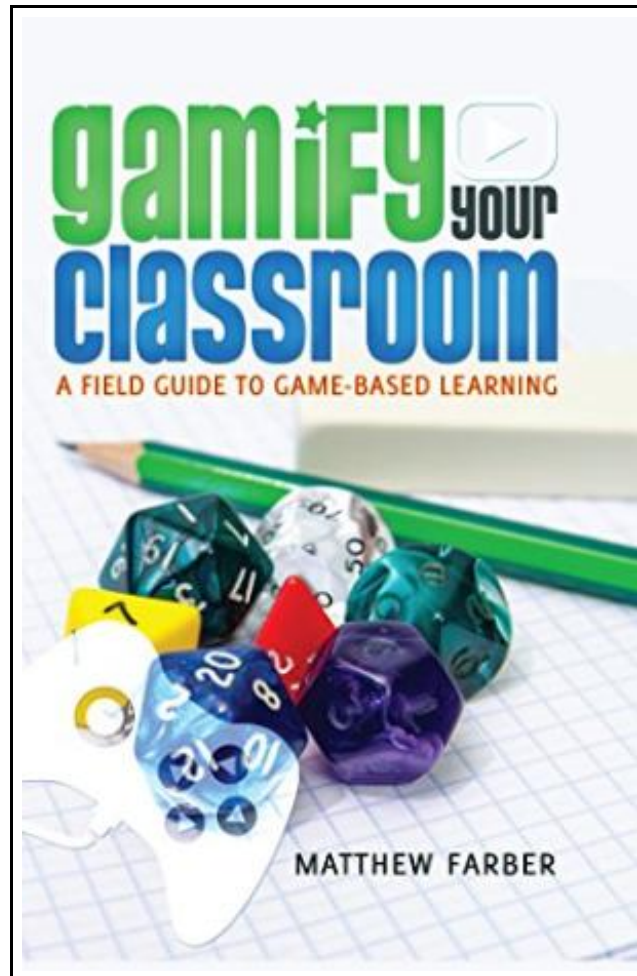


Gamify Your Classroom: A Field Guide to Game-Based Learning (Hardback)



Filesize: 8.09 MB

Reviews

This sort of book is every little thing and got me to searching ahead and a lot more. This can be for all those who statte there was not a well worth reading through. I am just easily could possibly get a delight of reading through a published pdf.

(Floy Rolfson)


GAMIFY YOUR CLASSROOM: A FIELD GUIDE TO GAME-BASED LEARNING (HARDBACK)

[DOWNLOAD](#)

To read **Gamify Your Classroom: A Field Guide to Game-Based Learning (Hardback)** eBook, make sure you follow the link under and download the document or gain access to additional information which are in conjunction with **GAMIFY YOUR CLASSROOM: A FIELD GUIDE TO GAME-BASED LEARNING (HARDBACK)** book.

Peter Lang Publishing Inc, United States, 2014. Hardback. Book Condition: New. 2nd Revised edition. 224 x 150 mm. Language: English . Brand New Book. This book is a field guide on how to implement game-based learning and gamification techniques to the everyday teaching. It is a survey of best practices aggregated from interviews with experts in the field, including: James Paul Gee (Author, *What Video Games Have to Teach Us about Learning and Literacy*); Henry Jenkins (Provost Professor at University of Southern California); Katie Salen (Founder, Institute of Play); Bernie DeKoven (Author, *A Playful Path*); Richard Bartle (Bartle's Player Type Theory); Kurt Squire (Games + Learning + Society Center); Jessica Millstone (Joan Ganz Cooney Center), and Dan White (Filament Games). It also includes interviews from Erin Hoffman (GlassLab games); Jesse Schell (Schell Games/Professor at Carnegie Mellon); Tracy Fullerton (University of Southern California Game Innovation Lab); Alan Gershenfeld (E-Line Media); Noah Falstein (Chief Game Designer, Google); Valerie Shute (Professor at Florida State University); Lee Sheldon (Author, *The Multiplayer Classroom*); Robert J. Torres (Bill Melinda Gates Foundation), Asi Burak (President, Games for Change); Toby Rowland (MangaHigh); Jocelyn Leavitt (Hopscotch); Krishna Vedati (Tynker); and researchers at BrainPOP and designers from Electric Funstuff (Mission U.S. games). Each chapter concludes with practical lesson plan ideas, games to play (both digital and tabletop), and links to research further. Much of the book draws on the author's experiences implementing games with his middle school students. Regardless of your teaching discipline or grade level, whether you are a pre-service teacher or veteran educator, this book will engage and reinvigorate the way you teach and how your students learn!.

 [Read Gamify Your Classroom: A Field Guide to Game-Based Learning \(Hardback\) Online](#)

 [Download PDF Gamify Your Classroom: A Field Guide to Game-Based Learning \(Hardback\)](#)

See Also



[PDF] The Well-Trained Mind: A Guide to Classical Education at Home (Hardback)

Access the web link below to get "The Well-Trained Mind: A Guide to Classical Education at Home (Hardback)" PDF file.

[Read eBook »](#)



[PDF] Who am I in the Lives of Children? An Introduction to Early Childhood Education

Access the web link below to get "Who am I in the Lives of Children? An Introduction to Early Childhood Education" PDF file.

[Read eBook »](#)



[PDF] Three Simple Rules for Christian Living: Study Book

Access the web link below to get "Three Simple Rules for Christian Living: Study Book" PDF file.

[Read eBook »](#)



[PDF] Dog Farts: Pooter's Revenge

Access the web link below to get "Dog Farts: Pooter's Revenge" PDF file.

[Read eBook »](#)



[PDF] Any Child Can Write

Access the web link below to get "Any Child Can Write" PDF file.

[Read eBook »](#)



[PDF] DK Readers L1: Jobs People Do: A Day in the Life of a Teacher

Access the web link below to get "DK Readers L1: Jobs People Do: A Day in the Life of a Teacher" PDF file.

[Read eBook »](#)