



Game on! : gamification, gameful design, and the rise of the gamer educator /

Bell, Kevin (1968-), author

Electronic books

Educational games

Educational games

Monografía

"Following on the enormous growth and reach of computer gaming, most recently on mobile devices, and because of faculty members' desire to connect with millennials, online games have made their way into college classrooms. As part of our Tech. EDU series, this book focuses on how games are being used in college and what that might say for higher education today. Kevin Bell has assembled a book made up of a series of case studies, wherein faculty pilot games and game-derived techniques in college and university classes. He uses these examples to ground a practical discussion of gaming and gamification best practices, prefaced by a wide-ranging introduction to the topic in the broader context of computer-mediated teaching and learning"--

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