

Global Perspectives on Gameful and Playful Teaching and Learning

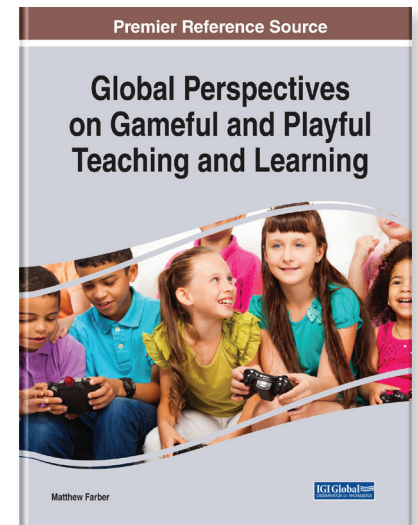
Part of the Advances in Educational Technologies and Instructional Design Book Series

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Description:

In the fast-changing field of education, the incorporation of game-based learning has been increasing in order to promote more successful learning instruction. Improving the interaction between learning outcomes and motivation in games (both digital and analog) and promoting best practices for the integration of games in instructional settings are imperative for supporting student academic achievement.

Global Perspectives on Gameful and Playful Teaching and Learning is a collection of innovative research on the methods and applications that explore the cognitive and psychological aspects underpinning successful educational video games. While highlighting topics including nontraditional exercise, mobile computing, and interactive technologies, this book is ideally designed for teachers, curriculum developers, instructional designers, course designers, IT consultants, educational software developers, principals, school administrators, academicians, researchers, and students seeking current research on the design and integration of game-based learning environments.



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Topics Covered:

- Digital Literature
- E-Learning
- Game-Based Learning
- Intelligent Systems
- Interactive Technologies
- Media Education
- Mobile Computing
- Nontraditional Exercise
- Student Engagement
- Virtual Reality

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