

Learning through Digital Game Design and Building in a Participatory Culture: An Enactivist Approach (New Literacies and Digital Epistemologies)

Qing Li

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This book discusses topics concerning digital game-based learning focusing on learning-by-game-building and Web 2.0. Grounded in the new theoretical perspective of enactivism, this book shows how such an approach can help students gain deep understanding of subjects such as mathematics and history, as well as undergraduate or graduate students' learning of pedagogy and also adult driver's learning of road safety rules. Written for undergraduate students in teacher education, experienced teachers, and graduate students, this book is an ideal text for courses related to technology integration and digital game-based learning. It is also beneficial for researchers, educators, parents, school administrators, game designers, and anyone who is interested in new ways of learning and digital games.



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