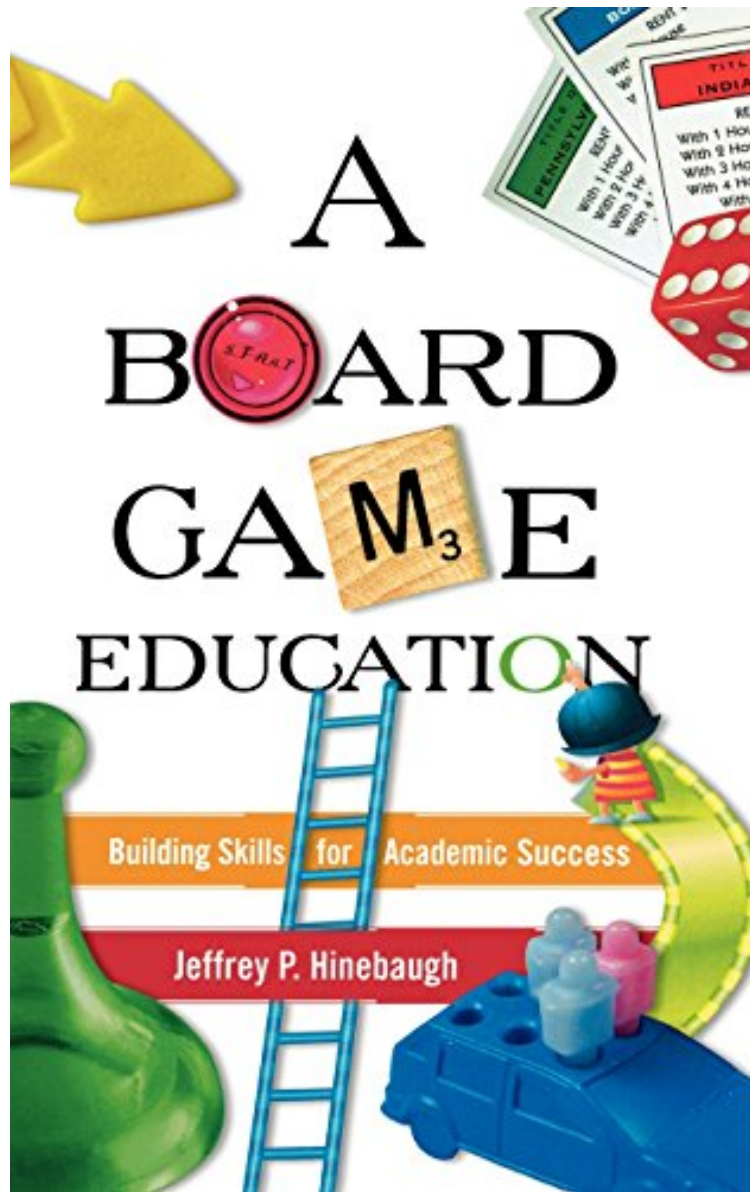


(Mobile book) A Board Game Education

A Board Game Education

Jeffrey P. Hinebaugh

**Download PDF / ePub / DOC / audiobook / ebooks*



[Download](#)

[Read Online](#)

#7537581 in Books 2009-10-16 Original language: English PDF # 1 9.60 x .75 x 6.611, 1.11 #File Name: 160709259X188 pages | File size: 61.Mb

Jeffrey P. Hinebaugh : A Board Game Education before purchasing it in order to gauge whether or not it would be worth my time, and all praised A Board Game Education:

2 of 2 people found the following review helpful. Five Stars By jan cAwesome book great got homeschoolers and for making new games out of old games 32 of 34 people found the following review helpful. Promising concept; poor execution By Drum Phil This book sounded perfect for me. As a college librarian, I have built up our board game

collection specifically to show Education students the many ways board games can be used in their future classrooms as teachers. I fully support the author's premise, but his scope and examples fall completely flat. It is as if the author simply wants to justify playing the games he loved as a child, and considers any recently designed games to be a challenge to that. Early in the book he dismisses "educational games" as not popular enough to consider. He includes Apples to Apples, Blokus, and Ticket to Ride in that category. Alan Moon, designer of Ticket to Ride, specifically says he did NOT design it as an educational game. And BTW, the game has sold millions of copies. It is very popular. Next, he dismisses European-style games including Settlers of Catan for being too hard to learn. Catan is as easy to learn from the book as Monopoly (when you actually use the rules in the book), and Catan has sold tens of millions of copies. The games Hinebaugh draws upon - Candy Land, Snakes and Ladders, Sorry, and other similar games - have been rendered obsolete by the brilliant designs of recent decades, games that are simple to learn, yet give players interesting decisions and fun challenges (instead of mindless, pure luck). Look at games from HABA, Blue Orange, Fireside, Mayfair, Days of Wonder. There are great games that adults and children truly enjoy and learn from. If an adult tells me they truly enjoy playing Candy Land, I will wonder if that person is able to balance their own checkbook. Instead of this book, get "Libraries got Game" by Mayer and Harris. Those authors get the true educational potential of MODERN board games - the games that have made Monopoly, Payday, and almost every game in Hinebaugh's book completely obsolete. 17 of 19 people found the following review helpful. I have to agree with the other reviewer on here ...By Charles Boyung I have to agree with the other reviewer on here that actually took the time to review the actual product (as opposed to giving it 5 stars because it was packaged and came in the condition expected). This book has little to no substance, and the author clearly knows nothing about the board game industry over the last 20+ years.

A Board Game Education is an entertaining and valuable resource for parents, teachers, educators, and anyone who appreciates the fun and entertainment provided by classic, traditional board games. The book provides an informative analysis of how classic board games that everyone has played and probably owns are not only great family entertainment but also develop core educational skills that have been proven to lead to academic achievement. Through A Board Game Education readers learn a bit of the fascinating history trivia and little-known facts regarding the most loved board games of all time (i.e., how Monopoly was used by WWII POWs to escape). At the same time, Hinebaugh identifies the distinct educational skills developed by each of these games and explores in detail how the play of these games cultivates such skills. A Board Game Education also provides valuable suggestions about how to modify and vary these classic board games to specifically enhance additional core educational skills and concepts. Who would have thought that Candy Land could be modified into a strategy game and Chutes and Ladders could be used to teach algebraic equations and advanced math.

About the Author Jeffrey P. Hinebaugh is a litigation partner with the law firm of Dinsmore Shohl, LLP, in Cincinnati, Ohio. A life-long board game enthusiast, he has confronted some of the most challenging strategy problems figuring out how to beat his two children in Sorry!.