

Contents

Chapter One. Let the Game Begin	1
<i>Myint Swe Khine</i> <i>University of Bahrain</i> <i>Kingdom of Bahrain</i>	
Chapter Two. Video Game Design as Model for Professional Learning	9
<i>Richard Halverson, Christopher Blakesley &</i> <i>Regina Figueiredo-Brown</i> <i>University of Wisconsin-Madison, Wisconsin, USA</i>	
Chapter Three. A Game-Based Learning Framework:	
Linking Game Design and Learning Outcomes	29
<i>Jan-Paul van Staalduinen</i> <i>Delft University of Technology, The Netherlands</i> <i>Sara de Freitas</i> <i>University of Coventry, United Kingdom</i>	
Chapter Four. Presenting Content Information and Facilitating	
Instruction: Design Techniques for Advancing Game Flow	55
<i>Atsusi Hirumi</i> <i>University of Central Florida, Florida, USA</i> <i>Rick Hall</i> <i>Florida Interactive Entertainment Academy, Florida, USA</i>	
Chapter Five. Using Digital Games and Virtual Environments	
to Enhance Learning.....	79
<i>Mary E. Green & Mary Nell McNeese,</i> <i>University of Southern Mississippi, Mississippi, USA</i>	

Chapter Six. Game Changer: How Principles of Video Games Can Transform Teaching	107
<i>Janna Jackson</i> <i>University of Massachusetts, Massachusetts, USA</i>	
Chapter Seven. Motivating Science Education through Games	129
<i>Christopher A. Egert & Andrew M. Phelps</i> <i>Rochester Institute of Technology, New York, USA</i>	
Chapter Eight. Operation KTHMA—Reign of the Demiurge: Game Worlds, Greek History, and Situated Learning	153
<i>Roger Travis & Michel Young</i> <i>University of Connecticut, Connecticut, USA</i>	
Chapter Nine. “All I Know I Learned from Zelda”— Immersive Gaming and Learning and Why the Legend of Zelda Is a Perfect Learning Game.....	167
<i>David Squire</i> <i>DESQ, Sheffield, United Kingdom</i>	
Chapter Ten. Digital Game Analysis: Using the Technological Pedagogical Content Knowledge Framework to Determine the Affordances of a Game for Learning	189
<i>Aroutis Foster</i> <i>Drexel University, Pennsylvania, USA</i> <i>Punya Mishra & Matthew Koehler</i> <i>Michigan State University, Michigan, USA</i>	
About the Contributors.....	213
Index.....	219