

1. Record Nr.	UNINA9910524895803321
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Titolo	Resonant games : design principles for learning games that connect hearts, minds, and the everyday // Eric Klopfer, Jason Haas, Scot Osterweil, and Louisa Rosenheck
Pubbl/distr/stampa	Cambridge, : The MIT Press, 2018 Cambridge, Massachusetts : , : The MIT Press, , [2018]
ISBN	0-262-34608-7 0-262-34607-9
Descrizione fisica	1 online resource (267 pages)
Collana	The John D. and Catherine T. Macarthur Foundation series on digital media and learning
Disciplina	371.337
Soggetti	Video games in education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Our game could be your life -- Resonant learning -- In a game, you can be whoever you want to be -- I wish I could go on here forever -- Discovering the secret world of Ysola -- Beetles, beasties, and bunnies in your back pocket -- Doorway to games -- Measuring resonant success -- Games not gamification.
Sommario/riassunto	Principles for designing educational games that integrate content and play and create learning experiences connecting to many areas of learners' lives.