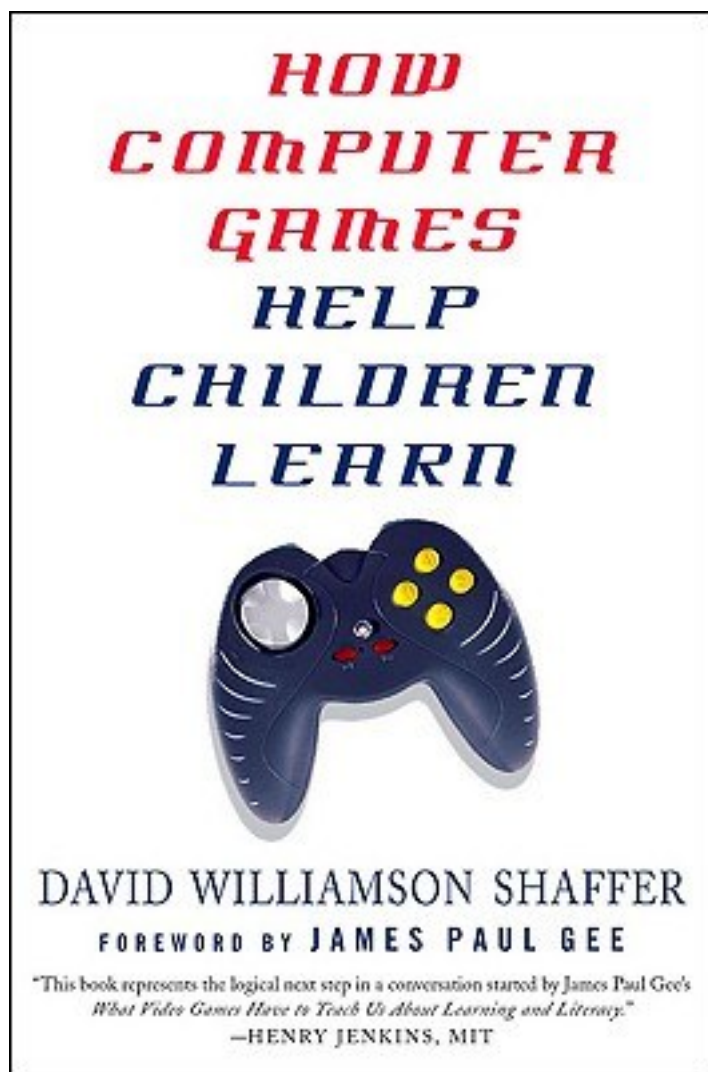


# How Computer Games Help Children Learn



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Combining years of research and classroom experience, Shaffer makes a compelling argument for the educational power of computer games as tools to help children learn about real world issues. Gaming is a hot topic - \$10 billion game industry, new international gamers conferences, and record-breaking sales on interactive games for all ages. As interest in gaming increases, parents and teachers will want a better understanding of games that teach. It has a strong Foreword by Gee, who wrote "What Video Games Have to Teach Us About Learning and Literacy" (Palgrave, 2004). This was the first book to argue that games are actually great learning tools for kids and has become a classic on the subject of video games and education. Author profile - Shaffer will promote the book through keynote addresses at education conferences and gaming events How can we make sure that our children are learning to be creative thinkers in a world of global competition - and what does that mean for the future of education in the digital age? David Williamson Shaffer offers a fresh and powerful perspective on computer games and learning. "How Computer Games Help Children Learn" shows how video and computer games can help teach children to build successful futures - but only if we think in new ways about education itself. Based on more than a decade of research in technology, game science, and education, "How Computer Games Help Children Learn" revolutionizes the ongoing debate about the pros and cons of digital learning.

作者介绍:

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