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Autore	Markey Karen
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Sommario/riassunto	Designing Online Information Literacy Games Students Want to Play

sets the record straight with regard to the promise of games for motivating and teaching students in educational environments. Drawing from their own first-hand experience, research, and networking, the authors feature best practices that educators and game designers in LIS specifically and other educational fields generally need to know so that they build classroom games that students want to play.
