

VIDEOGAMES *and* Education



HARRY J. BROWN

Videogames And Education History Humanities And New Technology

Kathryn Brown



Videogames And Education History Humanities And New Technology:

Videogames and Education Harry J. Brown, 2014-12-18 Video games challenge our notions of identity creativity and moral value and provide a powerful new avenue for teaching and learning This book is a rich and provocative guide to the role of interactive media in cultural learning It searches for specific ways to interpret video games in the context of human experience and in the field of humanities research The author shows how video games have become a powerful form of political ethical and religious discourse and how they have already influenced the way we teach learn and create He discusses the major trends in game design the public controversies surrounding video games and the predominant critical positions in game criticism The book speaks to all educators scholars and thinking persons who seek a fuller understanding of this significant and video games cultural phenomenon *Videogames and Education* Harry J. Brown, 2014-12-18 Video games challenge our notions of identity creativity and moral value and provide a powerful new avenue for teaching and learning This book is a rich and provocative guide to the role of interactive media in cultural learning It searches for specific ways to interpret video games in the context of human experience and in the field of humanities research The author shows how video games have become a powerful form of political ethical and religious discourse and how they have already influenced the way we teach learn and create He discusses the major trends in game design the public controversies surrounding video games and the predominant critical positions in game criticism The book speaks to all educators scholars and thinking persons who seek a fuller understanding of this significant and video games cultural phenomenon Games User Research Miguel Angel Garcia-Ruiz, 2017-12-19 Fundamentally making games is designing with others everyone contributing from different angles towards the best possible product Conclusively Garcia Ruiz has chosen a collection of chapters that demonstrates several different aspects of working in gaming and working with others that stands to raise the level of expertise in the field Veronica Zammitto Senior Lead Games User Research Electronic Arts Inc from the Foreword Usability is about making a product easy to use while meeting the requirements of target users Applied to video games this means making the game accessible and enjoyable to the player Video games with high usability are generally played efficiently and frequently while enjoying higher sales volumes The case studies in this book present the latest interdisciplinary research and applications of games user research in determining and developing usability to improve the video game user experience at the human computer interface level Some of the areas examined include practical and ethical concerns in conducting usability testing with children audio experiences in games tangible and graphical game interfaces controller testing and business models in mobile gaming *Games User Research A Case Study Approach* provides a highly useful resource for researchers practitioners lecturers and students in developing and applying methods for testing player usability as well as for conducting games user research It gives the necessary theoretical and practical background for designing and conducting a test for usability with an eye toward modifying software interfaces to improve human computer

interaction between the player and the game **The Video Games Textbook** Brian J. Wardyga,2018-08-06 The Video Games Textbook takes the history of video games to another level with visually stimulating comprehensive and chronological chapters that are relevant and easy to read for a variety of students Every chapter is a journey into a different era or area of gaming where readers emerge with a strong sense of how video games evolved why they succeeded or failed and the impact they had on the industry and human culture Written to capture the attention and interest of both domestic and international college students each chapter contains a list of objectives and key terms illustrative timelines arcade summaries images and technical specifications of all major consoles Key Features Explores the history of video games including the social political and economic motivations Facilitates learning of material with illustrative timelines arcade summaries and images Highlights the technical specifications of all major consoles Illustrates the breakthroughs and trends of the gaming market

Teaching the Middle Ages through Modern Games Robert Houghton,2022-10-24 Games can act as invaluable tools for the teaching of the Middle Ages The learning potential of physical and digital games is increasingly undeniable at every level of historical study These games can provide a foundation of information through their stories and worlds They can foster understanding of complex systems through their mechanics and rules Their very nature requires the player to learn to progress The educational power of games is particularly potent within the study of the Middle Ages These games act as the first or most substantial introduction to the period for many students and can strongly influence their understanding of the era Within the classroom they can be deployed to introduce new and alien themes to students typically unfamiliar with the subject matter swiftly and effectively They can foster an interest in and understanding of the medieval world through various innovative means and hence act as a key educational tool This volume presents a series of essays addressing the practical use of games of all varieties as teaching tools within Medieval Studies and related fields In doing so it provides examples of the use of games at pre university undergraduate and postgraduate levels of study and considers the application of commercial games development of bespoke historical games use of game design as a learning process and use of games outside the classroom As such the book is a flexible and diverse pedagogical resource and its methods may be readily adapted to the teaching of different medieval themes or other periods of history **Good Video Games + Good Learning**

James Paul Gee,2007 Textbook *The Wiley International Handbook of History Teaching and Learning* Scott Alan Metzger,Lauren McArthur Harris,2018-04-10 A comprehensive review of the research literature on history education with contributions from international experts The Wiley International Handbook of History Teaching and Learning draws on contributions from an international panel of experts Their writings explore the growth the field has experienced in the past three decades and offer observations on challenges and opportunities for the future The contributors represent a wide range of pioneering established and promising new scholars with diverse perspectives on history education Comprehensive in scope the contributions cover major themes and issues in history education including policy research and societal contexts

conceptual constructs of history education ideologies identities and group experiences in history education practices and learning historical literacies texts media and social spaces and consensus and dissent This vital resource Contains original writings by more than 40 scholars from seven countries Identifies major themes and issues shaping history education today Highlights history education as a distinct field of scholarly inquiry and academic practice Presents an authoritative survey of where the field has been and offers a view of what the future may hold Written for scholars and students of education as well as history teachers with an interest in the current issues in their field The Wiley International Handbook of History Teaching and Learning is a comprehensive handbook that explores the increasingly global field of history education as it has evolved to the present day Children's Learning in a Digital World Teena Willoughby,Eileen Wood,2008-04-30 Children s Learning in a Digital World presents exciting and challenging new ideas from international scholars on the impact of computers the Internet and video games on children s learning Features exciting new research which reassesses the threats posed by technology to the social emotional and physical development of children Examines the impact of technology in both formal and informal learning contexts covering a range of technologies relevant to students and researchers as well as professional educators Presents key information on the social and cultural issues that affect technology use in addition to the impact on children s learning Includes research from an international range of contributors **Approaching a Pedagogy of Game Writing** Seth Hudson,2022-07-18 This book examines the practices of writers in the AAA video game industry to provide a model for game writing pedagogy that highlights the roles and skills utilized by these innovative storytellers Based on a two year qualitative study gathering data through conversational interviews Seth Hudson combines theory practice and his experience as an educator researcher to shed light on the phenomenon of game writing and writers who drive innovation in game storytelling The author gives context for a range of audiences examining the role of computer game design CGD in higher education the role of writing and narrative design within those programs the current and historical challenges game writers face and the purpose of the research underpinning this book Hudson frames a synthesis of research findings and relevant theory to illustrate new teaching practices informed by his findings that will help better serve students This book will provide an essential resource for game studies and game design educators and researchers as well as game narrative enthusiasts **The Routledge Companion to Digital Humanities and Art History** Kathryn Brown,2020-04-15 The Routledge Companion to Digital Humanities and Art History offers a broad survey of cutting edge intersections between digital technologies and the study of art history museum practices and cultural heritage The volume focuses not only on new computational tools that have been developed for the study of artworks and their histories but also debates the disciplinary opportunities and challenges that have emerged in response to the use of digital resources and methodologies Chapters cover a wide range of technical and conceptual themes that define the current state of the field and outline strategies for future development This book offers a timely perspective on trans disciplinary developments that are reshaping art historical

research conservation and teaching This book will be of interest to scholars in art history historical theory method and historiography and research methods in education

ECGBL 2019 13th European Conference on Game-Based Learning Lars Elbæk, Gunver Majgaard, Andrea Valente, Saifuddin Khalid, 2019-10-03 Critical Gaming: Interactive History and Virtual Heritage Erik Champion, 2016-03-09 This book explains how designing playing and modifying computer games and understanding the theory behind them can strengthen the area of digital humanities This book aims to help digital humanities scholars understand both the issues and also advantages of game design as well as encouraging them to extend the field of computer game studies particularly in their teaching and research in the field of virtual heritage By looking at re occurring issues in the design playtesting and interface of serious games and game based learning for cultural heritage and interactive history this book highlights the importance of visualisation and self learning in game studies and how this can intersect with digital humanities It also asks whether such theoretical concepts can be applied to practical learning situations It will be of particular interest to those who wish to investigate how games and virtual environments can be used in teaching and research to critique issues and topics in the humanities particularly in virtual heritage and interactive history

Human-Computer Interaction. Novel User Experiences Masaaki Kurosu, 2016-07-04 The 3 volume set LNCS 9731 9732 and 9733 constitutes the refereed proceedings of the 18th International Conference on Human Computer Interaction HCII 2016 held in Toronto ON Canada in July 2016 The total of 1287 papers and 186 posters presented at the HCII 2016 conferences and were carefully reviewed and selected from 4354 submissions The papers thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The volumes constituting the full 27 volume set of the conference proceedings Encyclopedia of Video Games Mark J. P. Wolf, 2021-05-24 Now in its second edition the Encyclopedia of Video Games The Culture Technology and Art of Gaming is the definitive go to resource for anyone interested in the diverse and expanding video game industry This three volume encyclopedia covers all things video games including the games themselves the companies that make them and the people who play them Written by scholars who are exceptionally knowledgeable in the field of video game studies it notes genres institutions important concepts theoretical concerns and more and is the most comprehensive encyclopedia of video games of its kind covering video games throughout all periods of their existence and geographically around the world This is the second edition of Encyclopedia of Video Games The Culture Technology and Art of Gaming originally published in 2012 All of the entries have been revised to accommodate changes in the industry and an additional volume has been added to address the recent developments advances and changes that have occurred in this ever evolving field This set is a vital resource for scholars and video game aficionados alike *Games-Based Learning Advancements for Multi-Sensory Human Computer Interfaces: Techniques and Effective Practices* Connolly, Thomas, Stansfield, Mark, Boyle, Liz, 2009-05-31 Explores the theory and practice of games based learning promoting the development and adoption of best practices Provides a

combination of theoretical chapters as well as practical case studies **Resources in Education** ,1998 **Handbook of Psychology, Educational Psychology** Irving B. Weiner,William M. Reynolds,Gloria E. Miller,2012-10-16 Psychology is of interest to academics from many fields as well as to the thousands of academic and clinical psychologists and general public who can't help but be interested in learning more about why humans think and behave as they do This award winning twelve volume reference covers every aspect of the ever fascinating discipline of psychology and represents the most current knowledge in the field This ten year revision now covers discoveries based in neuroscience clinical psychology's new interest in evidence based practice and mindfulness and new findings in social developmental and forensic psychology *Playing Video Games* Peter Vorderer,Jennings Bryant,2012-10-12 From security training simulations to war games to role playing games to sports games to gambling playing video games has become a social phenomena and the increasing number of players that cross gender culture and age is on a dramatic upward trajectory *Playing Video Games* Motives Responses and Consequences integrates communication psychology and technology to examine the psychological and mediated aspects of playing video games It is the first volume to delve deeply into these aspects of computer game play It fits squarely into the media psychology arm of entertainment studies the next big wave in media studies The book targets one of the most popular and pervasive media in modern times and it will serve to define the area of study and provide a theoretical spine for future research This unique and timely volume will appeal to scholars researchers and graduate students in media studies and mass communication psychology and marketing History in Public Space Joanna Wojdon,Dorota Wiśniewska,2024-08-05 This book focuses on various manifestations of history in public spaces in the physical ones of various historical times and geographical places as well as in the virtual world It discusses how the spaces have been shaped and re shaped by whom and for what not always laudable purposes and raises pragmatical and ethical questions for both research and practical activities in the field By combining both micro and global perspectives the universal role that history plays in spaces created by and for as well as the factors determining its usages is revealed The authors are rooted in specific national contexts Canadian or American Ukrainian or Polish British or Irish German or Luxembourgish Korean or Brazilian and the case studies are varied including large cities and small towns city centers and godforsaken cemeteries but the narratives built on these cases go beyond when they deal with issues such as decoding history and its meanings in public spaces doing history in public spaces and observing changes in manifestations of history in public spaces This volume is an essential resource for anyone interested in the relationship between history and public space in a global perspective **Handbook of Research on Effective Electronic Gaming in Education** Ferdig, Richard E.,2008-07-31 This book presents a framework for understanding games for educational purposes while providing a broader sense of current related research This creative and advanced title is a must have for those interested in expanding their knowledge of this exciting field of electronic gaming
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