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Gamification: Using Gaming Technology For Achieving Goals (Digital And Information Literacy)



Synopsis

The concept of gamification turns healthy behaviors, such as losing weight or helping the environment, into a game that rewards success. This new and exciting niche in the game industry provides limitless opportunities for young people who are interested in the cutting edge of computers and technology, and how it interacts with daily life. This book does an excellent job of explaining exactly what gamification is by showing how technologies such as smartphones and apps are upending the way games are conceived and played. The reader is then introduced to specific examples of gamification concepts in the areas of environmentalism, education, health, and social causes. These include games that incentivize such behaviors exercising, recycling, and volunteering in the community. The examples illustrate the potential of this new concept in computer technology, sparking an interest in future computer scientists to jump into the field.

Book Information

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Customer Reviews

The Digital and Information Literacy series introduces a varied array of computer-based topics. Though the level of detail varies from volume to volume, the text is generally clear and well organized. Most double-page spreads include at least one color illustration, mainly photos of teens and screen shots of computers and other devices. Although some of the subjects can be difficult to find in other books at this grade level, readers with a strong interest in pursuing the technologies may find the [“Further Reading”](#) bibliographies helpful. Discussing games as

motivators, Gamification offers many examples of new computer and mobile games used in fields such as education, health, and the environment. Books in this ongoing series offer useful overviews of current topics in technology. Grades 5-8. --Carolyn Phelan

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