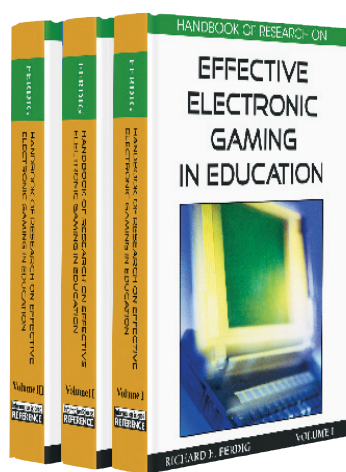


New Release

July 2008

# Handbook of Research on Effective Electronic Gaming in Education



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**Edited by: Richard E. Ferdig, University of Florida, USA**

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Games and gaming have always been an important part of society and culture. Within the last 35 years, due to numerous technology innovations, electronic games in many formats have not only become ubiquitous in everyday recreational life but have also permeated many professional fields and disciplines for multiple purposes including teaching and learning.

The **Handbook of Research on Effective Electronic Gaming in Education** presents a framework for understanding games for educational purposes while providing a broader sense of current related research. Compiling over 50 groundbreaking research studies from leading international authorities in the field, this advanced and uniquely comprehensive reference is a must-have for academic and research libraries and for all those interested in expanding their theoretical and practical knowledge of the exciting field of electronic gaming.



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# Handbook of Research on Effective Electronic Gaming in Education

Edited by: Richard E. Ferdig, University of Florida, USA

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## Topics Covered

- Augmented reality gaming
- Authentic learning environment
- Cognitive load in games
- Cognitive load theory
- Computational model of learning
- Computer games as learning tools
- Computer gaming cultures
- Conceptual play spaces
- COTS computer game effectiveness
- Current online educational games
- Design patterns and computer graphics
- Designing games for learning
- Digital game-based learning
- Digital games interactions
- Education for engaged learning
- Educational game design
- Educational gaming
- Electronic games for health purposes
- Emotional potential of video games
- Game-based historical learning
- Game-based learning
- Game-based learning in design history
- Gender and racial stereotypes
- Instructional design
- Online roleplay games for learning
- Productive gaming
- Quality digital games
- Self-regulated learning
- Social psychology
- Transmedial comprehension
- Virtual world

## About the Editor:

**Richard E. Ferdig**, PhD, is an associate professor of educational technology at the University of Florida's College of Education. His research interests focus on educational gaming, the uses of innovative media for teaching and learning, virtual and online education, and what he calls a "deeper psychology of technology." He graduated from Calvin College with a BA in psychology and from Michigan State University with an MA in educational psychology. He received his PhD from Michigan State University in educational psychology. At UF, he co-directs the face-to-face and online graduate programs in educational technology.

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