Games and Education: Designs in and for Learning

# Details

## Year

2018

## DOI

10.1163/9789004388826

## Issued

2018

## Language

English

## Editors

Arnseth H.C.;Hanghøj T.;Duus Henriksen T.;Misfeldt M.;Ramberg R.;Selander S.

## Authors

Arnseth H.C.;Hanghøj T.;Henriksen T.;Misfeldt M.;Ramberg R.;Selander S.

## Type

Book

## Book title

Games and Education: Designs in and for Learning

## Publisher

Brill Nijhoff

## Place

Leiden, The Netherlands

## Topics

* Learning
* Internet usage, practices and engagement
* Literacy and skills

## Implications For Educators About

* School innovation
* Professional development
* Other

## Implications For Policy Makers About

Other

## Other PolicyMaker Implication

New approaches to learning in the digital era

## Implications For Stakeholders About

# Abstract

We live in a time of educational transformations towards more 21st century pedagogies and learning. In the digital age children and young people need to learn critical thinking, creativity and innovation and the ability to solve complex problems and challenges. Traditional pedagogies are in crisis and many pupils experience school as both boring and irrelevant. As a response educators and researchers need to engage in transforming education through the invention of new designs in and for learning. This book explores how games can provide new ideas and new designs for future education. Computer games have become hugely popular and engaging, but as is apparent in this book, games are not magical solutions to making education more engaging, fun and relevant.

Games and Education explores new designs in and for learning and offer inspiration to teachers, technologists and researchers interested in changing educational practices. Based on contributions from Scandinavian researchers, the book highlights participatory approaches to research and practice by providing more realistic experiences and models of how games can facilitate learning in school.

[Coder's Note: Chapters 1 4 have relevance for Sweden. The content is, however, inacessible, even for verification purposes.]

# Outcome

"Based on contributions from Scandinavian researchers, the book highlights participatory approaches to research and practice by providing more realistic experiences and models of how games can facilitate learning in school." (From Abstract)

 [Actual book content N/A.]