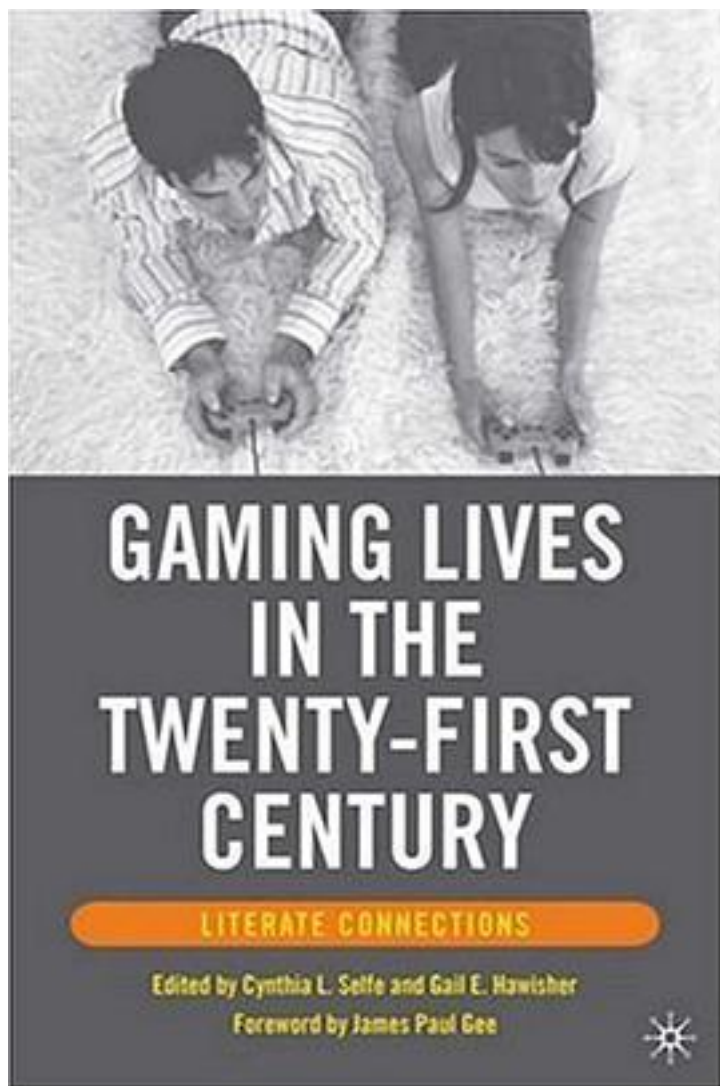


Gaming Lives in the Twenty-First Century



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出版者:Palgrave Macmillan

出版时间:

装帧:Pap

isbn:9781403972200

"Gaming Lives" explores the complexly rendered relationship between computer gaming environments and literacy development by focusing on in-depth case studies of computer gamers in the United States at the beginning of the twenty-first century. This volume examines the claim that computer games can provide better literacy and learning environments than U.S. schools. Using the words and observations of individual gamers, this book offers historical and cultural analyses of their literacy development, practices, and values.

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