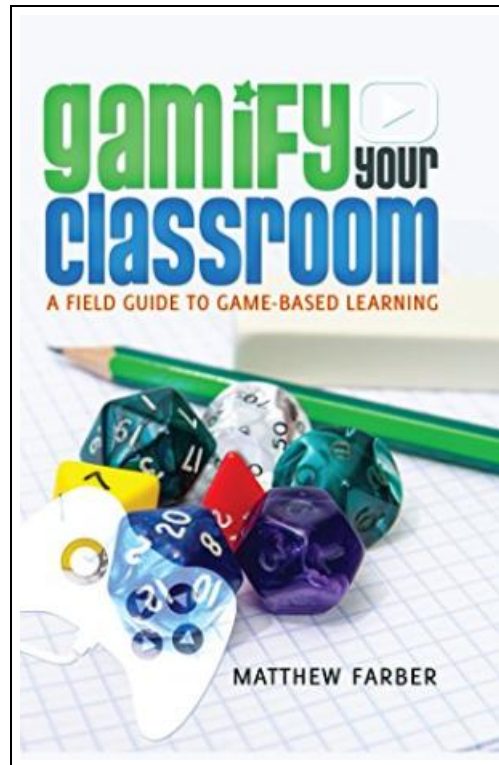


Gamify Your Classroom: A Field Guide to Game-Based Learning (Hardback)



Filesize: 1.82 MB

Reviews

A fresh e-book with a brand new point of view. It really is packed with knowledge and wisdom. It's been designed in an exceedingly simple way and is particularly simply following. I finished reading this publication through which actually modified me, alter the way I really believe.

(Bernhard Russel)

GAMIFY YOUR CLASSROOM: A FIELD GUIDE TO GAME-BASED LEARNING (HARDBACK)



Peter Lang Publishing Inc, United States, 2014. Hardback. Book Condition: New. 2nd Revised edition. 224 x 150 mm. Language: English . Brand New Book. This book is a field guide on how to implement game-based learning and gamification techniques to the everyday teaching. It is a survey of best practices aggregated from interviews with experts in the field, including: James Paul Gee (Author, What Video Games Have to Teach Us about Learning and Literacy); Henry Jenkins (Provost Professor at University of Southern California); Katie Salen (Founder, Institute of Play); Bernie DeKoven (Author, A Playful Path); Richard Bartle (Bartle's Player Type Theory); Kurt Squire (Games + Learning + Society Center); Jessica Millstone (Joan Ganz Cooney Center), and Dan White (Filament Games). It also includes interviews from Erin Hoffman (GlassLab games); Jesse Schell (Schell Games/Professor at Carnegie Mellon); Tracy Fullerton (University of Southern California Game Innovation Lab); Alan Gershenfeld (E-Line Media); Noah Falstein (Chief Game Designer, Google); Valerie Shute (Professor at Florida State University); Lee Sheldon (Author, The Multiplayer Classroom); Robert J. Torres (Bill Melinda Gates Foundation), Asi Burak (President, Games for Change); Toby Rowland (MangaHigh); Jocelyn Leavitt (Hopscotch); Krishna Vedati (Tynker); and researchers at BrainPOP and designers from Electric Funstuff (Mission U.S. games). Each chapter concludes with practical lesson plan ideas, games to play (both digital and tabletop), and links to research further. Much of the book draws on the author's experiences implementing games with his middle school students. Regardless of your teaching discipline or grade level, whether you are a pre-service teacher or veteran educator, this book will engage and reinvigorate the way you teach and how your students learn!



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