

GAMIFICATION:

The process of adding games or gamelike elements to something (such as a task) so as to encourage participation.

<https://www.merriam-webster.com/dictionary/gamification> 2018

Is there a connection between violent video games and violent behavior?

What are the social and cognitive benefits of incorporating gaming into the classroom?

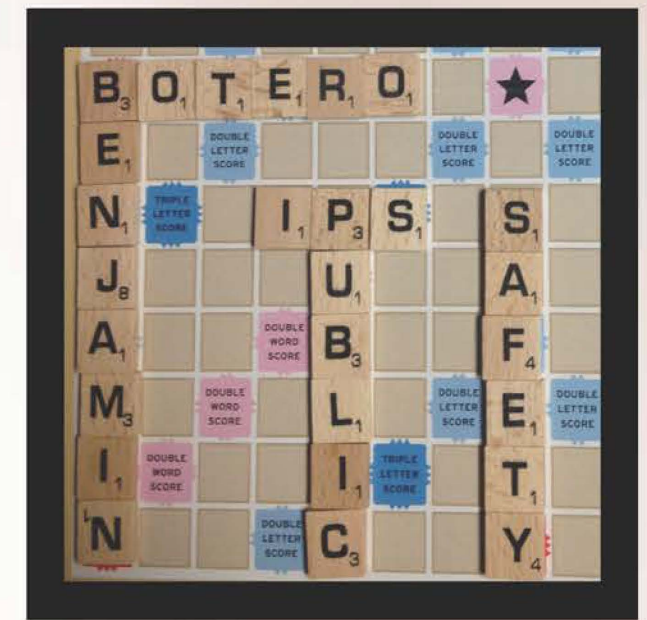
There are many claims about the usefulness of computer games for learning. Computer games can stimulate users and encourage the development of social and cognitive skills, but frequent use can exacerbate negative psycho-social tendencies, be addictive, and have health implications.

The Use of Computer Video Games for Learning
Alice Mitchell and Carol Saville Smith

<http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.183.4251&rep=rep1&type=pdf> 2018

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Gaming in the Classroom

The idea of using games to engage students in the process of learning is not new. Over the past several years, educators have been incorporating various video games into their teaching curriculum in an effort to create a fun and engaging learning environment for students.

Effectiveness of Gaming in the Classroom

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https://msu.edu/~milczyn1/artifacts/LITERATUREREVIEW_KAREN_MILCZYNSKI.pdf 2018