

Ψηφιακά Παιχνίδια και Μάθηση

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Authors: Voulgari, I., Laboratory and Teaching Staff, UOA, Roinioti, E., Assistant Professor, UOP, Koutromanos, G. I., Associate Professor, UOA, Sintoris, C., Laboratory and Teaching Staff, UPATRAS, Manesis, D., Laboratory and Teaching Staff, UOA

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Abstract

Beyond their entertainment value, digital games have evolved into media of expression, the transmission of messages and ideas, educational tools, sources of inspiration and learning, cultural artefacts, and hubs for the development of cultural content. The present textbook captures some aspects of games that shape the gaming experience and the gaming culture(s). Digital games are situated within a matrix of factors relevant to learning. Their relationship with these factors and their social and cultural context is further explored. Examples of games, practices, and processes from the broader field of digital games are presented, including commercial, entertainment, and serious games. The textbook is divided into 12 chapters, which often intersect and connect, as many topics can span multiple thematic areas. The chapter structure follows a gradual progression of conceptual complexity, starting

with the definition of basic concepts and the taxonomies of games, and progressing to more complex topics such as the expression of ideas, values, and messages conveyed via digital games, skills supported, digital game literacy, design, development and evaluation, and perceptions regarding issues of addiction and aggressive behaviour. However, linear reading of the textbook is not necessary; readers may choose the order and the chapter they wish to engage with and refer to previous or subsequent chapters for clarifications on concepts that may be unclear. Each chapter is accompanied by indicative activities or topics for reflection and discussion. Additionally, the textbook is accompanied by supplementary material, such as resources and further analyses, available on the Digital Games and Learning website (Kallipos Handbook + Supplementary Material) <https://eclass.uoa.gr/courses/ECD533/>.

