

The Research Behind Game-Based Learning (v. 12.28.18)

(based on references within the Curiosity Shoppe repository)

Game Studies (Criticism, Design, History, Philosophy)

Game-Based Learning ([Gamification](#), Epistemic Games, [Serious Games](#))

Game-Based Citizen Science

Resonates with: Computer-Supported Collaborative Learning, Expertise & Expert Performance, Play Studies, Situated Learning

Associated Organizations: [Quest2Learn](#), [Serious Play Conference](#)

Associated Journals: [Games and Culture](#), [Game and Puzzle Design](#)

Associated Websites: [Citizen Science Games](#), [Science At Home](#), [Zooniverse](#)

Associated Blogs: [Games for Educators...because fun matters](#)

Associated Podcasts: [Games in Schools and Libraries](#), [Professor Game: Gamification for Education](#), [WellplayED](#)

[Institute of Play - Games & Play Reading List v1.1 \(November 2011\)](#)

Game Studies (Criticism, Design, History, Philosophy)

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Games-Based Learning **([Gamification](#), Epistemic Games, [Serious Games](#))**

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Game-Based Citizen Science

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