



What Video Games Have to Teach Us About Learning and Literacy. Second Edition

By James Paul Gee

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James Paul Gee begins his classic book with "I want to talk about video games--yes, even violent video games--and say some positive things about them." With this simple but explosive statement, one of America's most well-respected educators looks seriously at the good that can come from playing video games. In this revised edition of *What Video Games Have to Teach Us About Learning and Literacy*, new games like *World of Warcraft* and *Half Life 2* are evaluated and theories of cognitive development are expanded. Gee looks at major cognitive activities including how individuals develop a sense of identity, how we grasp meaning, how we evaluate and follow a command, pick a role model, and perceive the world.

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Bibliography

- Sales Rank: #255565 in eBooks
- Published on: 2014-12-02
- Released on: 2014-12-02
- Format: Kindle eBook

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Editorial Review

Review

“Gee astutely points out that for video game makers, unlike schools, failing to engage children is not an option.” ?Terrence Hackett, *The Chicago Tribune*

“These games succeed because, according to Gee, they gradually present information that is actually needed to perform deeds.” ?Norman A. Lockman, *USA Today*

“James Paul Gee's *What Video Games Have to Teach Us About Learning and Literacy* has been a transformative work. Gee might be described as the Johnny Appleseed of the serious games movement, planting seeds that are springing new growth everywhere we look. More than anyone else, he has forced educators, parents, policy makers, journalists, and foundations to question their assumptions and transform their practices. Gee combines the best contemporary scholarship in the learning scientists with a gamer's understanding of what is engaging about this emerging medium.” ?Henry Jenkins, *author of Convergence Culture: Where Old and New Media Collide*

About the Author

James Paul Gee has been featured in a variety of publications from *Redbook*, *Child*, *Teacher*, and *USA Today* to *Education Week*, *The Chicago Tribune*, and more. He is Professor of Education at the University of Wisconsin-Madison. Described by the *Chronicle of Higher Education* as "a serious scholar who is taking a lead in an emerging field" he has become a major expert in game studies today.

Users Review

From reader reviews:

Bobby Hanke:

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Neil Nilsson:

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