Digital Games and Learning: Research and Theory

Nicola Whitton

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In recent years, there has been growing interest in the use of digital games to enhance teaching and learning at all educational levels, from early years through to lifelong learning, in formal and informal settings. The study of games and learning, however, takes a broader view of the relationship between games and learning, and has a diverse multi-disciplinary background.

Digital Games and Learning: Research and Theory provides a clear and concise critical theoretical overview of the field of digital games and learning from a cross-disciplinary perspective. Taking into account research and theory from areas as varied as computer science, psychology, education, neuroscience, and game design, this book aims to synthesise work that is relevant to the study of games and learning. It focuses on four aspects of digital games: games as active learning environments, games as motivational tools, games as playgrounds, and games as learning technologies, and explores each of these areas in detail.

This book is an essential guide for researchers, designers, teachers, practitioners, and policy makers who want to better understand the relationship between games and learning.

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