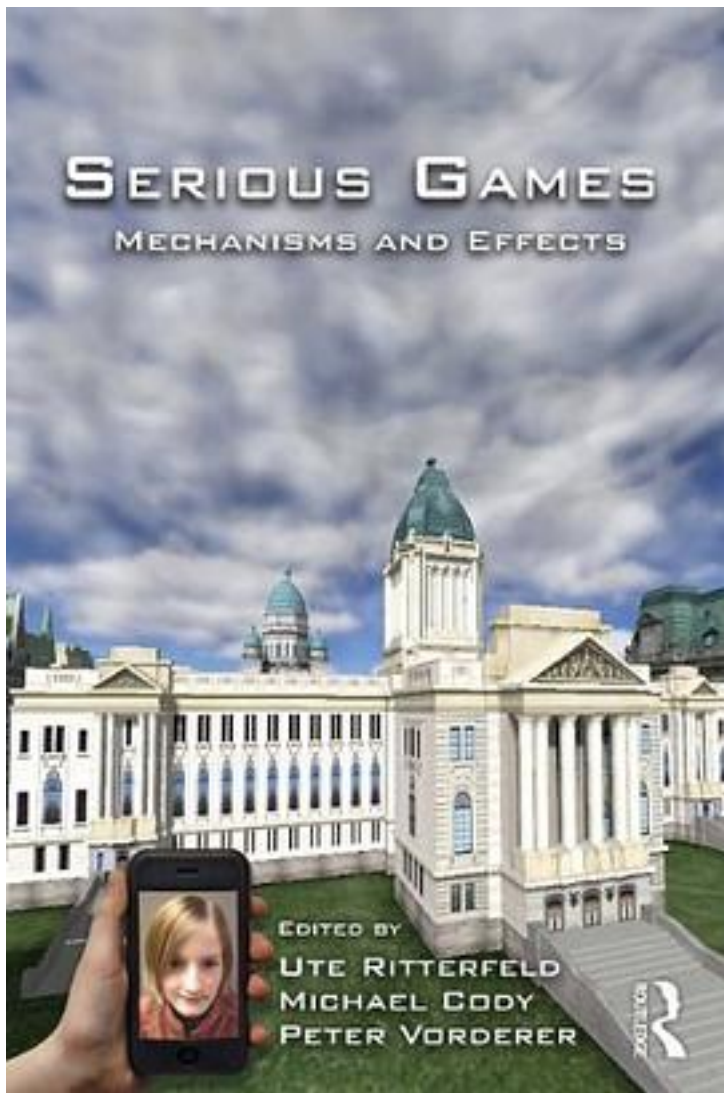


Serious Games



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The central purpose of this book is to examine critically the claim that playing games can provide learning that is deep, sustained and transferable to the 'real world'. The book will include internationally recognized social science scholars and will focus on five goals: define the area of serious games; elaborate and discuss the underlying theories that explain suggested psychological mechanisms elicited through serious game play, addressing cognitive, affective and social processes respectively; summarize and discuss the empirical evidence on the effectiveness of serious games, introduce innovative research methods as a response to the specific methodological challenges imposed through interactive media in creating individualized content, measurement of exposure, multitasking, deeper learning, and transfer from the virtual into the real; and, discuss the possibilities and limitations of selected applications for educational purposes. The book is designed to focus exclusively on the desirable outcomes of digital game play. The editors distinguish between 3 possible effects: learning, development, and change. 'Learning' is defined as the intentional acquisition of skills or knowledge through deliberate practice and training and has therefore a pedagogical focus. With 'development' we emphasize the rather incidental psychological impact of game play on processes of human development such as identity or attitude formation or emotional regulation that may be facilitated or initiated through game play. Finally, 'change' addresses the aspect of social intervention, for example political or health behavior. Although not completely distinct, focusing on these 3 dimensions shall ensure covering a broad range of serious games' possible impact. The volume will appeal to scholars, researchers, and graduate students working in media entertainment and game studies in the areas of education, media, communication, and psychology.

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