Get Book

INTERACTIVE MULTIMEDIA LEARNING USING SOCIAL MEDIA FOR PEER EDUCATION IN SINGLE-PLAYER EDUCATIONAL GAMES SPRINGER THESES



Springer. Hardcover. Condition: New. 220 pages. This book introduces new concepts and mechanisms regarding the usage of both social media interactions and artifacts for peer education in digital educational games. Digital games in general, and digital educational games in particular, represent an area with a high potential for interdisciplinary innovation, not only from an information technology standpoint, but also from social science, psychological and didactic perspectives. This book presents an interdisciplinary approach to educational games, which is centered on information...

Read PDF Interactive Multimedia Learning Using Social Media for Peer Education in Single-Player Educational Games Springer Theses

- Authored by Johannes Konert
- Released at -



Filesize: 1.98 MB

Reviews

It is really an remarkable ebook that we actually have ever read through. I actually have study and i also am confident that i am going to gonna study once more yet again in the foreseeable future. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- Ewell Rempel

Good electronic book and valuable one. It generally is not going to charge an excessive amount of. Its been developed in an remarkably straightforward way and is particularly simply following i finished reading this ebook through which really transformed me, change the way i think.

-- Mr. Domenic Eichmann

This pdf is indeed gripping and exciting. It is writter in easy words and phrases and not confusing. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- Alayna Kuphal