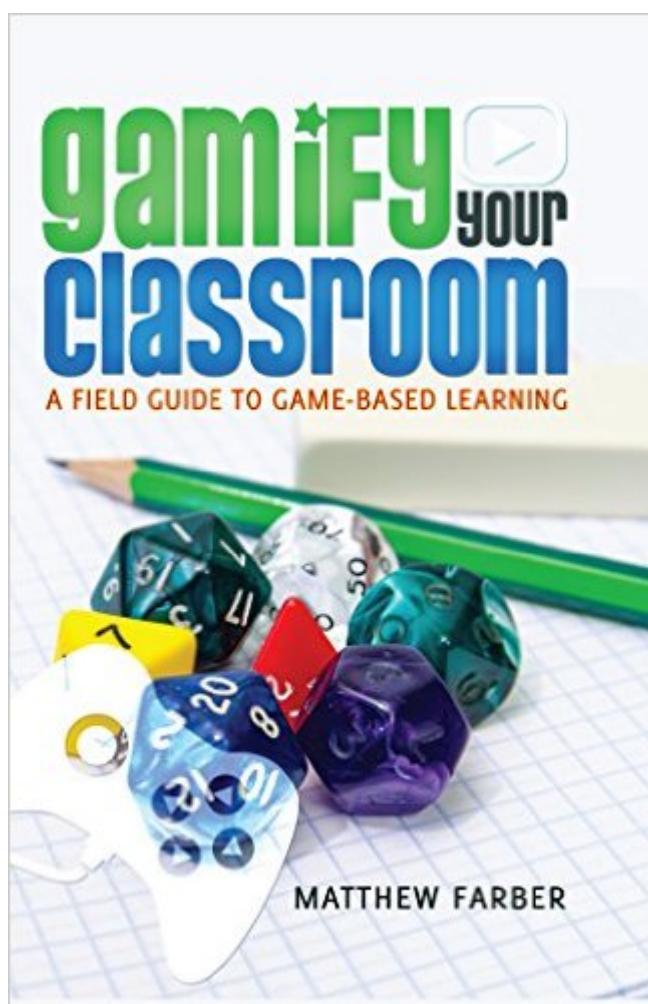


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Gamify Your Classroom: A Field Guide To Game-Based Learning (New Literacies And Digital Epistemologies)



Synopsis

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), Dan White (Filament Games); 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 (Mission U.S. games). Each chapter concludes with practical lesson plan ideas, games to play (both digital and tabletop), and links to research further. Much of the book draws on the author’s experiences implementing games with his middle school students. Regardless of your teaching discipline or grade level, whether you are a pre-service teacher or veteran educator, this book will engage and reinvigorate the way you teach and how your students learn!

Book Information

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Customer Reviews

Wonderfully clever and refreshing approach to using games in the classroom. I am a board game designer focusing solely on science games for the classroom. I gleaned much insight from Mathew's exhaustive examples, and academic approach to the topic!

This book presents a practical guide implementing new instructional methodology utilizing game-based skills. Mr. Farber has included concrete examples and real time classroom planning and management techniques in his book. As an educator with more than 40 years of experience in classroom management this text brings together the new challenges facing 21st century classroom instruction. This book should be required reading for all educators.

This has recent research and a lot of experience gathered together in one book. I found it a useful read for my own classroom. It offers strong explanations about gamifying a classroom, has tons of resource links, and brings in interviews with current specialists in the field. While I found this book helpful, I wish there was more information about planning and starting the gamification process.

Teachers and Educators wanting to learn about Game-Based learning will benefit greatly from this book. The author does a wonderful job of compiling large amounts of tips, ideas, knowledge, and resources. The book is very comprehensive as it covers a vast array of topics. At the end of every chapter there are small lists of Lesson Plan ideas, Games, and Resources. Game Designers will also benefit greatly from the book, even if their focus is not on games that teach or provide learning experiences, the book includes many useful bits of information, tips, and resources for making games effectively fun and engaging. In particular, the games listed as examples of successful games can serve as inspiration and reference in what works and what doesn't. As an educator and member of a family of teachers, and as father of two game designers, I have found this book to be very helpful and inspirational.

Gamify Your Classroom is an excellent resource for anyone in the field of education. From the classroom teacher to the EdTech, principal, administrator in charge of selecting professional development...even video-game developers interested in games for learning, Gamify has something

for everyone. As a gamer, educator, and video-game developer, I was able to integrate this book in ways I had not thought of to help bridge the worlds of education and gaming...and connect with those who are trying to do the same. Every teacher and administrator can benefit from this book. Each will find something different to further their own goals of instruction, student engagement, curriculum, and professional development. Gamify allows everyone to go at their own pace; to start slowly, or dig right in and really transform their classroom..or their entire district.

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