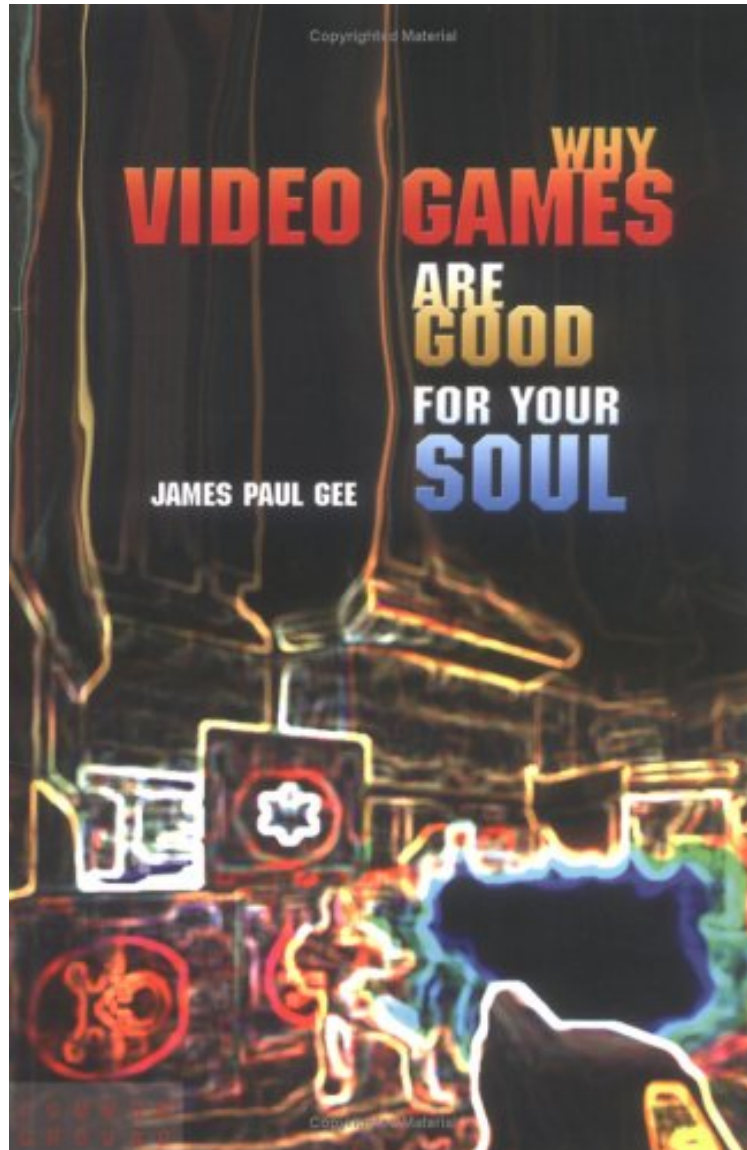


(Read now) Why Video Games are Good for Your Soul

Why Video Games are Good for Your Soul

James Paul Gee

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James Paul Gee : Why Video Games are Good for Your Soul before purchasing it in order to gage whether or not it would be worth my time, and all praised Why Video Games are Good for Your Soul:

1 of 1 people found the following review helpful. A book good that's good for your soulBy Wei Kang TchouEvery wonder what all the hoopla surrounding PS3 (Playstation 3) is all about? Confused what GTA4 (Grand Theft Auto...a game) means but you keep on hearing about it in the news? Wondering what in the world a Wii is and why such creations cause injuries (minor physical accidents)? Ever wonder what happened to all those nerds who kept to

themselves from you in high school? Well this book does not cover all of this but it also is not a 'revenge of the nerds' in print form. It does make the argument that you really should pay attention to video games as an emerging medium for the exchange of information....Lovely read over all, Since the publication date is 2005, some of the games seems a bit passe but (hey I still play Starwars Rebellion V. 2) the argument can certainly be applied to the whole genera of video games. Playing games is way beyond Pac-person and this book will help to bridge a gap in your knowledge...

Why Video Games are Good for Your Soul is about pleasure and learning. Good video games allow people to create their own "music", to compose a symphony from their own actions, decisions, movements, and feelings. They allow people to become "pros", to feel and act like an expert soldier, city planner, world builder, thief, tough guy, wizard and a myriad of other things. They allow people to create order out of complexity, to gain and feel mastery, and to create new autobiographies, careers and histories. In his earlier book, What Video Games Have to Teach Us About Learning and Literacy, James Paul Gee offered thirty-six reasons why good video games create better learning conditions than many of today's schools. In this new book, built entirely around games and game play, he shows how good video games marry pleasure and learning and, at the same time, have the potential to empower people.

Am I a bad parent for letting [my child] play video games at 4? Not at all, according to Gee --Jim Louderback, USA Weekend Magazine
Gee astutely points out that for video game makers, unlike schools, failing to engage children is not an option --Terrence Hackett, Chicago Tribune
[Gee is] a serious scholar who is taking a lead in an emerging field --Scott Carlson, Chronicle of Higher Education
About the Author
James Paul Gee is the Tashia Morgridge Professor of Reading at the University of Wisconsin at Madison. He is the author of the acclaimed What Video Games Have to Teach Us About Learning and Literacy and the more recent Situated Language and Learning: A Critique of Traditional Schooling, both of which deal with video games and their implications for learning in the modern world.