Literature Review in Games and Learning

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Abstract: This review is intended as a timely introduction to current thinking about the role of computer games in supporting children’s learning inside and out of school. It highlights the key areas of research in the field, in particular the increasing interest in pleasurable learning, learning through doing and learning through collaboration, that games seem to offer. At the same time, the review takes a measured tone in acknowledging some of the obstacles and challenges to using games within our current education system and models of learning.

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Consultations de la notice
Computer games and video games have become very popular in children and adolescents’ life and play a prominent role in the culture of young people [1]. Games can now be played everywhere in technology-rich environments equipped with laptops, smart phones, game consoles (mobile and stationary), set-top, boxes and other digital devices. From this phenomenon, it is believed that the intrinsic motivation that young people shows towards games can be combined with educational content and objectives into what Prensky calls “digital game based learning” [2]. A similar thematic subcategorization of research articles was also performed in review of the general instructional games literature [41]. A Literature Review of Gaming in Education The rapid penetration of increasingly sophisticated technologies into every facet of society is causing significant shifts in how, when, and where we work, how individuals, companies, and even nations understand and organize themselves, and how educational systems should be structured to prepare students effectively for life in the 21st century. They found that many of the skills required for success in games such as thinking, planning, learning, and technical skills are also sought by employers. Gaming in education. 5.