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Potentials of Game-Based Learning and Gamification on New Literacy Studies

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Deadline for manuscript submissions:

closed (31 October 2023)

Message from the Guest Editors

Digital literature and new literacy practices have been left out of educational institutions, despite the important training potential they present. Studies that explore these new ways of reading are necessary to carry out didactic transpositions that start from the real literary interests of the students

In recent years, a wide range of educational strategies have been developed to work on reading skills. Among them, gamification and game-based learning (GBL) stand out to motivate students to acquire and develop skills related to literacy and writing.

This Special Issue solicits high-quality papers that focus on, but are not limited to, the following topics of interest:

- New pedagogical approach to gamify content related to oral and written skills:
- Creation and evaluation of playful didactic materials:
- Game-based learning/gamified learning for students with learning disabilities or special educational needs;
- Narrative games, escape rooms and educational breakouts;
- STEM Education and digital games in social and humanistic subjects;
- Development of reading skills through GBL and gamification;
- Didactic analysis of video games and board sames.







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Message from the Editor-in-Chief

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