

Electric Worlds In The Classroom: Teaching And Learning With Role-based Computer Games

by Brian M Slator

Brian M. Slator (Author of Electric Worlds in the Classroom) Oct 14, 2010 . Electric Worlds in the Classroom: Teaching And Learning With Role-Based Computer Games. Teachers College Press. 182 p. D.A. Bowman Electric Worlds in the Classroom: Teaching And Learning With Role . . the Classroom: Teaching and Learning with Role-Based Computer Games We build our virtual worlds so players can play a game and, if they want to win,. A 3D Immersive Virtual Environment for Secondary Biology . - AACE Publication » Electric Worlds in the Classroom: Teaching and Learning with Role-Based Computer Games – By Brian M. Slator and Associates. Electric Worlds in the Classroom: Teaching and Learning with . - Google Books Result Slator, Brian M. Electric Worlds in the Classroom: Teaching and Learning With Role-based Computer Games. New York: Teachers College Press, 2006. Cite this - Record Citations Electric Worlds in the Classroom: Teaching and . - Google Books Jul 19, 2015 - 23 sec - Uploaded by James I. HarrisonDownload Electric Worlds in the Classroom Teaching And Learning With Role based Electric worlds in the classroom : teaching and learning with role . Title: Electric Worlds in the Classroom Teaching and Learning with Role-Based Computer Games (Bindings: PB) Author: Slator, Brian M Beckwith, Richard T .

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