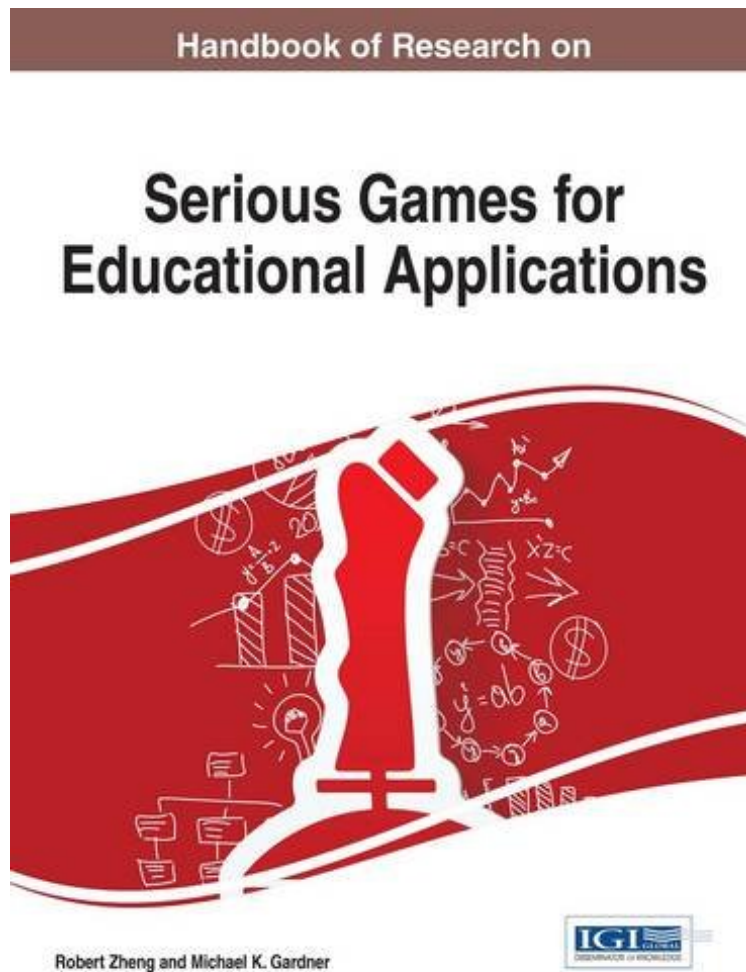


(Free read ebook) Handbook of Research on Serious Games for Educational Applications (Advances in Game-Based Learning)

Handbook of Research on Serious Games for Educational Applications (Advances in Game-Based Learning)

Robert Zheng

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Games have been part of the entertainment industry for decades. Once only considered viable for personal entertainment, virtual gaming media is now being explored as a useful tool for learning and student engagement. The

Handbook of Research on Serious Games for Educational Applications presents a comprehensive examination of the implementation of gaming in classroom settings and the cognitive benefits this integration presents. Highlighting theoretical, psychological, instructional design, and teaching perspectives, this book is a pivotal reference source for researchers, educators, professionals, and academics interested in the innovative opportunities of game-based learning.

About the Author Robert Zheng is an associate professor of Instructional Design and Educational Technology in the Department of Educational Psychology at the University of Utah. He also is the director of Center for the Advancement of Technology in Education (CATE) at the University of Utah. His research interests include online instructional design, cognition and multimedia learning, and human-computer interaction. He edited and co-edited several books including Cognitive Effects on Multimedia Learning, Online Instructional Modeling: Theories and Practices,