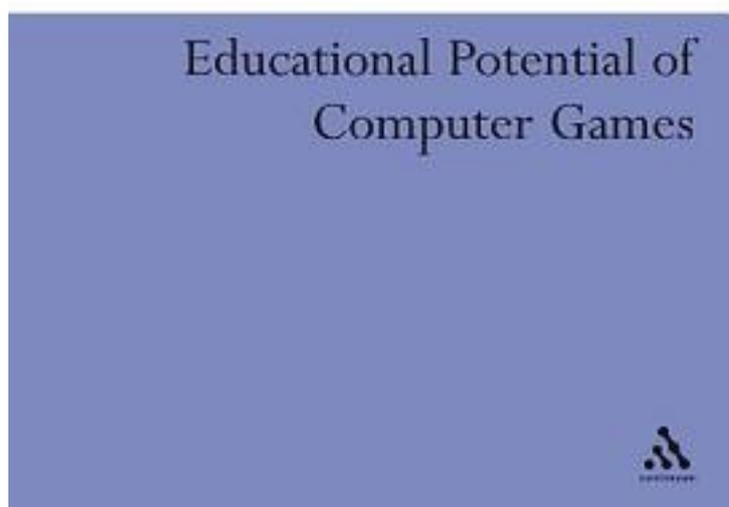


Educational Potential of Computer Games

Simon Egenfeldt-Nielsen



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There is increasing focus on the use of computer games across all ages. The trend is leading to educators, theorists and researchers, most especially those in the UK, US and Nordic countries, investigating how games can be effectively applied in everyday learning contexts. In this book, based on his PhD dissertation, Simon Egenfeldt-Nielsen aims to establish a new framework for understanding educational use of computer games that go beyond what we know as edutainment. The book presents a thorough overview, analysis and discussion of current research and then goes on to create the foundation for a new approach to educational use of computer games that goes beyond current reliance on behaviorism.

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