

# Design, Motivation, and Frameworks in Game-Based Learning

Part of the Advances in Game-Based Learning Book Series

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## Description:

Game-based learning relates to the use of games to enhance the learning experience. Educators have been using games in the classroom for years, and when tied to the curriculum, commercial games are a powerful learning tool because they are highly engaging and relatable for students.

**Design, Motivation, and Frameworks in Game-Based Learning** is a critical scholarly resource that examines the themes of game-based learning. These themes, through a multidisciplinary perspective, juxtapose successful practices. Featuring coverage on a broad range of topics such as educational game design, gamification in education, and game content curation, this book is geared towards academicians, researchers, and students seeking current research on justifying the roles and importance of motivation in making games fun and engaging for game-based learning practice.



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## Topics Covered:

- Constructive Alignment
- Educational Game Design
- Game Content Curation
- Gamification in Education
- Intrinsic and Extrinsic Motivation
- Serious Game Design

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