

# AI and Game-Based Literacy Learning: Innovative Pathways for Diverse Learners

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## Description:

Literacy remains fundamental to educational equity and academic success, yet traditional instructional approaches often struggle to fully engage learners in an increasingly diverse, digital, and multilingual world. In this evolving context, artificial intelligence (AI) presents significant and promising opportunities to enhance literacy education. In particular, AI-powered game-based learning enables the integration of interactive, adaptive, and personalized educational experiences that can meaningfully support the development of reading, writing, and multimodal literacies. These approaches have the potential to transform how learners engage with texts, fostering deeper comprehension, motivation, and critical thinking. Despite this promise, there remains a pressing need for rigorous research that examines how these emerging technologies can be effectively designed and implemented to promote inclusivity, accessibility, and equity in literacy learning.

**AI and Game-Based Literacy Learning: Innovative Pathways for Diverse Learners** offers a comprehensive exploration of the intersection of literacy education, AI, and game-based learning. This book examines how AI-mediated, gamified environments can support more engaging, adaptive, and personalized learning experiences. By bridging theory and practice through the integration of conceptual frameworks, empirical research, and classroom-based applications, this book emphasizes culturally responsive and inclusive approaches that address the needs of multilingual learners, students with disabilities, and under-resourced populations. Covering topics such as academic literacy, game-theoretic models, and writing instruction, this book is an indispensable academic resource for graduate and doctoral students, literacy education researchers, curriculum designers, educational technologists, teacher educators, instructional coaches, school leaders, policymakers, and more.

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**Hardcover:** \$185 **Softcover:** \$145 **E-Book:** 180 **Hardcover + E-Book:** \$185

## Topics Covered:

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- Culturally Responsive Literacy Ecosystems
- Disciplinary Literacy
- English Language Arts Chatbots
- Ethnomathematics
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- Game-Theoretic Models
- Intercultural and Global Literacies
- Literacy Assessment
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- Neurodiverse Learners
- STEM Education
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- Vocabulary Development
- Writing Instruction

**Subject:** Education

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**Research Suitable For:** Advanced Undergraduate Students; Graduate Students; Researchers; Academicians; Professionals; Practitioners

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