



Digital Game Based Learning

Maja Pivec



Digital Game Based Learning:

Digital Game-Based Learning Marc Prensky, 2007-03-01 Today's workforce is quicker sharper more visually oriented and more technology savvy than ever To truly benefit from the Digital Natives learning power and enthusiasm traditional training methods must adapt to the way people learn today Written by the founder of Games2train this innovative book is filled with examples and information to meet the demands of both educators and employers

Digital Game-based Learning Marc Prensky, 2004 Recognizing that people respond more effectively to speed fun and graphics the author's approach melds the engagement of fast paced video games with serious business content to create better and more engaging training This book explains what digital game based learning is why it is different and better why it's not just another fad where it can be used and how to implement it The engaging text presents copious case studies based on on site visits to companies who have successfully utilized this training methodology

Guidelines for Game-based Learning Maja Pivec, 2004 Games have high presence in non formal and informal segments of learning Unfortunately in formal education games are still often seen just as an unserious activity and the potentials of games for learning stay undiscovered Games have high presence in non formal and informal segments of learning Unfortunately in formal education games are still often seen just as an unserious activity and the potentials of games for learning stay undiscovered How to design effective learning opportunities Why is learning by experience often more efficient than learning by studying How to provide the learning experiences needed to respond to current challenges Using computer games and games in general for learning purposes offers a variety of knowledge presentations and creates opportunities to apply the knowledge within a virtual world thus supporting and facilitating the learning process

Cases on Digital Game-Based Learning: Methods, Models, and Strategies Baek, Youngkyun, Whitton, Nicola, 2013-01-31 In K 12 classrooms as well as on the college and university level the incorporation of digital games has played a vital role in the educational system While introducing teachers to new fields these digital games have been designed and implemented for the classroom and have shown positive results at a variety of educational levels Cases on Digital Game Based Learning Methods Models and Strategies analyzes the implementation of digital game applications for learning as well as addressing the challenges and pitfalls experienced Providing strategies advice and examples on adopting games into teaching this collection of case studies is essential for teachers and instructors at various school levels in addition to researchers in game based learning and pedagogic innovation

Choosing and Using Digital Games in the Classroom Katrin Becker, 2016-09-29 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 serious game 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

Effects of Digital Game-Based Learning on Elementary Science Learning Mahmood H. Hussein, Siew Hock Ow, Sau Cheong Loh, Meow-Keong Thong, Nader Ale Ebrahim, 2019 Digital game based learning DGBL has been perceived as an engaging teaching approach to foster students learning and motivation There are different opinions about the potential benefits of gaming on students academic achievements motivation and skills in science courses due to the lack of empirical evidence and mixed results To address this issue the present research paper provides a review of relevant literature from 2006 to 2017 to examine the effects of using educational computer games in teaching science at the elementary education level This study employed a multidimensional framework to classify learning outcomes from studies of DGBL applications in the area of elementary science education The findings of this review show a promising potential of DGBL particularly in the area of content understanding However the findings of the review also suggest that there is a need to provide additional research in order to gain a more comprehensive picture of the educational effectiveness of DGBL Hence researchers are advised to conduct more randomized controlled trials RCTs various learning modes e g collaborative and individual and comparisons of DGBL to traditional methods of teaching Furthermore researchers are highly encouraged to examine the effectiveness of DGBL applications in other areas such as problem solving and critical thinking The findings of this review can benefit educational computer game designers educators and practitioners in the area of science education particularly at the elementary level

Game-Based Learning and the Power of Play Pauline Rooney, Nicola Whitton, 2016-08-17 In recent years there has been growing interest in the use of games to enhance learning across multiple educational levels and extensive research has shown that games have considerable potential for enhancing learning motivation and skills development However despite a growing acknowledgement of this potential challenges remain and the use of games in formal education contexts remains far from mainstream While some studies identify design and development issues as a key barrier including associated costs others highlight organisational and infrastructural difficulties involved in implementing games in the classroom More recently increasing recognition of these difficulties has led many to explore how gaming elements rather than fully fledged games can be used to engage and enhance student learning a practice now widely referred to as gamification This edited collection of chapters explores the application potential and challenges of game based learning and gamification across multiple disciplines and sectors including psychology education business history languages and the creative arts With contributions exploring the use of games across the full educational spectrum from early childhood education through to the corporate sector it provides comprehensive insights into the potential of games and play for facilitating learning and engagement at every life stage

Game-Based Learning Youngkyun Baek, 2017 At a time when digital games are becoming much more commonly used in classrooms this book provides a much needed guide to different forms and applications of digital game based learning The book brings together researchers and practitioners from around the world who share their theories strategies findings of case studies and practical approaches to support better

performance and learning outcomes when learning with digital games This book is intended to provide readers with three main parts of information One is a clear and practical understanding of theory and research based principles of game based learning This first section of the book includes fresh perspectives and an overview of existing and emerging theories in game based learning which are also presented in the form of case study findings and implications The second section of this book gives readers the how to information needed to turn the understanding of intellectual grounding into effective practices of digital games for classroom use The third part of this book also includes some practical approaches for evaluating different aspects of learning within the game based learning context This information about practical approaches is presented through chapters on achievements and performance outcomes Game Based Learning Theory Strategies and Performance Outcomes synthesizes arguments practices and research findings on the effectiveness of different designs and approaches within game based learning practices But a major message of this book is that the joint influence of implementation context and learner characteristics interacting with digital games is what determines learning and achievement outcomes This book is intended for researchers practitioners designers policy makers and current and future teachers The teacher educator will benefit from topics such as practical strategies to improve student performance while researchers can use the findings from the case studies presented in this book as a foundation for future explorations and research studies

Digital Game Based Learning Michael Burmester, 2006 Digital games are a significant element in the digital media and information society They influence the development of media technologies as well as interface design online social interaction and new evaluation approaches The Fourth Symposium for Information Design focused on the question of how game based learning environments can motivate and stimulate learners in different situations and improve learning It presented didactical and pedagogical issues as well as actual examples and concrete applications

Games-To-Teach or Games-To-Learn Yam San Chee, 2015-08-18 The book presents a critical evaluation of current approaches related to the use of digital games in education The author identifies two competing paradigms that of games to teach and games to learn Arguing in favor of the latter the author advances the case for approaching game based learning through the theoretical lens of performance rooted in play and dialog to unlock the power of digital games for 21st century learning Drawing upon the author's research three concrete exemplars of game based learning curricula are described and discussed The challenge of advancing game based learning in education is addressed in the context of school reform Finally future prospects of and educational opportunities for game based learning are articulated Readers of the book will find the explication of performance theory applied to game based learning especially interesting This work constitutes the author's original theorization Readers will derive four main benefits 1 an explication of the difference between game based teaching and game based learning and why this difference is of critical importance 2 an exposition of the theory of game based learning as performance 3 concrete exemplars and research outcomes relating to three game based learning curricula that have been empirically evaluated in schools and 4 an

understanding of complex issues related to the human side of school change that must be effectively addressed to achieve take up of game based learning in schools *Digital Game-based Learning* Marc Prensky,2001 A Web site www.twitchspeed.com linked to the guide will bring together the various people and companies involved in the game based learning field and become a forum for the exchange of ideas *ECGBL 2017 11th European Conference on Game-Based Learning* ,2017-10-05

Proceedings of the 18th European Conference on Game-Based Learning Helga Dis Isfold Sigurdardottir,Robin Isfold Munkvold, **ECGBL 2019 13th European Conference on Game-Based Learning** Lars Elbæk,Gunver Majgaard,Andrea Valente,Saifuddin Khalid,2019-10-03 **ECGBL 2021 15th European Conference on Game-Based Learning** Panagiotis Fotaris,Cate Grundy,Marcus Winter,2021-09-23 **Gaming for Classroom-Based Learning: Digital Role Playing as a Motivator of Study** Baek, Young Kyun,2010-05-31 As part of an international dialogue between researchers in educational technology this title investigates where games can motivate students to learn and improve their knowledge and skills

Proceedings of the 17th European Conference on Game-Based Learning Ton Spil,Guido Bruinsma ,Luuk Collou,2023-10-05 These proceedings represent the work of contributors to the 24th European Conference on Knowledge Management ECKM 2023 hosted by Iscte Instituto Universit rio de Lisboa Portugal on 7 8 September 2023 The Conference Chair is Prof Florinda Matos and the Programme Chair is Prof Ivaro Rosa both from Iscte Business School Iscte Instituto Universit rio de Lisboa Portugal ECKM is now a well established event on the academic research calendar and now in its 24th year the key aim remains the opportunity for participants to share ideas and meet the people who hold them The scope of papers will ensure an interesting two days The subjects covered illustrate the wide range of topics that fall into this important and ever growing area of research The opening keynote presentation is given by Professor Leif Edvinsson on the topic of Intellectual Capital as a Missed Value The second day of the conference will open with an address by Professor Noboru Konno from Tama Graduate School and Keio University Japan who will talk about Society 5 0 Knowledge and Conceptual Capability and Professor Jay Liebowitz who will talk about Digital Transformation for the University of the Future With an initial submission of 350 abstracts after the double blind peer review process there are 184 Academic research papers 11 PhD research papers 1 Masters Research paper 4 Non Academic papers and 11 work in progress papers published in these Conference Proceedings These papers represent research from Australia Austria Brazil Bulgaria Canada Chile China Colombia Cyprus Czech Republic Denmark Finland France Germany Greece Hungary India Iran Iraq Ireland Israel Italy Japan Jordan Kazakhstan Kuwait Latvia Lithuania Malaysia M xico Morocco Netherlands Norway Palestine Peru Philippines Poland Portugal Romania South Africa Spain Sweden Switzerland Taiwan Thailand Tunisia UK United Arab Emirates and the USA ECGBL 2018 12th European Conference on Game-Based Learning Dr Melanie Ciussi,2018-10-04 Video Games as a Teaching Tool. Epic Step-by-step Guide Elena V Shliakhovchuk,2020-11-18 A clear and effective approach to teaching using digital game EdTech is an area rife with promises of improved teaching and learning proclaimed by globe trotting gurus

keynote speakers and product evangelists Some of them are just hype but digital game based learning and teaching DGBL T definitely not These are here to stay Why Because there are more than 2.5 billion video game players all ages worldwide The average young person accumulates 10,000 hours of gaming before turning 21 75% of gamers believe playing video games provides mental stimulation or education Parents see digital games as providing a variety of educational benefits and consider them a positive part of their children's lives Around 61% of senior executives surveyed take daily game breaks at work Consequently the interest is growing in the potential of video games for formal and informal education Furthermore the recent explosion of online teaching has created a demand for teachers capable of teaching using video games Yet comprehensive pedagogical resources are scarce As a result teachers and educators like you are nervous about introducing video games into their classrooms They aren't sure where to start what to take into consideration where to seek advice Where to find suitable games How to assess their effectiveness What about the cost of acquiring games How to deal with behavioural issues during gaming sessions in class How to plan a lesson with a video game What accompanying activities to offer What about gaming software and hardware requirements Are video games suitable for online teaching These are some of the questions that cross the teachers' mind Digital game based learning and teaching remains a mysterious process and those who manage to master it are looked upon as Cracks And how would you feel if you were a digital game based learning and teaching Crack The best advice for technology implementation comes from simply trying things out and from speaking with colleagues who were working with similar technology in similar situations and circumstances This book is such a colleague of yours It is an informal conversation between a DGBL T newbie and someone with extensive experience using video games for teaching purposes Video games as a teaching tool EPIC Guide demystifies the digital game based learning and teaching process and contains inspiration and guidance on how to effectively bring video games to your classroom Right from the first pages EPIC Guide gives you advice instructional strategies best practices and pro techniques to start teaching with video games The EPIC guide is based on the letters of the EPIC model and covers most of the aspects of learning and teaching with video games E evaluates your current resources for using video games in the classroom and opens the curtain of where to find the perfect game P helps to prepare a lesson plan with video games I presents a number of actionable ideas for integrating video games in your classroom C covers the assessment and evaluation of the effectiveness of learning with digital games and invites to become an influencer in this field Each part has tens of the power questions that you can think about to stimulate creativity and ideas generation to test your understanding of the material covered or to go beyond it This book not only provides tons of practical advice for integrating video games in your classroom but also shows you how to choose and use digital games so they resonate with you and your students What is more the book contains video game jokes and memes to develop a taste of gaming humour Epic Guide is for anyone in a formal and informal education setting who is interested in teaching using video games Of course it can be useful for parents who are looking to play video

games meaningfully their children *Game-Based Learning Across the Lifespan* Margarida Romero, Kimberly Sawchuk, Josep Blat, Sergio Sayago, Hubert Ouellet, 2016-10-22 The book provides a systemic view of the state of the art of Digital Game Based Learning DGBL across the lifespan from age specific game design requirements to technological devices that could overcome child and older adult difficulties in the use of DGBL technologies Other topics include cross generational digital game based learning workplace gaming exergaming serious games to tackle societal challenges and implications of DGBL across the lifespan for game designers In addition to the state of the art methodologies provided for age specific gamedesign development implementation and assessment a significant portion of the book focuses on case studies where DGBL have been designed and implemented in every age groups and in cross generational situations

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