



Learning to Play: Exploring the Future of Education with Video Games (New Literacies and Digital Epistemologies)

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Over the past two decades, much attention has been given to the new media culture of video games, due to their unique features and pervasive nature among young people. This book critically examines the role of video games in education, arguing that they encourage strategic thinking, planning, communicating, negotiation skills, multi-tasking and group decision-making. It is also observed that video games promote higher levels of attention and concentration among players. The book contains multiple perspectives and presents thought-provoking ideas, innovative approaches, systemic exploration, exemplary and promising efforts, and future-oriented scenarios. The book draws together distinguished researchers, educational and curriculum planners, game creators, educational and social psychologists, and instructional designers to explore how video games can transform the future of education.

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