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Tom Chatfield

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Why games are the 21st Century's most serious business Fun Inc.: Why games are the 21st Century's most serious business. by Tom Chatfield. 3.35 avg. rating · 199 Ratings. People make

many assumptions about video games; only teenage boys play them, they increase anti-social behaviour and they tend to be violent.

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*(By "game," I am referring to learning through play, active engagement and fun). Students learn through the process of playing the game. By playing a game, students may be able to understand a new concept or idea, take on a different perspective, or experiment with different options or variables.

Why Use Games in Your Classroom? | Education World

Teaching with games "allows me to hit multiple learning styles in the same lesson in a much easier way than the normal classroom environment." ~David McG, from Best Practices for Using Games & Simulations in the Classroom Guidelines for K-12 Educators (PDF) . You've probably seen first-hand how absorbing digital games can be for young minds.

Teaching with Games | BrainPOP Educators

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