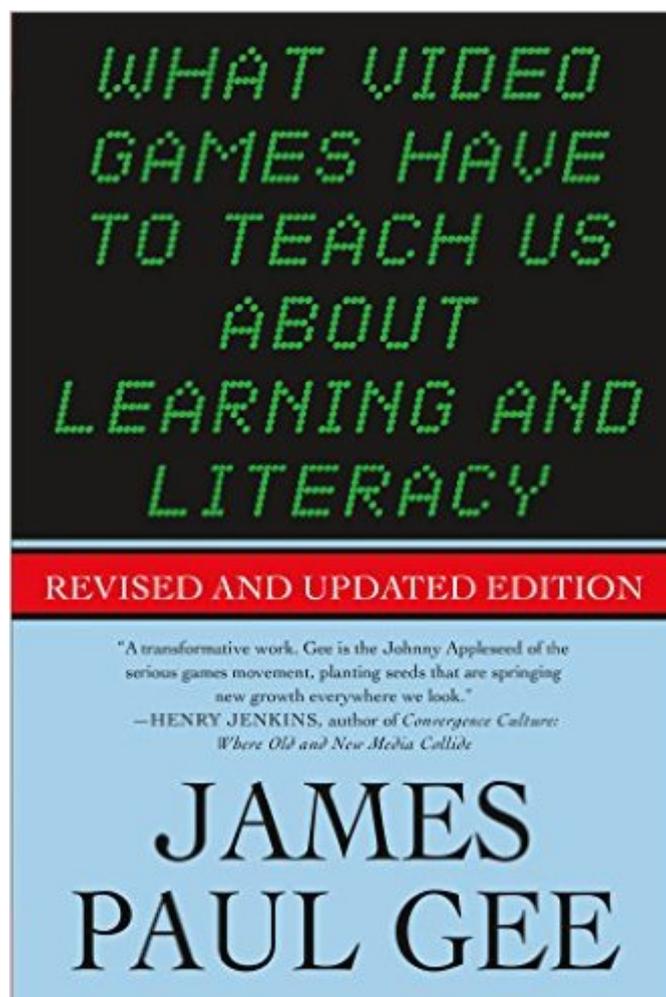


The book was found

What Video Games Have To Teach Us About Learning And Literacy. Second Edition



Synopsis

James Paul Gee begins his classic book with "I want to talk about video games--yes, even violent video games--and say some positive things about them." With this simple but explosive statement, one of America's most well-respected educators looks seriously at the good that can come from playing video games. In this revised edition, new games like World of WarCraft and Half Life 2 are evaluated and theories of cognitive development are expanded. Gee looks at major cognitive activities including how individuals develop a sense of identity, how we grasp meaning, how we evaluate and follow a command, pick a role model, and perceive the world.

Book Information

Paperback: 256 pages

Publisher: St. Martin's Griffin; 2nd edition (December 26, 2007)

Language: English

ISBN-10: 1403984530

ISBN-13: 978-1403984531

Product Dimensions: 6.1 x 0.7 x 9.1 inches

Shipping Weight: 10.4 ounces (View shipping rates and policies)

Average Customer Review: 3.9 out of 5 stars [See all reviews](#) (39 customer reviews)

Best Sellers Rank: #160,250 in Books (See Top 100 in Books) #82 in [Books > Computers & Technology > Computer Science > Human-Computer Interaction](#) #288 in [Books > Education & Teaching > Schools & Teaching > Education Theory > Reform & Policy](#) #318 in [Books > Education & Teaching > Schools & Teaching > Education Theory > Educational Psychology](#)

Customer Reviews

In this book I was enlightened to the in-depth world of video gaming. The only video games I remember playing back the early 1980s was Asteroids, so I had no idea about the complexity of the today's "good games" and the amount of cognitive strategy that goes on within the player's mind. In each chapter Gee goes into specific detail explaining selected game scenarios which correspond to a selected set of his 36 Learning Principles. He states that these learning principles, which are evident in video games, can be transposed to classroom learning. He is critical of the current state of the classroom which, in his opinion, still maintains a lackluster skill-and-drill approach to learning which is a very different strategy presented in video games. The principles Gee has developed while observing- and playing- video games is, as he says, " a plea to build better schools on on better principles of learning."He makes excellent points that I, and I am sure others, will relate to.

Learning through hands-on experience can be so much more rewarding and long lasting, and the scenarios which video games players find themselves working within, activate situated cognition and social learning. In other words, Gee shows us how video games help players learn how to pick up on patterns, learn through the situations they engage within, and operate within a social network where they can synthesize their skills and strategies as a main character in the drama of the game. What I have learned from reading this book is how transformative video game learning can be as compared to passive or outside experience of, for example, listening to a teacher lecture, because players can actually become one of the characters and therefore activate higher levels of learning.

[Download to continue reading...](#)

What Video Games Have to Teach Us About Learning and Literacy. Second Edition Learning: 25 Learning Techniques for Accelerated Learning - Learn Faster by 300%! (Learning, Memory Techniques, Accelerated Learning, Memory, E Learning, ... Learning Techniques, Exam Preparation) Visible Learning for Literacy, Grades K-12: Implementing the Practices That Work Best to Accelerate Student Learning (Corwin Literacy) Learn: Cognitive Psychology - How to Learn, Any Skill or Subject in 21 Days! (Learn, Learning Disability, Learning Games, Learning Techniques, Learning ... Learning, Cognitive Science, Study) Video Games Memes: Funny Video Games Memes, Jokes and Funny Pictures! (Lol Memes for Gamers) Nintendo, COD, Clash of Clans, Super Mario Memes plus more! Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scramble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Big6, Large and in Charge: Project-Based Information Literacy Lessons for Grades 3-6 (Big6 Information Literacy Skills) From Marbles to Video Games: How Toys Have Changed (Lightning Bolt Books Comparing Past and Present) The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! The Common Core Companion: The Standards Decoded, Grades 9-12: What They Say, What They Mean, How to Teach Them (Corwin Literacy) Implementing Cisco IP Telephony and Video, Part 2 (CIPTV2) Foundation Learning Guide (CCNP Collaboration Exam 300-075 CIPTV2) (3rd Edition) (Foundation Learning Guides) English Learners, Academic Literacy, and Thinking: Learning in the Challenge Zone Literacy in History and Social Studies, Grades 6 - 8: Learning Station Activities to Meet CCSS (English Language Arts) Go Pro Camera: Video editing for Beginners: How to Edit Video in Final Cut Pro and Adobe Premiere Pro Step by Step How To Stream Video Live 2016: Expand Your Reach In Minutes With Live Video Through Facebook, YouTube, Periscope, Livestream, Meerkat

And More - Even If You Hate Being On Camera Surgical Management of Pelvic Organ Prolapse:
Female Pelvic Surgery Video Atlas Series: Expert Consult: Online and Print, 1e (Female Pelvic
Video Surgery Atlas Series) Basic, Advanced, and Robotic Laparoscopic Surgery: Female Pelvic
Surgery Video Atlas Series, 1e (Female Pelvic Video Surgery Atlas Series) PowerPoint Video
Magic: A Skill Booster Guide on Using Microsoft PowerPoint for Professional Video Production
VIDEO INCOME ACADEMY: How to Make a Living Selling Products & Services via Video...
Youtube E-Commerce & Webinar Service Selling

[Dmca](#)