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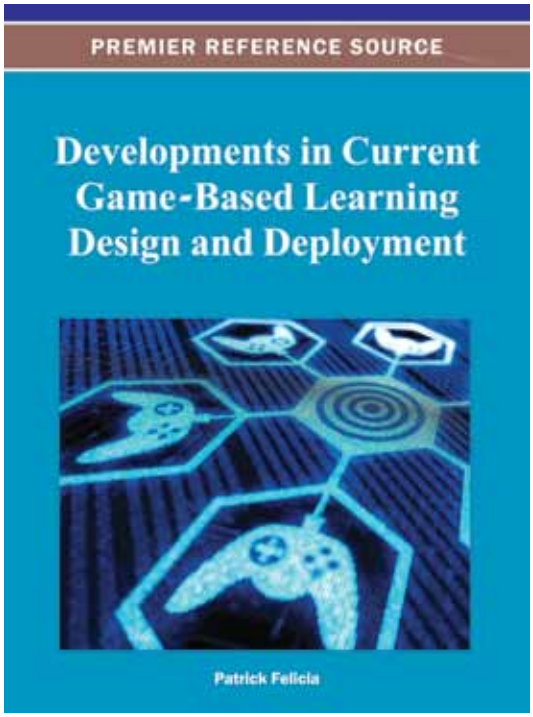
Developments in Current Game-Based Learning Design and Deployment



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Educational gaming is becoming more popular at universities, in the military, and in private business. Multidisciplinary research which explores the cognitive and psychological aspects that underpin successful educational video games is therefore necessary to ensure proper curriculum design and positive learning outcomes.

Developments in Current Game-Based Learning Design and Deployment highlights the latest research from professionals and researchers working in the fields of educational games development, e-learning, multimedia, educational psychology, and information technology. It promotes an in-depth understanding of the multiple factors and challenges inherent to the design and integration of game-based Learning environments.

Topics Covered:

- Game-based Learning
- Serious Games
- Educational Game Design
- Mobile Learning
- Virtual Learning Environments
- Science, Technology, Engineering, and Mathematics (STEM) Education
- Assessing and Evaluating Learning Outcomes
- Learning styles, behaviors and personalities
- Adaptive Games Design
- Learning Management Systems

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal forclassroom use.

Patrick Felicia is a Lecturer, Researcher and Course Leader at Waterford Institute of Technology (WIT). He works within the Department of Computing, Mathematics and Physics. Dr. Felicia earned his PhD in computer science from University College Cork. In WIT, his research and teaching is focused on the use of innovative and engaging educational experiences by combining Gaming Technology, Instructional Design and Educational Psychology. His research interests include Game-Based Learning, Technology-Enhanced Education and Adaptive Educational Systems. Dr. Felicia has presented and published internationally and has conducted several studies on the use and benefits of Game-Based Learning.

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