Aesthetics and Design for Game-based Learning (Digital Games and Learning)

Michele D. Dickey

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Aesthetics and Design for Game-based Learning provides learning designers with insight into how the different elements that comprise game aesthetics can inform the design of game-based learning. Regardless of the cognitive complexities involved, games are essentially entertainment media, and aesthetics play a large role in how they are experienced. Yet too often the role of aesthetics in the research about game-based learning has been relegated to a surface discussion of graphics or neglected altogether.

Aesthetics and Design for Game-based Learning begins by addressing the broad context of game aesthetics, then addresses specific elements with chapters focusing on:

• player positioning
• game mechanics
• narrative design
• environment design
• character design.

Each chapter includes research and guidelines for design, and a conclusion addresses aesthetics in the research of game-based learning.

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