

Recent Trends: Gaming / Video Games



NOTE: Articles listed below are in reverse chronological order; most recent are last

[links](#) to various resources;

[Video games & The future of learning;](#)

[Schools Grow As Gaming Industry Comes of Age;](#)

Readings: [The Future of Videogames in Education;](#)

Website: [Games to Teach Project;](#)

AAIM Arcade: [Using Interactive Software and Game Techniques to Enhance Teaching and Learning;](#)

[Kids aren't just playing games here;](#)

[Educators Take Serious Look at Video Gaming \(E School News\)](#)

[The Classroom of Popular Culture](#) (Harvard Ed)

[Computer simulation is 'making history'](#)

Game On! (THE Journal, Jan. 2006)

[What kids learn from video games](#)

[Gaming goes to class](#)

[Dance Video Games Hit the Floor in Schools](#)

[Education & Videogames](#)

[The Potential of Gaming on K-12 Education](#)

[Teacher Uses Video Games In English Class](#)

[Reading, writing—and video games](#)

[Gaming technology gets a muve on](#)

[Serious Games: Incorporating Video Games in the Classroom](#)
(EduCause)

["Harnessing the Power of Video Games for Learning"](#)

and ["Games, Cookies, and the Future of Education."](#)

[Games take on books](#)

[Professor Advocates Video Gaming In Schools](#)

[Gaming advances as learning tools](#)

[Video game makers target pre-school crowd](#)

[For some educators, gaming is serious business](#)

[Skip the textbook, play the video game](#)

[WEBCAST: Do Video Games Help Kids Learn?](#)

[Schools use video devices in obesity fight](#)

[Game on](#)

[Educational Video Games: Coming to a Classroom Near You?](#)

[Games in Education](#) (UK report/study)

[What Can Video Games Teach Us About Teaching Reading?](#)

[Video game myths](#)

[On a Quest for English](#)

[Can Game Development Impact Academic Achievement?](#)

[Getting Started with Videogame Development](#) (part2)

[Virtually A New Way of Learning: Video Games & Simulations as Teaching Tools](#) (Nov/Dec 2007)

[What's playing at the library? \(videogames\)](#)

[21st Century Skills and Serious Games: Preparing the N Generation](#)

[Gaming helps students hone 21st-century skills](#)

[Playing Games in Classroom Helping Pupils Grasp Math](#)

[Building Gaming into SCIENCE EDUCATION](#)

[Playing to Learn: Video games in the Classroom](#)