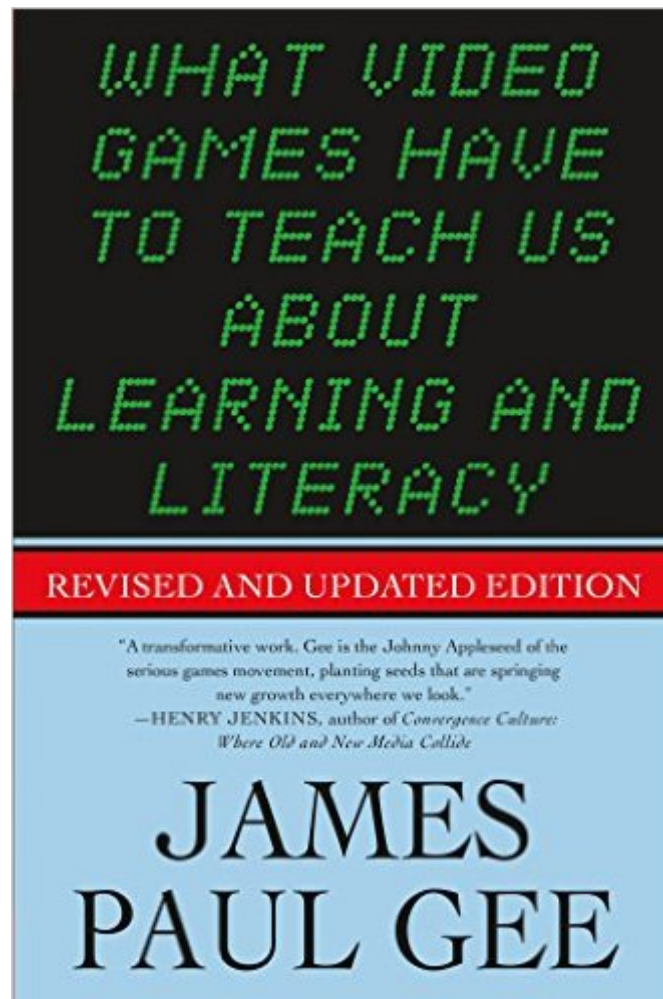


The book was found

What Video Games Have To Teach Us About Learning And Literacy. Second Edition



Synopsis

James Paul Gee begins his classic book with "I want to talk about video games--yes, even violent video games--and say some positive things about them." With this simple but explosive statement, one of America's most well-respected educators looks seriously at the good that can come from playing video games. In this revised edition, new games like World of WarCraft and Half Life 2 are evaluated and theories of cognitive development are expanded. Gee looks at major cognitive activities including how individuals develop a sense of identity, how we grasp meaning, how we evaluate and follow a command, pick a role model, and perceive the world.

Book Information

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Customer Reviews

In this book I was enlightened to the in-depth world of video gaming. The only video games I remember playing back the early 1980s was Asteroids, so I had no idea about the complexity of the today's "good games" and the amount of cognitive strategy that goes on within the player's mind. In each chapter Gee goes into specific detail explaining selected game scenarios which correspond to a selected set of his 36 Learning Principles. He states that these learning principles, which are evident in video games, can be transposed to classroom learning. He is critical of the current state of the classroom which, in his opinion, still maintains a lackluster skill-and-drill approach to learning which is a very different strategy presented in video games. The principles Gee has developed while observing- and playing- video games is, as he says, "a plea to build better schools on on better principles of learning." He makes excellent points that I, and I am sure others, will relate to.

Learning through hands-on experience can be so much more rewarding and long lasting, and the scenarios which video games players find themselves working within, activate situated cognition and social learning. In other words, Gee shows us how video games help players learn how to pick up on patterns, learn through the situations they engage within, and operate within a social network where they can synthesize their skills and strategies as a main character in the drama of the game. What I have learned from reading this book is how transformative video game learning can be as compared to passive or outside experience of, for example, listening to a teacher lecture, because players can actually become one of the characters and therefore activate higher levels of learning.

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