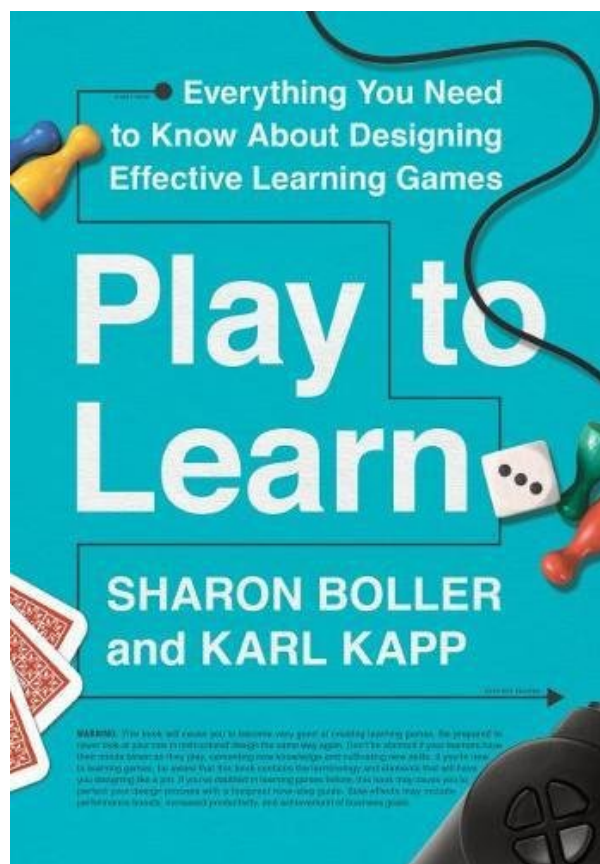
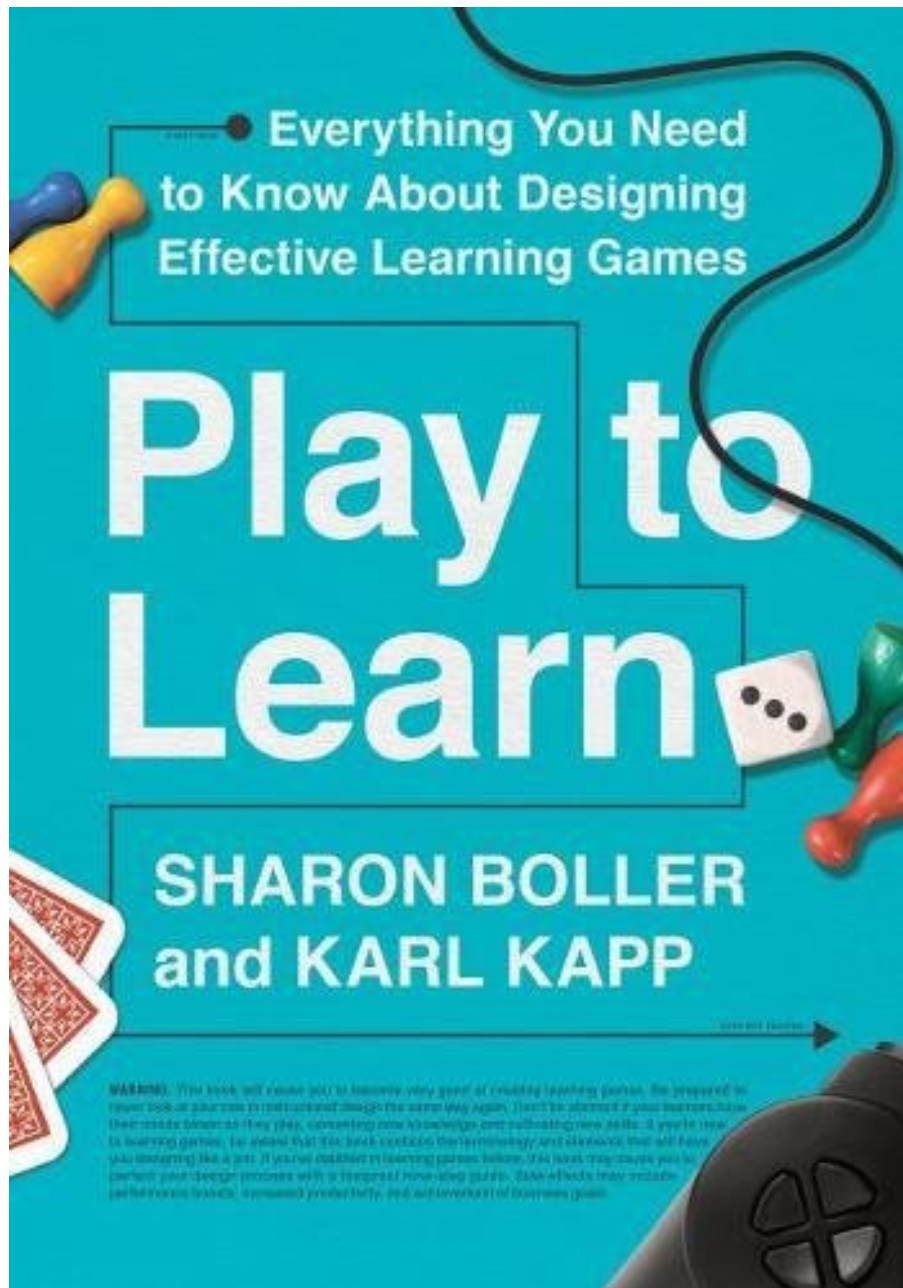


# PLAY TO LEARN: EVERYTHING YOU NEED TO KNOW ABOUT DESIGNING EFFECTIVE LEARNING GAMES BY SHARON BOLLER, KARL M. KAPP



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**WARNING:** This book will cause you to become very good at creating learning games. Be prepared to never look at your own (or your students') design the same way again. Don't be alarmed if your students know their cards better than they (you), recognizing new knowledge and making new skills. If you're new to learning games, be aware that this book contains the terminology and elsewhere that will have you designing like a pro. If you're making learning games before, it'll show you things you've learned your design process with a frequent how-to guide. Side effects may include: confidence, increased productivity, and an increase in business goals.

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## About the Author

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When trainers use games, learners win big.

As a trainer interested in game design, you know that games are more effective than lectures. You've seen firsthand how immersive games hold learners' interest, helping them explore new skills and experience different points of view.

But how do you become the Milton Bradley of learning games? Play to Learn is here to help.

This book bridges the gap between instructional design and game design; it's written to grow your game literacy and strengthen crucial game design skills. Experts Sharon Boller and Karl Kapp share real examples of in-person and online games, and offer an online game for you to try as you read. They walk you through evaluating entertainment and learning games, so you can apply the best to your own designs.

Play to Learn will also show you how to:

- Link game design to your business needs and learning objectives.
- Test your prototype and refine your design.
- Deploy your game to motivated and excited learners.

So don't just play around. Think big, design well, and use Play to Learn as your guide.

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- Binding: Paperback
- 160 pages

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#### Most helpful customer reviews

2 of 2 people found the following review helpful.

Great read! Don't start with a tool, start with your mind!

By Zsolt Olah

At conferences I often get the question from instructional designers and developers: "What tool should I use to make learning games?" My two cents is that you don't start with a tool, you start with your mind. You start with a book like *Play to Learn* by Sharon and Karl. Anybody can build a learning game, just like anybody can write a novel who knows the alphabet. This book provides a solid foundations of the process of creating EFFECTIVE learning games. Combining theory and practice, Sharon and Karl walk you through the steps of everything you need to know.

My suggestion is to read through the book once to get the full picture. Then put it aside. Sleep on it, Let your brain synthesize the information. Then start the book again. This time, do all the exercises and identify a small project where you would want to apply your magic to. Also, connect with others at the organization, create a game club if you don't have yet. Designing and developing learning games is not a one person job. This book will help you start but without doing it, you will not go far.

If you haven't attended their workshop yet, I would strongly recommend it.

2 of 2 people found the following review helpful.

A Cure for Shallow Gamification

By Corey S Callahan

Gamification and I have a...complicated relationship.

I love game design, but I have seen so many horrible "slap some points into it" attempts at gamification that I'm cautious any time learning and games come together. This is NOT one of those shallow attempts at

marrying games to learning. Rather than simply trying to cram a few game elements into a learning experience, this book actually walks you through linking your desired learning outcomes to game design from the get-go. In other words, you wind up with solid game-based learning solutions rather than another cheap Jeopardy knock-off.

The writing is easy to comprehend, even for those new to gaming or learning design. It's also chock full of handy templates and checklists that help in designing your own game-based learning.

0 of 0 people found the following review helpful.

Gorundbreaking Guide for the Everyperson!

By Michael J. Sutton

I just received my copy of Play to Learn. I have always highly respected your work, but this is the penultimate text on designing and developing a workshop to teach games, gamification, and most importantly game-based learning.

You have provided an incredible product and service to the multitude of communities that have relied upon your expertise and knowledge in: elearning, serious games, sims, and gamification.

I pray you receive significant recognition and awards; and become exceptionally wealthy because of this milestone in the emerging field. This book could be the foundation for the field exploding, now that others can so easily understand the concepts and components, where the sum is greater than the parts.

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