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 245 10\$a Choosing and Using Digital Games in the Classroom\$h[electronic resource] :\$bA Practical Guide
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 520 \$a This book presents an in-depth overview of the uses of digital games in education, from K-12 up
 through post-secondary. Beginning with a look at the history of games in education and the context for digital
 games, this book guides readers through various methods of serious game implementation, including the
 Magic Bullet Model, which focuses on the player's point of view of the game experience. The book also
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