



**Handbook of Research on Improving Learning
and Motivation through Educational Games:
Multidisciplinary Approaches (2 Vols.) (Advances
in Medical Technologies and Clinical Practice)**

Patrick Felicia

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Game-Based Learning is becoming increasingly popular thanks to its ability to both motivate and teach a new generation of learners frequently referred as "digital natives." This new breed of learners uses computers on a regular basis, plays video games frequently and is often driven by emotionally-charged material.

Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches provides relevant theoretical frameworks and the latest empirical research findings on game-based learning. It is written for professionals, such as students, teachers, developers or managers, who want to improve their understanding of the important roles and applications of educational games in terms of teaching strategies, instructional design, educational psychology and game design.

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