

Serious games in personalized learning: new models for design and performance

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Abstrak

Serious Games in Personalized Learning investigates game-based teaching and learning at a time when learning and training systems are increasingly integrating serious games, machine-learning artificial intelligence models, and adaptive technologies. Game-based education provides rare data for measuring, assessing, and evaluating not just a game's effectiveness but the acquisition of information and knowledge that a student may gain through playing a learning game. This book synthesizes contemporary research, frameworks, and models centered on the design and delivery of serious games that truly personalize the learning experience. Scholars of educational technology, instructional design, human performance, and more will find a comprehensive guide to the history, practical implications, and data-collection potential inherent to these fast-evolving tools.