

Title

- Don't Bother Me, Mom, I'm Learning!: How Computer and Video Games are Preparing Your Kids for 21st Ce...
- Games, motivation, and learning: A research and practice model
- Learning by doing: A comprehensive guide to simulations, computer games, and pedagogy in e-learning an...
- From visual simulation to virtual reality to games
- Simulations and the future of learning: An innovative (and perhaps revolutionary) approach to e-learning
- Half-real: Video games between real rules and fictional worlds
- Synthetic worlds: The business and culture of online games
- Digital game-based learning
- Motivations for play in online games
- Literature review in games and learning

Info   Notes   Tags   Attachments   Related   [Show](#)

Item Type	Journal Article	Add abstract...
Title	Digital game-based learning	
Author	Prensky, M.	
Author	Prensky, M.	
Date	2008	
URL	<a href="http://www.citeulike.org/group/3060/a...">http://www.citeulike.org/group/3060/a...</a>	
Accessed	10/29/2019, 7:32:39 AM	
Library Catalog	Google Scholar	
Call Number	2641	

**number of citations**

**Fig. 4.** Characteristics of the work and the number of citations. Source: Zotero Tool