



# Cases on Digital Game-Based Learning: Methods, Models, and Strategies

By Youngkyun Baek



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In K-12 classrooms, as well as on the college and university level, the incorporation of digital games has played a vital role in the educational system. While introducing teachers to new fields, these digital games have been designed and implemented for the classroom and have shown positive results at a variety of educational levels.

**Cases on Digital Game-Based Learning: Methods, Models, and Strategies** analyzes the implementation of digital game applications for learning as well as addressing the challenges and pitfalls experienced. Providing strategies, advice and examples on adopting games into teaching, this collection of case studies is essential for teachers and instructors at various school levels in addition to researchers in game-based learning and pedagogic innovation.



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### Editorial Review

#### About the Author

**Youngkyun Baek** is a professor and director of Game Studio at Department of Educational Technology at Boise State University. With a background in both computing and education, he is interested in research and design of educational games, especially mobile games. His research focuses on the design, implementation and evaluation of games of learning.

**Nicola Whitton** is a Research Fellow at Manchester Metropolitan University. With a background in both computing and education, she is interested innovative ways in which to engage students in learning, particularly in the context of Higher Education. Her research focuses on the design, implementation and evaluation of games for learning, the use of technologies to support learning, and the used of student-centered and play-based learning methods.

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