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| Altri autori (Persone)  | SelfeCynthia L. <1951-><br>HawisherGail E  |
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| Nota di contenuto       | Foreword / James P. Gee -- Introduction / Gail E. Hawisher and Cynthia L. Selfe -- part I: Gaming and literacy. Computer gaming as literacy / Cynthia L.Selfe, Anne F. Mareck, and Josh Gardiner -- Transcultural literacies of gaming / Iswari P. Pandey, Laxman Pandey, and Angish Shreshtha -- Lost (and found) in translation : game localization, cultural models, and critical literacy / Erin Smith and Eve Deitsch -- Gaming, identity, and literacy / Daniel Keller with Paul Ardis, Vivienne |

Dunstan, Adam Thornton, Rachel Henry, and Brent Witty -- Interchapter I: What some girls say about gaming -- part II: The social dimensions of gaming. Narrative, action, and learning : the stories of Myst / Debra Journet -- Gaming, agency, and imagination : locating gaming within a larger constellation of literacies / Deanna McGaughey-Summers and Russell Summers -- Relationship gaming and identity : Stephanie and Josh / JoAnn Griffin -- Dungeons, dragons, and discretion : a gateway to gaming, technology, and literacy / Stephanie Owen Fleischer, Susan A. Wright, and Matthew L. Barnes -- Interchapter II: What some 20-something players say about gaming -- part III: Gaming and difference. "A real effect on the gameplay" : computer gaming, sexuality, and literacy / Jonathan Alexander with Mack McCoy and Carlos Velez -- Taking flight : learning differences meet gaming literacies / Matthew Bunce, Marjorie Hebert, and J. Christopher Collins -- Racing toward representation : an understanding of racial representation in video games / Samantha Blackmon with Daniel J. Terrell -- Portrait of a gray gamer : a macro-self reading the big picture / John E. Branscum with Frank Quickert -- Gender matters : literacy, learning, and gaming in one American family / Pamela Takayoshi -- Interchapter III: What early gamers say about gaming -- Afterword : the return of the player / Dmitri Williams.

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#### Sommario/riassunto

This volume examines the claim that computer games can provide better literacy and learning environments than schools. Using case-studies in the US at the beginning of the twenty-first century and the words and observations of individual gamers, the book offers historical and cultural analyses of their literacy development, practices and values.

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