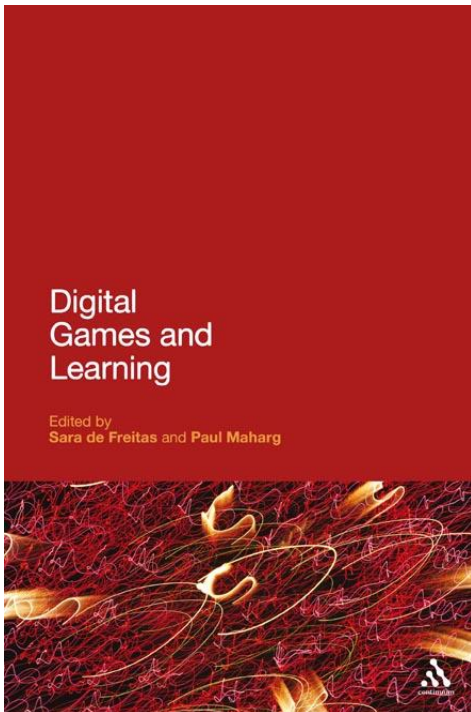




# Digital Games and Learning

Edited by Sara de Freitas and Paul Maharg



'*Digital Games and Learning* is a much-needed addition to the burgeoning field of serious gaming. The book's emphasis on issues that matter to a wide range of stakeholders - from practitioners, to researchers, to policy-makers - asks us to look beyond departmental, institutional, and professional silos in order to advance practice, research, and theory.' - George Veletsianos, Assistant Professor of Instructional Technology, University of Texas at Austin, USA

The popularity of entertainment gaming over the last decades has more recently led to the use of games for non-entertainment purposes, such as training and business support. The emergence of the serious games movement has capitalized on this interest in leisure gaming and helped to spread applications from the home into schools, colleges, universities and out into professional training and continuing professional development.

The movement raises many significant issues and challenges for us. How can gaming and simulation technologies be used to engage learners? How can they be used to motivate and accelerate learning? What are their main strengths for learning? The contributors explore these, and many other questions, to help the reader to understand the paradigm shift from conventional learning environments to learning in games and simulations.

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