



**Video Games and Learning: Teaching and
Participatory Culture in the Digital Age
(Technology, Education--Connections)
(Technology, Education, Connections: Tec)**

Kurt Squire

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Video Games and Learning: Teaching and Participatory Culture in the Digital Age (Technology, Education--Connections) (Technology, Education, Connections: Tec) Kurt Squire

Can we learn socially and academically valuable concepts and skills from video games? How can we best teach the "gamer generation?" This accessible book describes how educators and curriculum designers can harness the participatory nature of digital media and play. The author presents a comprehensive model of games and learning that integrates analysis of games, games cultures, and educational game design. Building on over 10 years of research, Kurt Squire tells the story of the emerging field of immersive digitally mediated learning environments (or games) and outlines the future of education.

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