learning has previously emphasised the use of games developed specifically for educational purposes, this book fills an important gap in the literature by focusing on commercial games such as World of Warcraft and Minecraft. Underpinned by robust empirical evidence, the author demonstrates that the current negative perception of video games is ill-informed, and in fact these games can be important tools

to develop graduate skills related to employability. Speaking to very current concerns about the employability of higher education graduates and the skills that university is intended to develop, this book also explores the attitudes to game-based learning as expressed by instructors, students and game developers. Matthew Barr is Lecturer at the University of Glasgow, UK, where he convened the university's first game studies course and founded the peer reviewed student game studies journal Press Start. He is currently Programme Director for the Graduate Apprenticeship in Software Engineering. He serves as Vice Chair of British DiGRA, sits on the Board of the Scottish Game Developers Association and is the current Chair of the BAFTA Scotland Games Jury.

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