Digital Games for Minority Student Engagement: Emerging Research and Opportunities

Part of the Advances in Educational Technologies and Instructional Design Book Series

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Description:
Due to various challenges within the public-school system, such as underfunding, lack of resources, and difficulty retaining and recruiting teachers of color, minority students have been found to be underperforming compared to their majority counterparts. Minority students deserve quality public education, which can only happen if the gap in equity and access is closed. In order to close this achievement gap between the majority and minority groups, it is critical to increase the learning gains of the minority students.

Digital Games for Minority Student Engagement: Emerging Research and Opportunities is an essential reference source that argues that digital games can potentially help to solve the problems of minority students’ insufficient academic preparation, and that a game-based learning environment can help to engage these students with the content and facilitate academic achievement. Featuring research on topics such as education policy, interactive learning, and student engagement, this book is ideally designed for educators, principals, policymakers, academicians, administrators, researchers, and students.


Topics Covered:
- Academic Achievement
- Curriculum Development
- Education Policy
- Educational Games
- Educational Technologies
- Game-Based Learning
- Interactive Learning
- Learning Strategies
- Minority Experience
- Student Engagement

Hardcover: $125.00  E-Book: $125.00  Hardcover + E-Book: $150.00