

1. Record Nr.	UNINA9910785669203321
Titolo	Digital games and learning [[electronic resource] /] / edited by Sara de Freitas and Paul Maharg
Pubbl/distr/stampa	New York, : Continuum, 2010
ISBN	1-282-97767-9 9786612977671 1-4411-7719-1
Descrizione fisica	1 online resource (309 p.)
Altri autori (Persone)	FreitasSara de MahargPaul
Disciplina	371.33/70285
Soggetti	Education - Computer-assisted instruction Video games Educational games
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	pt. 1. Theoria : theoretical positions -- pt. 2. Cultura : cultural perspectives -- pt. 3. Praxis : theory into practice.
Sommario/riassunto	The popularity of entertainment gaming over the last decades has led to the use of games for non-entertainment purposes in areas such as training and business support. The emergence of the serious games movement has capitalized on this interest in leisure gaming, with an increase in leisure game approaches in schools, colleges, universities and in professional training and continuing professional development. The movement raises many significant issues and challenges for us. How can gaming and simulation technologies be used to engage learners? How can games be used to motivate, deepen and acc