



Digital Game-Based Learning and Gamified Learning: What's Next?

Guest Editors:

Prof. Dr. Morris JONG Siu-yung

Department of Curriculum and Instruction & Centre for Learning Sciences and Technologies, The Chinese University of Hong Kong, Shatin, N.T., Hong Kong SAR, China

Prof. Dr. Hanna Elina Wirman

Center for Computer Games Research, IT University of Copenhagen, DK-2300 Copenhagen, Denmark

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Message from the Guest Editors

Dear Colleagues,

Digital games are regarded as an effective tool for promoting students' learning motivation and engagement, which can lead to better learning. This Special Issue solicits high-quality papers that focus on, but are not limited to, the following topics of interest:

- New pedagogical and/or technological perspectives of harnessing game-based learning/gamified learning in early childhood education, K-12 education, and higher education;
- Leveraging advanced learning technologies in educational gamification;
- MR-/XR-supported game-based learning;
- AI in educational game design;
- Learning analytics in game-based learning/gamified learning;
- Flipped game-based learning/gamified learning;
- Teachers' facilitation roles in game-based learning/gamified learning;
- Challenges/strategies for introducing game-based learning/gamification in formal schooling contexts;
- Game-based learning/gamified learning in STEM/STEAM education;
- Game-based learning/gamified learning in special education.





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Editor-in-Chief

Prof. Dr. Daniel Muijs

School of Social Sciences,
Education and Social Work,
Queen's University Belfast,
Belfast BT7 1NN, UK

Message from the Editor-in-Chief

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Contact Us

Education Sciences Editorial Office
MDPI, Grosspeteranlage 5
4052 Basel, Switzerland

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