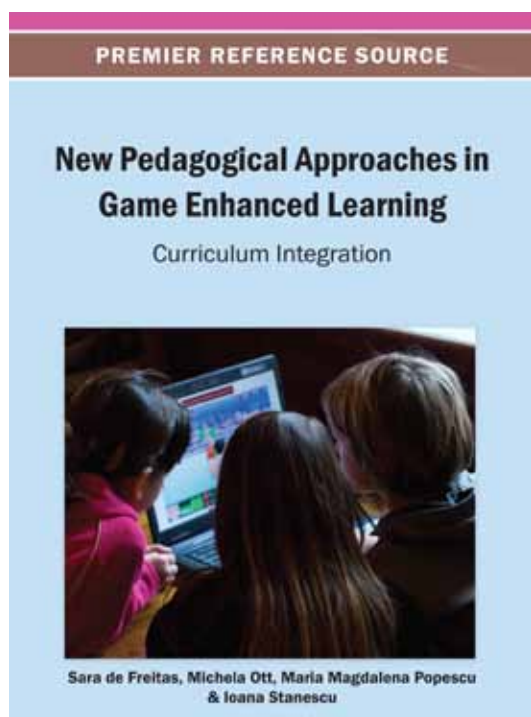


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## New Pedagogical Approaches in Game Enhanced Learning: Curriculum Integration



Sara de Freitas (University of Coventry, UK), Michela Ott (Institute for Educational Technology of the Italian National Research Council, Italy), Maria Magdalena Popescu (Carol I National Defence University, Romania) and Ioana Stanescu (Advanced Distributed Learning, Romania)

Digital games continue to enable innovative learning in the classroom, however, its implementation into the educational system requires a fundamental approach to achieve its greatest level of effectiveness.

**New Pedagogical Approaches in Game Enhanced Learning: Curriculum Integration** addresses the major challenges associated with adopting digital games into a standard curriculum. By providing fresh perspectives from current practitioners in the education field, this publication serves as a guide for successfully implementing game learning and provides a valuable reference for educators, professionals, and even parents.

### Topics Covered:

- E-Inclusion
- Educational Games
- Game Enhanced Learning
- Games in Higher Education
- Instructional Design

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**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 for classroom use.

**Sara de Freitas** is Director of Research at the Serious Games Institute at the University of Coventry where she leads an applied research team working closely with industry. Appointed Professor of Virtual Environments, she holds a visiting senior research fellowship at the London Knowledge Lab, London, and is a Fellow of the Royal Society of Arts. Voted the Most Influential Woman in Technology 2009 and 2010 by US Fast Company, Sara chairs the IEEE Serious Games and Virtual Worlds conferences (VS-Games). Her current lines of research are examining multimodal interfaces, experience design and perceptual modeling in games and virtual worlds towards developing the next generation of intelligent tutoring environments. She is the Scientific Coordinator for the GaLA Network of Excellence in Serious Games funded under FP7.

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