Book Review

Learning with Digital Games: A Practical Guide to Engaging Students in Higher Education

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Nicola Whitton’s *Learning with Digital Games: A Practical Guide to Engaging Students in Higher Education* is a recent addition to the ever-expanding canon of literature on game-based learning (GBL) and serious games. Unlike many other academic publications (e.g., journals, books, or conference proceedings), this new book focuses on game-based teaching/learning in higher education, an area often neglected in the literature.

*Learning with Digital Games: A Practical Guide to Engaging Students in Higher Education* is a very engaging and refreshing read which provides valuable information to lecturers interested in GBL, irrespective of their background or expertise in this field. With a very well-structured approach focused on the theoretical, practical and technological aspects of GBL, the author manages to cover significant ground for anyone interested in deploying GBL in higher education. This is achieved by explaining the overall context for GBL, investigating the use of games in learning scenarios, and listing and suggesting relevant platforms and software. This comprehensive approach makes the book particularly accessible and valuable to all readers, who will find insightful and practical information to understand and deploy GBL solutions.

The book includes concise summaries at the beginning and at end of all chapters. It also features activity text boxes for readers to reflect on the concepts and methodologies introduced. These activities, which can be re-used at a later stage, also manage to maintain readers focused. The book also features valuable tips and advice that readers can apply in their own pedagogic investigation of the medium.

The first chapter offers a brief introduction to GBL, with key definitions for oft-used terms, an overview of the structure of the book, and
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