Games for Learning

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Message from the Guest Editors

Dear Colleagues,

Bridging the gap between schools and universities is one of the greatest challenges we face in educational research. Achieving quality education requires empirical evidence-based and practice-based teaching, while ensuring that educational research is responsive to classroom needs and problems.

The literature shows that video games offer many benefits for teaching and learning. However, there are not many schools that have introduced them in their classes. The main purpose of this Special Issue is to consolidate knowledge on the application and effectiveness of educational learning models that incorporate video games into education. This monograph therefore welcomes the participation of teachers, professors and researchers using video games for teaching and/or research activities in early childhood education, primary school, secondary school or university.

Special Issue

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Message from the Editor-in-Chief

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