

Springer

1st  
edition1st ed. 2017, XXV, 411 p.  
106 illus. in color.**Printed book**

Hardcover

**Printed book**

Hardcover

ISBN 978-3-319-12222-9

\$ 119,99

Available

**Discount group**

Professional Books (2)

**Product category**

Monograph

**Series**

Advances in Game-Based Learning

**Other renditions**

Softcover

ISBN 978-3-319-79175-3

Education : Educational Technology

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# Choosing and Using Digital Games in the Classroom

A Practical Guide

- Details practical ways to incorporate videogames in K-12 and post-secondary education
- Examines both educational games and Commercial Off-the-Shelf games (COTS)
- Provides templates for lesson plans involving game-based learning

This book presents an in-depth overview of the uses of digital games in education, from K-12 up through post-secondary. Beginning with a look at the history of games in education and the context for digital games, this book guides readers through various methods of seriousgame implementation, including the Magic Bullet Model, which focuses on the player's point of view of the game experience. The book also includes methods of measuring the effects of games in education and guidance on creating digital game-based learning lesson plans.

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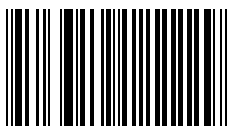
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