



Learning, Education and Games: Volume One: Curricular and Design Considerations (Volume 1)

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This book is perfect for any educator or designer seeking an introduction to research-driven best practices for using and designing games for learning. This book provides the latest research and techniques for designing games for a variety of curricular needs--including Stem, literacy learning, history education, music, and computational, ethical, and critical thinking. The book also delves into specific design issues, such as aligning goals, designing for an audience, playtesting, and assessment. Each chapter provides an overview of the relevant frameworks and research findings, as well as practical case studies and useful resources. This book is the first in a series written and edited by members of the Learning, Education, and Games (Leg) special interest group of the Igda (International Game Developers Association).

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