



**Good Video Games and Good Learning: Collected
Essays on Video Games, Learning and Literacy.
Second Edition (New Literacies and Digital
Epistemologies)**

James Paul Gee

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Good Video Games and Good Learning: Collected Essays on Video Games, Learning and Literacy. Second Edition (New Literacies and Digital Epistemologies) James Paul Gee

Good Video Games and Good Learning presents the most important essays by James Paul Gee devoted to the ways in which good video games create good learning. The chapters in this book argue that good games teach through well-designed problem-solving experiences. They also prove that game-based learning must involve more than software and technology and engage with the design of passionate-affinity spaces where people mentor each other's learning and engagement. In the end, the book offers a model of collaborative, interactive, and embodied learning centered on problem solving, a model that can be enhanced by games, but which can be accomplished in many different ways with or without games.

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