Games & Learning Reading List

Wondering where to look for great information on the intersection between games, game design, learning, and digital kids? This list should get you well on your way. It's loosely grouped by general topic, and was compiled with input from a range of leaders in the field, including Sasha Barab, Drew Davidson, Tracy Fullerton, James Paul Gee, Henry Jenkins, Eric Klopfer, Scot Osterweil, David Shaffer, Kurt Squire, and Constance Steinkuhler. As with all lists it will evolve and change as new resources become available. If you have a title you have found useful please let us know, and we'll review it for addition to the list: resources@instituteofplay.org.

The Young and the Digital

Generation M2: Media in the Lives of 8- to 18-Year-Olds
Foeh, U.G., Rideout, V.J. & Roberts, D.F. (2010). Generation M2: Media in the Lives of 8- to 18-Year-Olds. Kaiser Family Foundation.

Teens, Video Games, and Civics (PEW Report)
Lenhart, A. et al. (2008). Teens, Video Games, and Civics. Pew Internet & American Life Project Report.

Hanging Out, Messing Around, and Geeking Out: Kids Living and Learning with New Media
Ito, M. et al. (2010) *Hanging Out, Messing Around, and Geeking Out: Kids Living and Learning with New Media*. Cambridge, MA and London: The MIT Press.

In-Game, In-Room, In-World: Reconnecting Video Game Play to the Rest of Kids' Lives
Reed, S., Satwicz, T., & McCarthy, L. (2007). In-Game, In-Room, In-World: Reconnecting Video Game Play to the Rest of Kids' Lives. In K. Salen (Ed.), *The Ecology of Games: Connecting Youth, Games, and Learning* (pp. 41-66). Cambridge, MA: The MIT Press.

The Young and the Digital: What the Migration to Social Network Sites, Games, and Anytime, Anywhere Media Means for Our Future
Watkins, Craig (2009). *The Young and the Digital: What the Migration to Social Network Sites, Games, and Anytime, Anywhere Media Means for Our Future*. Boston, MA: Beacon Press.

Rewired: Understanding the iGeneration and the Way They Learn
Rosen, Larry D. (2010). *Rewired: Understanding the iGeneration and the Way They Learn*. New York: Palgrave Macmillan.

Children's Motivations for Video Game Play in the Context of Normal Development
Olson, C.K. (2010). Children's Motivations for Video Game Play in the Context of Normal Development. *Review of General Psychology* (June, 2010).

Play: How it Shapes the Brain, Opens the Imagination, and Invigorates the Soul
Brown, Stuart, MD (2009). *Play: How It Shapes the Brain, Opens the Imagination, and Invigorates the Soul*. New York: Penguin Books.

The Young and the Digital (cont'd)

Does Easy Do It? Children, Games, and Learning
Papert, Seymour (1998). *Does Easy Do It? Children, Games, and Learning. Game Developer Magazine* (p. 88).

From Barbie to Mortal Kombat: Gender and Computer Games
Cassell, J. & Jenkins, H. eds. (1998). *From Barbie to Mortal Kombat: Gender and Computer Games*. Cambridge, MA and London: MIT Press.

Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Gaming
Kafai, Y. B., Heeter, C., Denner, J., and Sun, J. Y., eds. (2008). *Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Gaming*. Cambridge, MA: MIT Press.

Games and Learning Frameworks

What Video Games Have to Teach Us About Learning and Literacy
Gee, J.P. (2003). *What Video Games Have To Teach Us about Learning and Literacy*. New York: Palgrave Macmillan.

Moving Learning Games Forward
Klopfer, E., Osterweil, S., & Salen, K. (2009). "Moving Learning Games Forward." Cambridge, MA: The Education Arcade.

Serious Games in Education (FutureLab Report)
Ulicsak, M., & Wright, M. (2010). Serious Games in Education. FutureLab.

Beyond Edutainment: Exploring the Educational Potential of Computer Games
Egenfeldt-Nielsen, S. (2007). *Beyond edutainment: The educational potential of computer games*. London: Continuum Press.

Augmented Learning: Research and Design of Mobile Educational Games
Klopfer, E. (2008). *Augmented Learning: Research and Design of Mobile Educational Games*. Cambridge: MIT Press.

How Computer Games Help Children Learn
Shaffer, David Williamson (2006). *How Computer Games Help Children Learn*. New York: Palgrave Macmillan.

Video Games and Learning: Teaching and Participatory Culture in the Digital Age
Squire, K. (2011). *Video Games and Learning: Teaching and Participatory Culture in the Digital Age*. New York: Teachers College Press.

Ludoliteracy: Defining, Understanding, and Supporting Games Education
Zagal, José (2010). *Ludoliteracy: Defining, Understanding, and Supporting Games Education*. ETC Press.

The Ecology of Games: Connecting Youth, Games, and Learning
Salen, K., Ed. (2007). *The Ecology of Games: Connecting Youth, Games, and Learning*. The John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning. Cambridge, MA: The MIT Press.

Games and Learning: Issues, Perils, and Potentials: A Report to the Spencer Foundation
Gee, J.P. (2006). Games and Learning: Issues, Perils, and Potentials: A Report to the Spencer Foundation, Spencer Foundation Report.

Ethics and Game Design: Teaching Values through Play
Schrier, K. and Gibson, D. eds. (2010). *Ethics and Game Design: Teaching Values through Play*. Information Science Reference; 1st edition.

Games and Learning Frameworks (cont'd)

Learning to Play or Playing to Learn. A Critical Account of the Models of Communication Informing Educational Research on Computer Gameplay
Arnseth, H.C. (2006). 'Learning to Play or Playing to Learn. A Critical Account of the Models of Communication Informing Educational Research on Computer Gameplay', *Game Studies* 6(1), URL: http://www.gamestudies.org/0601/articles/arnseth

Becoming a (Virtual) Skateboarder: Communities of Practice and the Design of E-Learning
Hayes, E. (2006). Becoming a (Virtual) Skateboarder: Communities of Practice and the Design of ELearning [Electronic Version], no pagination.

Transformational Play: Why Educators Should Care About Games
Barab, S. A., Gresalfi, M., & Arici, A. (2009). Why educators should care about games. *Educational Leadership* 67(1), pp. 76-80.

Games and Learning Outcomes

Learning Science Through Computer Games and Simulations
Honey, M. & Hilton, M., Eds. (2010). Learning Science: Computer Games, Simulations, and Education, *Committee on Science Learning: Computer Games, Simulations , and Education* (pp. 5-48). Washington DC: National Academies Press.

The Language of Webkinz: Early Childhood Literacy in an Online Virtual World
Black, R. W. (2010). The language of Webkinz: Early childhood literacy in an online virtual world. *Digital Culture & Education*, 2 (1), 7-24.

Can Video Games Promote Intergenerational Play & Literacy Learning?
Chiong, C. (2009). *Can Video Games Promote Intergenerational Play & Literacy Learning?* New York: The Joan Ganz Cooney Center at Sesame Workshop.

Scientific Habits of Mind in Virtual Worlds
Steinkuehler, C. & Duncan, S. (2009). Scientific Habits of Mind in Virtual Worlds. *Journal of Science Education & Technology*, 17(6), 530-543.

Gaming Literacies: A Game Design Study in Action
Salen, K. (2007). Gaming Literacies: A Game Design Study in Action. *Journal of Educational Multimedia and Hypermedia*, v16 n3 (pgs 301-322).

Gaming Fluencies: Pathways into Participatory Culture in a Community Design Studio
Peppler, K. A. & Kafai, Y. B. (2010). Gaming Fluencies: Pathways into Participatory Culture in a Community Design Studio. *International Journal of Learning and Media*, (1) 4, 1-14.

Making Computer Games and Design Thinking: A Review of Current Software and Strategies
Hayes, E. R. & Games, I. A. (2008). Making Computer Games and Design Thinking. *Games & Culture*, 3(3), 309-332.

From Content to Context: Video Games as Designed Experiences
Squire, K.D. (2006). From content to context: Video games as designed experiences. *Educational Researcher*, 35(8), 19-29.

The Design is the Game: Writing Games, Teaching Writing
Robison, Alice J. (2008). The Design is the Game: Writing Games, Teaching Writing. *Computers and Composition*, Volume 25, Issue 3, 2008, Pages 359-370.

Games and Learning Outcomes (cont'd)

Scalable Learning: From Simple to Complex in World of Warcraft
Thomas, D. (2009). Scalable Learning: From Simple to Complex in World of Warcraft. *On the Horizon* 17(1), 35-46.

Game Design

A Theory of Fun for Game Design
Koster, R. (2004). *A Theory of Fun for Game Design*. Scottsdale, AZ: Paraglyph Press

Rules of Play
Salen, K. and Zimmerman, E. (2003). *Rules of Play*. Cambridge: MIT Press.

The Art of Game Design: A Book of Lenses
Schell, J. (2008). *The Art of Game Design: A Book of Lenses*. Morgan Kaufmann.

Game Design Workshop: A Playcentric Approach to Creating Innovative Games
Tracy Fullerton, T. (2008). *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*. Morgan Kaufmann.

Games and Assessment

Semi-Virtual Embodied Learning: Real World STEM Assessment
Johnson-Glenberg, M. C., Birchfield, D., Savvides, P. & Megowan-Romanowicz, C. (2010). Semi-Virtual Embodied Learning —Real World STEM Assessment. In L. Annetta & S. Bronack (eds.) *Serious Educational Game Assessment: Practical Methods and Models for Educational Games, Simulations and Virtual Worlds*. pp. 225-241. Rotterdam: Sense Publications.

Choice-Based Assessments for the Digital Age
Schwartz, D. L., & Arena, D. (2009). Choice-based assessments for the digital age. Stanford University.

Reconsidering Prior Knowledge
Schwartz, D. L., & Sears David And Chang, J. (2007). Reconsidering Prior Knowledge. *Thinking with Data* (pp. 319-344). Lawrence Erlbaum Associates.

Where the Light is Bad: Video Games and the Future of Assessment
Gee, J. P., & Shaffer, D. W. (September/October 2010). Looking Where the Light is Bad: Video Games and the Future of Assessment. *Phi Delta Kappa International EDge*, 6(1).

Simulations

The Complete Guide to Simulations and Serious Games: How the Most Valuable Content Will be Created in the Age Beyond Gutenberg to Google
Aldrich, C. (2009), *The Complete Guide to Simulations and Serious Games: How the Most Valuable Content Will be Created in the Age Beyond Gutenberg to Google*. San Francisco: Pfeiffer.

Multi-User Virtual Environments for Teaching and Learning
Dieterle, E., & Clarke, J. (2009). Multi-user virtual environments for teaching and learning. In M. Pagani, Ed., *Encyclopedia of multimedia technology and networking* (2nd ed). Hershey, PA: Idea Group, Inc.

Simulations (cont'd.)

Educational Games and Simulations: A Technology in Search of a (Research) Paradigm
Gredler, M. (2001). Educational Games and Simulations: A Technology in Search of a (Research) Paradigm. In *The Handbook of Research for Educational Communications and Technology*. Bloomington, IN: Associate for Educational Communication and Technology.

Effectiveness of the Use of Simulations in a Social Studies Classroom
Lee, Jennifer M. (1994). Effectiveness of the Use of Simulations in a Social Studies Classroom. *Teaching Guides* (052). Curry School of Education, University of Virginia.

Seriously Considering Play: Designing interactive learning environments based on the blending of microworlds, simulations, and games
Rieber, L. P. (1996). Seriously considering play: Designing interactive learning environments based on the blending of microworlds, simulations, and games. *Educational Technology Research & Development*, 44(2), 43-58.

Improved Probabilistic Inference as a General Learning Mechanism with Action Video Games
Green C.S., Pouget, A. & Bavelier, D. (2010). Improved Probabilistic Inference as a General Learning Mechanism with Action Video Games, *Current Biology* 20, 1573–1579.

Learning Futures

Towards New Learning Networks
Facer, K., Rudd, T. & Sutch, D. (2006). Towards New Learning Networks. FutureLab (Opening Education).

A New Culture of Learning: Cultivating the Imagination for a World of Constant Change
Brown, J. S. & Thomas, D. (2011). *A New Culture of Learning: Cultivating the Imagination for a World of Constant Change*. CreateSpace.

Situated Language and Learning: A Critique of Traditional Schooling
Gee, J.P. (2004). *Situated Language and Learning: A Critique of Traditional Schooling*. London: Routledge.

Education Nation: Six Leading Edges of Innovation in our Schools
Chen, Milton (2010). *Education nation: Six leading edges of innovation in our schools*. San Francisco, CA: Jossey Bass, a Wiley Imprint.

Learning Futures: Education, Technology and Social Change
Facer, K. (2011). *Learning Futures: Education, Technology and Social Change*. London: Routledge.

The World Is Open: How Web Technology Is Revolutionizing Education
Bonk, C. J. (2009). *The World Is Open: How Web Technology Is Revolutionizing Education*. San Francisco, CA: Jossey-Bass, a Wiley Imprint.

Opening Up Education: The Collective Advancement of Education through Open Technology, Open Content, and Open Knowledge
Iiyoshi, T. & Kumar, V. eds. (2008). *Opening Up Education: The Collective Advancement of Education through Open Technology, Open Content, and Open Knowledge*. Cambridge, MA: The MIT Press.

From Creativity to Cultural Production: Shared Perspectives
Sefton-Green, J. (2000). From Creativity to Cultural Production: Shared Perspectives. In J. Sefton-Green & R. Sinker (Eds.), *Evaluating Creativity: Making and Learning by Young People* (pp. 216-231). London: Routledge.

Learning Futures (cont'd.)

Participatory Media Spaces: A Design Perspective on Learning with Media and Technology in the 21st Century
Halverson, E. R. (2011). Participatory Media Spaces: A Design Perspective on Learning with Media and Technology in the 21st Century. In C. Steinkuehler, K. Squire, and S. Barab (Eds.), *Games Learning & Society: Learning and meaning in a digital age*. New York: Cambridge University Press.

Confronting the Challenges of Participatory Culture: Media Education for the 21st Century
Jenkins, H., Clinton K., Purushotma, R., Robinson, A.J., & Weigel, M. (2006). Confronting the Challenges of Participatory Culture: Media Education for the 21st Century. Chicago, IL: The MacArthur Foundation.

Using the Technology of Today in the Classroom Today
Groff, J., Hass, J., Klopfer, E., Osterweil, S. (2009). Using the Technology of Today in the Classroom Today. Cambridge, MA: The Education Arcade.

Rethinking Education in the Age of Technology: The Digital Revolution and Schooling in America
Collins, A., & Halverson, R. (2009). *Rethinking Education in the Age of Technology: The Digital Revolution and Schooling in America*. New York: Teachers College Press.

Initiation Rites: A Small Boy in a Poke-World
Sefton-Green, J. (2004). Initiation Rites: A Small Boy in a Poke-World. In J. Tobin (Ed.), *Pikachu's Global Adventure: the Rise and Fall of Pokemon*. Durham: Duke University Press.