

1. Record Nr.	UNINA9910452636803321
Titolo	Digital games [[electronic resource]] : a context for cognitive development // Fran C. Blumberg, Shalom M. Fisch, editors
Pubbl/distr/stampa	San Francisco, : Jossey-Bass, 2013
ISBN	1-118-64827-7 1-299-40255-0 1-118-64801-3
Descrizione fisica	1 online resource (98 p.)
Collana	New directions for child and adolescent development, , 1520-3247 ; ; no. 139 (Spring 2013)
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Disciplina	155.4130285 371.39
Soggetti	Developmental psychology Video games - Psychological aspects Cognition in adolescence Cognition in children Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Title page; Copyright page; Contents; 1: Introduction: Digital Games as a Context for Cognitive Development, Learning, and Developmental Research; Digital Games Are an Integral Part of Children's Environments; Digital Games Contribute to Learning and Development; Developmental Research Can Inform the Design of Better Educational Games; Games as a Window into Applied Cognitive Development; Overview of the Volume; 2: The Challenge of Audience Reception: A Developmental Model for Educational Game Engagement; Media Reception Processes; Developmental Factors.; Game Play Motivations. Game/Genre Attributes. Discussion; 3: Engagement States and Learning from Educational Games; Engagement and Learning; Engagement and Scholastic Achievement; Engagement with Educational Games; 4: Applying Developmental Theory and Research to the Creation of Educational Games; Introduction; Child Development and Interface

Design; The Mouse.; Alternative Input Devices.; Child Development and Game Features; Leveling and Hints/Clues.; Motivation.; Conclusion; 5: The Impact of Recreational Video Game Play on Children's and Adolescents' Cognition
Cognitive Skills Acquired During Recreational Video Game Play
Children's and Adolescents' Conceptions of Video Game Play; Conclusions; 6: Electronic Gaming and the Obesity Crisis; Food and Beverage Marketing to Children; Food Preferences and Mobile Apps; Movement, or the Lack Thereof, and Media Exposure; Conclusions; 7: Cross-Platform Learning: On the Nature of Children's Learning from Multiple Media Platforms; Empirical Research; Benefits for Comprehension and Learning; Matching Content to the Most Appropriate Medium.; Multiple Points of Entry.; Repetition and Reinforcement.
Transfer of Learning as a Mechanism for Cross-Platform Learning
Limitations of Cross-Platform Learning; Conclusion; 8: Games for Learning: Vast Wasteland or a Digital Promise?; Cross-Cutting Issues; Next Steps: Building the Potential of Digital Games for Change; The Literacy Crisis.; The Engagement Crisis.; The STEM and College Graduation Crises.; Cooperative Learning.; Development of 21st-Century Skills.; Index

Sommario/riassunto

In the United States and in many other countries around the world, digital games have become an integral part of children's lives. Discussions of research on youth and digital games often focus solely on negative effects (e.g., of violent video games), but this is far from the whole story. As natural problem-solving activities, digital games provide a rich context for applied cognition. This volume explores topics such as: The benefits of digital games for children and adolescents' cognitive skills The nature of their learning from educational media
