

# Handbook of Research on Serious Games for Educational Applications

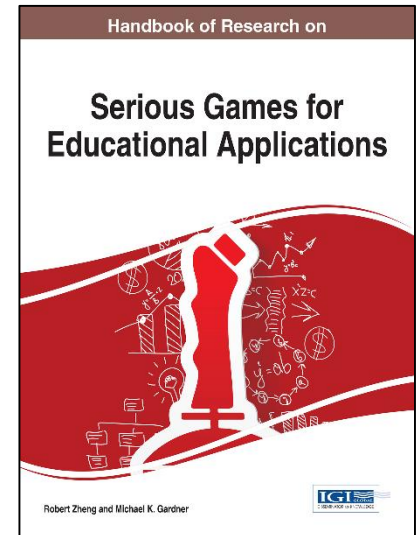
Part of the Advances in Game-Based Learning Book Series

Robert Zheng (The University of Utah, USA) and Michael K. Gardner (The University of Utah, USA)

## Description:

Games have been part of the entertainment industry for decades. Once only considered viable for personal entertainment, virtual gaming media is now being explored as a useful tool for learning and student engagement.

The **Handbook of Research on Serious Games for Educational Applications** presents a comprehensive examination of the implementation of gaming in classroom settings and the cognitive benefits this integration presents. Highlights theoretical, psychological, instructional design, and teaching perspective.



## Readers:

This book is a pivotal reference source for researchers, educators, professionals, and academics interested in the innovative opportunities of game-based learning.

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## Topics Covered:

- Augmented Reality
- Game Narrative
- Health Activism
- Metacognition
- Problem Solving Skills
- Professional Development
- Social Collaboration

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