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	Collana	Education and digital technology series
	Altri autori (Persone)	AndersonMichael <1969->
		CarrollJohn, Dr.
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	Nota di contenuto	Contents; Notes on contributors; Series editors' foreword; Foreword; Introduction; 1. Potential to reality: drama, technology and education; 2. When worlds collude: exploring the relationship between the actual, the dramatic and the virtual; 3. Lip sync: performative placebos in the digital age; 4. Mashup: digital media and drama conventions; 5. Open the loop; 6. Point of view: linking applied drama and digital games; 7. Audio drama and museums: informal learning, drama and technology; 8. Digital storytelling and drama: language, image and empathy 9. 'A blog says i am here!': encouraging reflection on performance-making and drama practice through blogs10. Interactive drama using cyberspaces; 11. Digital theatre and online narrative; 12. Enter the matrix: the relationship between drama and film; 13. Second life/simulation: online sites for generative play; Afterword; Index
	Sommario/riassunto	This work offers an innovative insight into the many unique ways in which drama teaching can be integrated with digital gaming technology

in order to make the student learning experience one that is truly memorable. ""Teaching Drama with Digital Technology"" explores the rapidly evolving intersections between drama, digital gaming, technology and teaching. It documents the praxis (practice and research) that move beyond anecdotal discussion of approaches and design. The contributors expl