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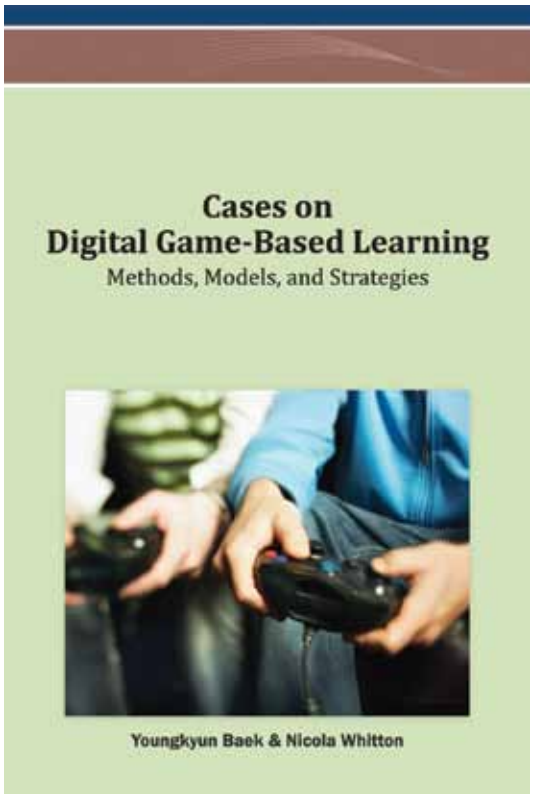
Cases on Digital Game-Based Learning: Methods, Models, and Strategies



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Youngkyun Baek (Boise State University, USA) and
Nicola Whitton (Manchester Metropolitan University, UK)

In K-12 classrooms, as well as on the college and university level, the incorporation of digital games has played a vital role in the educational system. While introducing teachers to new fields, these digital games have been designed and implemented for the classroom and have shown positive results at a variety of educational levels.

Cases on Digital Game-Based Learning: Methods, Models, and Strategies analyzes the implementation of digital game applications for learning as well as addressing the challenges and pitfalls experienced. Providing strategies, advice and examples on adopting games into teaching, this collection of case studies is essential for teachers and instructors at various school levels in addition to researchers in game-based learning and pedagogic innovation.

Topics Covered:

- Challenges of Game Based Learning
- Digital Game Based Learning
- Educational Games
- Educational Technology Innovations
- Games in Teaching and Learning
- Instructional Games

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.

Youngkyun Baek is a professor and director of Game Studio at Department of Educational Technology at Boise State University. With a background in both computing and education, he is interested in research and design of educational games, especially mobile games. His research focuses on the design, implementation, and evaluation of games of learning.

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