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## Gamify Your Classroom: A Field Guide to Game-Based Learning (Hardback)

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By Matthew Farber

Peter Lang Publishing Inc, United States, 2014. Hardback. Book Condition: New. 2nd Revised edition. 224 x 150 mm. Language: English . Brand New Book. This book is a field guide on how to implement game-based learning and gamification techniques to the everyday teaching. It is a survey of best practices aggregated from interviews with experts in the field, including: James Paul Gee (Author, What Video Games Have to Teach Us about Learning and Literacy); Henry Jenkins (Provost Professor at University of Southern California); Katie Salen (Founder, Institute of Play); Bernie DeKoven (Author, A Playful Path); Richard Bartle (Bartle's Player Type Theory); Kurt Squire (Games + Learning + Society Center); Jessica Millstone (Joan Ganz Cooney Center), and Dan White (Filament Games). It also includes interviews from Erin Hoffman (GlassLab games); Jesse Schell (Schell Games/Professor at Carnegie Mellon); Tracy Fullerton (University of Southern California Game Innovation Lab); Alan Gershenfeld (E-Line Media); Noah Falstein (Chief Game Designer, Google); Valerie Shute (Professor at Florida State University); Lee Sheldon (Author, The Multiplayer Classroom); Robert J. Torres (Bill Melinda Gates Foundation), Asi Burak (President, Games for Change); Toby Rowland (MangaHigh); Jocelyn Leavitt (Hopscotch); Krishna Vedati (Tynker); and researchers at BrainPOP and designers from Electric Funstuff...



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