CONTENTS

Acknowledgments xi

Introduction 1
   New Media Literacy & Games 2
   Book Overview 5

Chapter 1. Games for Learning 9
   From Mancala to Kriegspiel 10
   Video Game Mania! 12
   The Edutainment Era 16
   Serious Games 17
   Games as Art 18
   Bringing Games into Classrooms 20
   Conclusions and Takeaways 24
   Lesson Plan Ideas 24
   Games 25
   Resources 25
# Chapter 5. Play-Based Learning

- Learning by Playing 
- Digital Toys
  - Tablet Toys
  - The Sandbox Summit
- Sandbox Games
  - MinecraftEdu
- The School as a Sandbox: PlayMaker School
- Conclusions and Takeaways
- Lesson Plan Ideas
- Games
- Resources

# Chapter 6. Learning in Cooperative Mode

- Cooperative Learning
  - Kagan Structures
- Lee Sheldon
  - Collateral Learning
- Building Civilizations Together with Historia
- Citizens of Whyville
- Conclusions and Takeaways
- Lesson Plan Ideas
- Games
- Resources

# Chapter 7. Gamification and Quest-Based Learning

- Gamification Mechanics
  - Leaderboards
  - Badges
  - Modding
  - Avatars
  - In-Game Economies
  - Game Geography
  - Easter Eggs
  - Gamification as a Tool... not an Add-on
- Quest-Based Learning
  - The Player Journey
  - Social Engagement
## Conclusions and Takeaways

Lesson Plan Ideas: 137
Games: 138
Resources: 138

### Chapter 8. Personalized Learning

Digital Badges and Learning Pathways: 141
   Why Badge?: 142
   Badges and Common Core Skills: 143
Youtopia: 144
ClassBadges: 146
Open Badges: 149
Adaptive Assessments: 151
   Adaptive Engines for Learning: 152
Knewton: 154
   Games as Adaptive Assessments: 155
Conclusions and Takeaways: 156
Lesson Plan Ideas: 157
Games: 157
Resources: 158

### Chapter 9. University Game Labs

The Bill & Melinda Gates Foundation: 160
Games + Learning + Society Center: 163
Center for Games and Impact: 165
Games Innovation Lab: 166
   Thoreau in a Sandbox: *Walden, the Game*: 167
   Nutritional Education with *Virtual Sprouts*: 168
   *Adventurous Dreaming Highflying Dragon*: 169
   Gaming College Admissions: *FutureBound*: 170
Conclusions and Takeaways: 172
Lesson Plan Ideas: 172
Games: 173
Resources: 173

### Chapter 10. Video Games for Learning

Filament Games: 176
Schell Games: 178
<table>
<thead>
<tr>
<th>CONTENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>GlassLab: Games, Learning, and Assessment 179</td>
</tr>
<tr>
<td>SimCityEDU: Pollution Challenge! 180</td>
</tr>
<tr>
<td>Mars Generation One: Argubot Academy 183</td>
</tr>
<tr>
<td>E-Line Media 185</td>
</tr>
<tr>
<td>MangaHigh 187</td>
</tr>
<tr>
<td>BrainPOP 188</td>
</tr>
<tr>
<td>Conclusions and Takeaways 191</td>
</tr>
<tr>
<td>Lesson Plan Ideas 191</td>
</tr>
<tr>
<td>Games 193</td>
</tr>
<tr>
<td>Resources 194</td>
</tr>
<tr>
<td>Chapter 11. Communities of Play 195</td>
</tr>
<tr>
<td>Game-Related Fan Fiction 196</td>
</tr>
<tr>
<td>Let's Play! 198</td>
</tr>
<tr>
<td>eSports 200</td>
</tr>
<tr>
<td>Machinima 201</td>
</tr>
<tr>
<td>Modding Communities: From Doom to Minecraft 202</td>
</tr>
<tr>
<td>Conclusions and Takeaways 204</td>
</tr>
<tr>
<td>Lesson Plan Ideas 205</td>
</tr>
<tr>
<td>Games 205</td>
</tr>
<tr>
<td>Resources 206</td>
</tr>
<tr>
<td>Chapter 12. Creating Digital Games 209</td>
</tr>
<tr>
<td>The National STEM Video Game Challenge 210</td>
</tr>
<tr>
<td>Click-and-Drag with Sploder and Gamestar Mechanic 212</td>
</tr>
<tr>
<td>Visual Programming Languages 213</td>
</tr>
<tr>
<td>Remixed with Scratch 213</td>
</tr>
<tr>
<td>Puzzle Challenges with Tynker 214</td>
</tr>
<tr>
<td>Coding on a Tablet with Hopscotch 216</td>
</tr>
<tr>
<td>GameMaker: Studio 218</td>
</tr>
<tr>
<td>Conclusions and Takeaways 220</td>
</tr>
<tr>
<td>Lesson Plan Ideas 220</td>
</tr>
<tr>
<td>Games 221</td>
</tr>
<tr>
<td>Resources 222</td>
</tr>
<tr>
<td>Chapter 13. Games to Change the World 223</td>
</tr>
<tr>
<td>Mission US and Social History 224</td>
</tr>
<tr>
<td>Social Impact Gaming 228</td>
</tr>
</tbody>
</table>