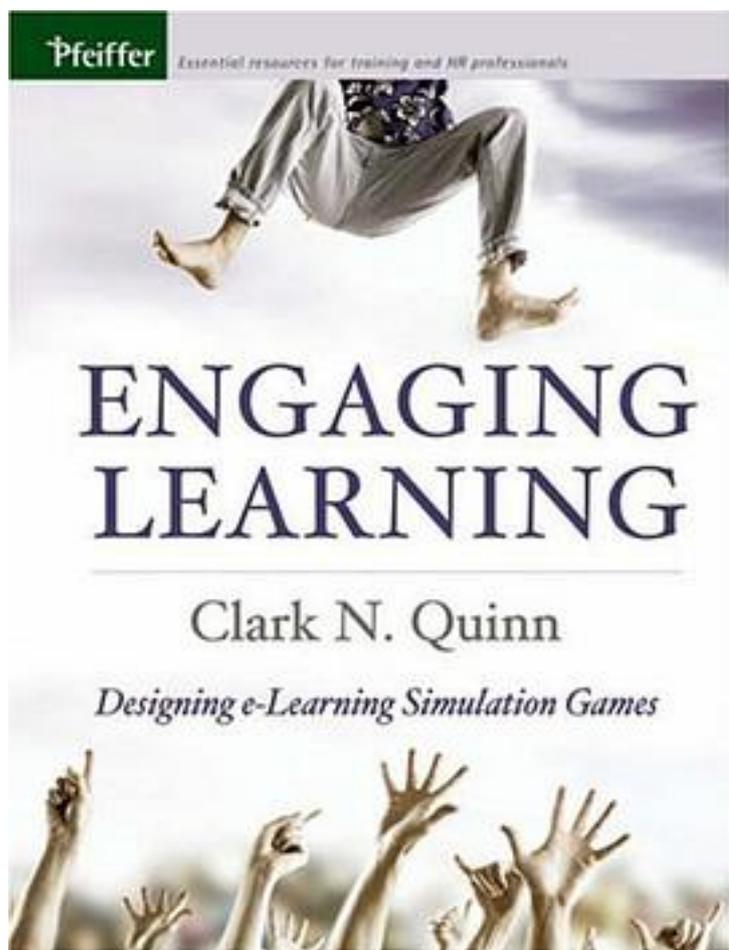


Engaging Learning



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Learning is at its best when it is goal-oriented, contextual, interesting, challenging, and interactive. These same winning characteristics also define the best computer games, which suggests that the most effective learning experiences are also engaging.

Learning can and should be hard fun! The challenge is to get in touch with what it takes to design learning experiences that will excite your audience. Engaging Learning offers a much-needed guide for training professionals who want to create learning programs that are both effective and engaging. Clark N. Quinn Learning, a system designer, presents a unique framework for systematically aligning the key elements of learning and engagement with a proven design process for e-learning games. This nuts-and-bolts guide, which is both research-based and grounded in experience, offers the tools needed to transform learning experiences from humdrum to fun.

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