



# **Gaming and Cognition: Theories and Practice from the Learning Sciences (Premier Reference Source)**

*Richard Van Eck*

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## **Gaming and Cognition: Theories and Practice from the Learning Sciences (Premier Reference Source)**

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The idea that games can have positive impacts upon critical thinking and problem solving is widely accepted in today's digital society, yet the effect of video games on human cognition is still largely unexplored.

Gaming and Cognition: Theories And Practice From The Learning Sciences applies the principles of research in the study of human cognition to video games, providing a critical examination of the rigor and design of the experiments in the study of cognition and gaming. Combining many aspects of the learning sciences such as psychology, instructional design, and education into one coherent whole, this book presents historical, theoretical, and practical perspectives.

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