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Nota di contenuto	Intro -- Preface -- Hopes for Game-Based Learning -- Organization of the Book -- References -- Contents -- About the Authors -- Chapter 1: Game-Based Learning and Assessment of Creative Challenges Through Artefact Development -- Introduction -- Creativity Challenges: Three Experiments for Applying Creativity and Artefact Building -- Assessing Creativity and Meeting Objectives -- Achievements and Interpreting Them -- Conclusions -- References -- Chapter 2: The Role of Instructional Activities for Collaboration in Simulation-Based Games -- Introduction -- Collaboration in GBL and Simulation-Based Games -- Instructional Activities to Trigger Collaboration -- Methods -- RealGame Simulation-Based Business Game Environment -- Instructional Activities in the Simulation-Based Game Session -- Participants, Data Collection and Analysis -- Findings -- Pre-game Instructional Activities -- During-Game Instructional Activities -- Pop-Up Instruction -- Feedback in the Interim Results Session -- Concluding Discussion -- References -- Chapter 3: Repurposing Tech Tools for Game-Based Learning -- Methods -- What Is a Curricular Game? -- Game Stories: Plausibility and Messaging -- Storytelling: Words, Images, and Actions -- Decision-Making: Linking

-- Immediate Feedback: Responses and Fail States -- Assessment: Making Thinking Visible -- Conclusion -- Works Cited -- Chapter 4: Designing and Playing Games in Scratch: Smart Pedagogy of a Game-Based Challenge for Probabilistic Reasoning -- Introduction -- Literature Review -- Methodology -- Participants and Context -- Data Collection and Analysis -- Results -- The Role of Randomness in Designing and Playing Games -- Spatial Representations in Designing and Playing Games for Expressing Probability -- Discussion and Conclusions -- References.

Chapter 5: Using Game-Based Learning to Prompt Reflective and Holistic Thinking in Project Management -- Background -- The Game -- Findings -- Results from the Survey -- Correlation Between Lack of Involvement and Biases in Decision-Making -- Discussions -- Conclusion -- References -- Chapter 6: Game-Based Learning for Teaching Multiplication and Division to Kindergarten Students -- Introduction -- Rationale -- Methodology -- First Phase -- Second Phase -- Third Phase -- Results -- Evaluate the Effectiveness of KTMDG for Mathematical Achievement on Multiplication -- Evaluate the Effectiveness of KTMDG for Mathematical Achievement on Division -- Evaluating the Stratification of Students on Multiplication According to Their Success in Pretest -- Evaluating the Stratification of Students on Division According to Their Success in Pretest -- Conclusions and Discussion -- References -- Chapter 7: Gamify Gamifying: Learning with Breakouts -- Game-Based Learning in Education -- Gamification and Cognitive Processes -- Gamification with Breakouts -- Experience with Digital Breakouts -- Objectives of the Activity -- Procedure -- Tools Learning Phase -- Development Phase in Cooperative Groups -- Obtained Results -- Conclusions -- Appendix 1. Questionnaire Used -- References -- Chapter 8: Designing an Online Escape Room as an Educational Tool -- Introduction -- State of the Art -- Research Design -- Results -- Discussion -- Conclusions -- References -- Chapter 9: Factors Affecting Game-Based Learning Experience: The Case of Serious Games -- Introduction -- Factors Commonly Used in Serious Games' Assessment -- Method -- Research Questions -- Participants and Duration of the Project -- Materials -- Instrument -- Procedure and Data Processing -- Results -- Discussion -- Implications for Research and Practice -- Limitations and Future Research -- Conclusion.

References -- Chapter 10: Implementing Quiz Apps as Game-Based Learning Tools in Higher Education for the Enhancement of Learning Motivation -- Introduction -- Methodology -- Results -- Conclusions -- References -- Chapter 11: Reflections on the Application of a Gamified Environment to Foster Young Learners' Digital Competencies -- Introduction -- Key Definitions -- The European Digital Competence Framework (DigComp) -- Game-Based Learning (GBL), Gamification, and Educational Games -- Digital Educational Games -- The Context -- Digital Citizenship Education to Support Smart Pedagogy -- User Experience (UX) and Educational Design Research -- Design, Development, and Evaluation -- Reflections and Recommendations -- Conclusion -- References -- Chapter 12: Game Design for Adult Learning: Blending Smart Pedagogy and an Andragogic View -- Introduction -- Theoretical Background -- Andragogy: Adult Education -- Games in Adult Education -- Game Design for Adult Learning -- Smart Pedagogy -- Research Methodology -- Data Analysis -- Some Final Thoughts -- References -- Chapter 13: Serious Film Games (S.FI.GA.): Integrating Game Elements with Filmmaking Principles into Playful Scriptwriting -- Introduction -- Theoretical Perspectives and Basic Principles -- First Principle: Respect

for the Personal and Private Reality of Each Student -- Second Principle: Passing Through Character Integrity on Students' Scriptwriting -- Third Principle: Readiness for Change, Openness, and Innovative Mood -- Storytelling and Creativity Methods -- Game-Based Learning Principles -- Learning Objectives -- Research Methodology -- Game Description -- Discussion of Results -- Phase 1: Evaluation Questionnaire -- Phase 2: Semi-structured Interviews -- Conclusion -- Appendix -- Complementary Material -- Video Recordings -- References. Correction to: The Role of Instructional Activities for Collaboration in Simulation-Based Games -- Index.
