

Beyond Points and Badges: Gamification, Gameful Design, Serious Games, and Game- based Learning in Higher Education

Collection Editor: Robin Turner

Description

Games and gamified activities have always been a part of educators' repertoire, but until recently they have been associated largely with primary education. Since the publication of Sheldon's *The Multiplayer Classroom*, however, there has been an increase in the application of game mechanics and dynamics in higher education. This collection explores current practice in integrating gamification, gameful design, serious games and game-based learning into the tertiary curriculum.

About the Editor

Robin Turner teaches English for Academic Purposes at Bilkent University, Ankara. His research interests include cognitive linguistics, educational technology and gamification.

Submission Requirements

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Any work submitted for publication should be free of copyright restrictions and a statement should be submitted in support of this;

Contributions should be scholarly rather than anecdotal or unverifiable;

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