Computer Games and Team and Individual Learning

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Documents research on the impact of computer games on the learning of adults. Computer games and learning are characterized from a series of different theoretical and empirical viewpoints. Both civilian sector and military applications are presented. While effectiveness of game environments to support learning can be documented in terms of intensity and longevity of engagement (participants voting with their time), as well as the commercial success of the games, there is much less solid empirical information about what instructional outcomes are systematically achieved by the playing of individual and multiplayer games. This book will address these issues.Designed for professionals in the gaming, simulation, assessment and evaluation, educational technology, and educational psychology communities, this book explores the state of the art in the use of computer game technology for teaching and measurement of learning in adults. Its unique focus is on the empirical impact, both qualitative and quantitative, of computer games on the learning of adults.

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