Digital game-based learning (DGbL)

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Message from the Guest Editors

Dear Colleagues,

The innovative methodology called Game-based Learning (GbL) and, more specifically, Digital Game-based Learning (DGbL), is intended to take advantage of the educational potential of videogames, digital games, augmented reality playful apps, etc. These resources are used for activating teaching and learning processes, contributing to students' acquisition and development of several competences, in a motivating way.

In this sense, even if there are interesting educational experiences based on this methodology, it is necessary to carry out, know, and disseminate quantitative, qualitative, and mixed research showing positive results. It is also needed to publish works describing the didactic procedures, the criteria for selecting games, the design of activities linked to the curriculum, the creation of instruments to register students' progress, etc. For these reasons, this special monographic intends to collect contributions that help promote DGbL in the classrooms.

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