Educational Games in Practice: The Challenges Involved in Conducting a Game-Based Curriculum

# Details

## Year

2015

## Scope

Local

## Countries

Sweden

## Type

Empirical research – Qualitative

## Methodologies

* Case study
* Interview
* Ethnography / participant observation

## Researched Groups

## Children Ages

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## URL

https://academic-publishing.org/index.php/ejel/article/view/1749/1712

## Data Set Availability

Not mentioned

# Goals

"...to address that knowledge gap, and provide a pragmatic explanation of the lack of wide- spread game integration in the education sector; namely that games are laborious and resource intensive to use, and that there are few standards established to guide educators through the complex process of integrating games into their working environments. The paper specifically focuses on examining the roles that teachers need to take on when implementing and using computer games in their classroom activities." (Authors, 123)