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Autore	Klopfer Eric
Titolo	Augmented learning [[electronic resource]] : research and design of mobile educational games // Eric Klopfer
Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, c2008
ISBN	1-282-09955-8 9786612099557 0-262-27729-8 1-4356-4349-6
Descrizione fisica	1 online resource (272 p.)
Disciplina	371.33/7
Soggetti	Educational games - Data processing Educational games - Design and construction Simulation games in education - Design and construction Mobile computing Pocket computers - Programming Electronic books.
Lingua di pubblicazione	Inglese
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Nota di bibliografia	Includes bibliographical references (p. [229]-237) and index.
Nota di contenuto	Education innovation through time -- Educational? games? -- The aftermath of Math blaster -- Great moments in mobile and handheld games -- What does an award winning video game look like? -- Participatory simulations : technology adapting to the classroom -- The importance of reality -- Location matters : the role of place -- Authentic outcomes -- Designing for collaboration : roles and game mechanics -- Learning to write without a stylus -- Anytime, anywhere : Palmagotchi.
Sommario/riassunto	New technology has brought with it new tools for learning, and research has shown that the educational potential of video games resonates with teachers and pupils alike. Klopfer here describes the largely untapped potential of mobile learning games to make a substantial impact on education.