

|                         |  |
|-------------------------|--|
| 1. Record Nr.           | UNINA9910357857703321  |
| Titolo                  | Game-Based Assessment Revisited // edited by Dirk Ifenthaler, Yoon Jeon Kim  |
| Pubbl/distr/stampa      | Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019  |
| ISBN                    | 9783030155698<br>3030155692  |
| Edizione                | [1st ed. 2019.]  |
| Descrizione fisica      | 1 online resource (361 pages)  |
| Collana                 | Advances in Game-Based Learning, , 2567-8485   |
| Disciplina              | 371.337  |
| Soggetti                | Educational technology<br>Learning, Psychology of<br>Educational tests and measurements<br>Digital Education and Educational Technology<br>Instructional Psychology<br>Assessment and Testing  |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Nota di contenuto       | Preface -- Part I: What we are measuring in games -- Part II: Assessment beyond games -- Part III: New methods and practices in GBA -- Part IV: Implementations of GBA.  |
| Sommario/riassunto      | The capabilities and possibilities of emerging game-based learning technologies bring about a new perspective of learning and instruction. This, in turn, necessitates alternative ways to assess the kinds of learning that are taking place in the game-based environments. The field has been broadening the focus of assessment in game environments (i.e., what we measure), developing processes and methodologies that go beyond psychometrics practices (i.e., how we go about assessment in games), and implementing the game-based assessment (GBA) in real contexts. The current state of the field calls for a revisit of this topic to understand what we have learned from the research on this topic, and how the GBA work changed how the field thinks about assessment beyond game environments. Accordingly, this comprehensive volume covers the current state of research, |

methodology, and technology of game-based assessment. It features four major themes: what we are measuring in games, how GBA has influenced how people do assessment beyond games, new methods and practices, and implementations of GBA. The audience for this volume includes researchers, graduate students, teachers, and professional practitioners in the areas of education, instructional design, educational psychology, academic and organizational development, and instructional technology. Explores and expounds upon advances in design, implementation and assessment strategies for game-based learning; Showcases international collaborations and current perspectives on assessment in game-based learning; Offers descriptive case studies showing innovative approaches of game-based assessment.

---