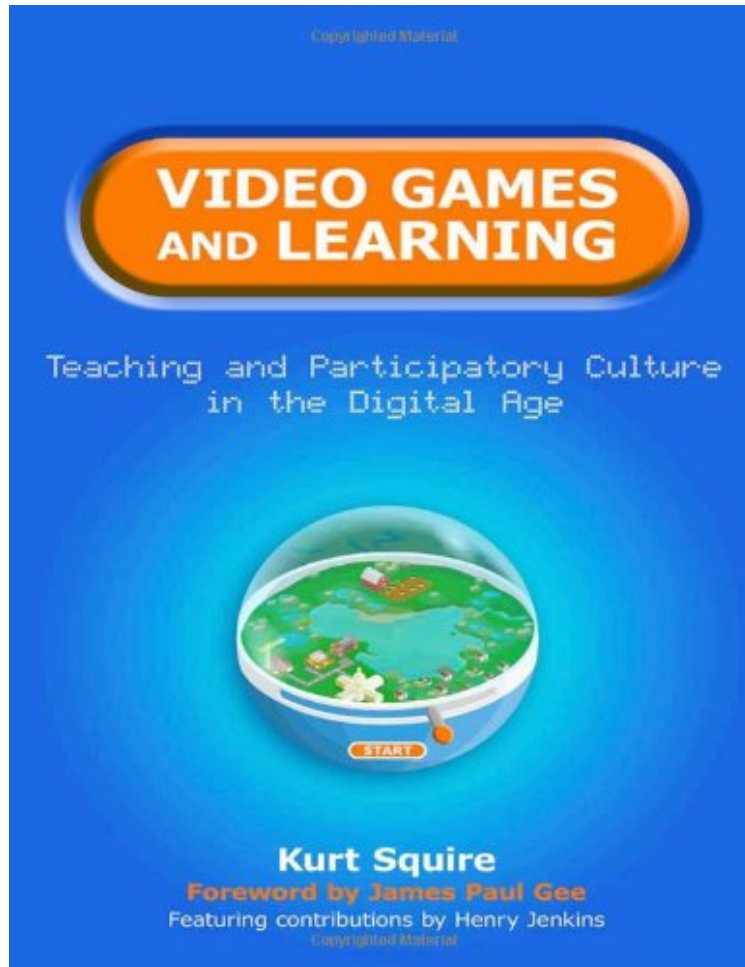


(Free and download) Video Games and Learning: Teaching and Participatory Culture in the Digital Age (Technology, Education--Connections)

Video Games and Learning: Teaching and Participatory Culture in the Digital Age (Technology, Education--Connections)

Kurt Squire

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Kurt Squire : Video Games and Learning: Teaching and Participatory Culture in the Digital Age (Technology, Education--Connections) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Video Games and Learning: Teaching and Participatory Culture in the Digital Age (Technology, Education--Connections):

0 of 0 people found the following review helpful. The author makes it! By sgarrigan Kurt Squire was a teacher, a game designer, and is now an academic. These three areas of experience inform his approach to the design and implementation of digital games for learning. Additionally, his Montessori experience give him additional sensitivity and understanding of the importance of crafting a supportive environment for learning and for offering choice and voluntary engagement to students. A caution: he does focus on localized, socially-conscious, participatory games that

can be difficult to generalize and scale for broader implementation. On balance, I chose this text for my grad class on "Game Design for Learning," and it's better than any of the many others I investigated. 1 of 1 people found the following review helpful. Not the Best Book. By Joe The book really just jumps all over the place, and a concrete theme isn't really noticeable. Kurt really loves to talk about himself, and a lot of the book simply centers around his own personal projects. Some chapters are interesting, but for the most part it just isn't a good read and is written rather poorly. 0 of 0 people found the following review helpful. Video games and learning makes sense after this book. By DB Kurt Squire does a great job at introducing why learning and video games are worth investigating. Through real scenarios and easy to follow case studies, the reader can become excited to implement games into the classroom. A great read for many.

Can we learn socially and academically valuable concepts and skills from video games? How can we best teach the "gamer generation?" This accessible book describes how educators and curriculum designers can harness the participatory nature of digital media and play. The author presents a comprehensive model of games and learning that integrates analysis of games, games cultures, and educational game design. Building on over 10 years of research, Kurt Squire tells the story of the emerging field of immersive digitally mediated learning environments (or games) and outlines the future of education.

About the Author Kurt Squire is associate professor of Educational Communications and Technology at the University of Wisconsin, and co-director of the Games, Learning, and Society Initiative.